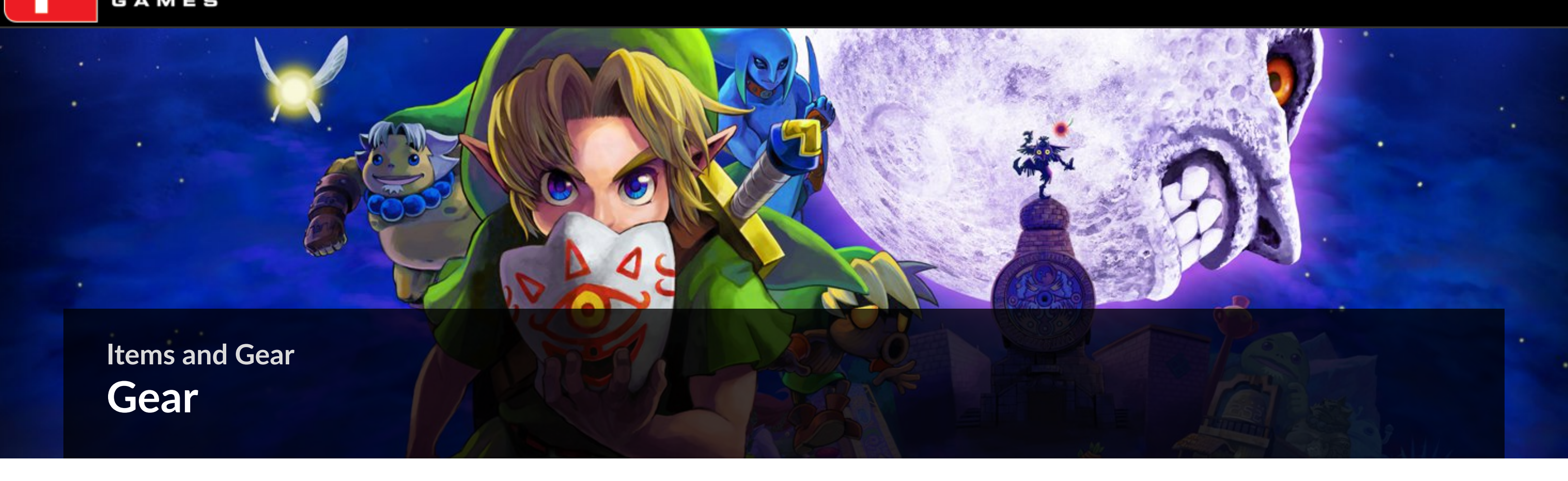


Items and Gear

Gear

To perform heroic feats and overcome various obstacles, Link makes use of several clever gadgets and tools. This chapter covers all of the many items, gear, and masks that Link can find over the course of his adventure, detailing both how to find them and what to do with them.

All of the following items are stored on the Gear subscreen. These pieces of adventuring gear are the most vital items that Link can acquire. With the sole exception of the Razor Sword, none of these items is lost when Link uses the Song of Time to rewind back to the Dawn of the First Day.

Adult Wallet

At first, Link can only hold 99 Rupees in his wallet. Deposit 200 or more Rupees into your Clock Town bank account, though, and you'll receive the Adult Wallet as a reward for your patronage. This bigger wallet is made for adults, so it can hold up to 200 Rupees.

Big Bomb Bag

During the Night of the First Day, Link can stop a thief from robbing the old lady from the Bomb Shop. Just wait in North Clock Town for the scene to play out around midnight. After stopping the thief, you'll find the Big Bomb Bag for sale at the Bomb Shop for 90 Rupees. If you don't stop the thief, you can still buy the Big Bomb Bag from the Curiosity Shop in West Clock Town during the Night of the Final Day for 100 Rupees. The Big Bomb Bag holds 30 bombs.

Biggest Bomb Bag

During his travels, Link meets several Business Scrubs that peddle wares from their Deku Flowers around Termina. The Business Scrub near Goron Village will sell Link the Biggest Bomb Bag for 200 Rupees, provided that Link trades in his Big Bomb Bag to get the discount.

Bomb Bag

The standard Bomb Bag holds up to 20 bombs. Buy one at the Bomb Shop in West Clock Town for 50 Rupees, and you'll be able to carry and use bombs.

Bombers' Notebook

Clock Town's club of kids, the Bombers, like to keep track of important happenings around Termina. All members of the Bombers receive this special notebook, which helps them record all of their rumors, good deeds, and accomplishments. Link receives the Bombers' Notebook shortly after he manages to reclaim the Ocarina of Time from the Skull Kid. Press START to view it and see what you've done around Termina, along with any rumored or ongoing events that still need investigating.

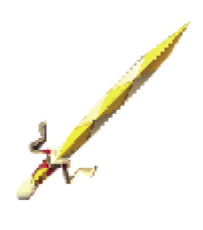
Fishing Hole Pass

Though far from vital, Fishing Hole Passes are nevertheless stored on the Gear subscreen. Perhaps this is because these valuable passes don't vanish when Link rewinds time. Each Fishing Hole Pass grants Link a free fishing rod rental at either the Swamp or Ocean Fishing Hole—a 50-Rupee value. You can win these passes by beating games in Honey & Darling's Shop (found in East Clock Town) and in the Deku Scrub Playground (found in North Clock Town). See page 336 to learn all about Fishing Holes.

Giant Wallet

Link's explorations of the Great Bay Coast lead him to a mysterious spider-filled house. If Link manages to slay all of the Gold Skulltulas in the house and collect their spirits within a single day, he'll be given the Giant Wallet by a stranger as he leaves the building. This ultimate wallet can hold up to 500 Rupees, letting Link make big impulse buys on the fly.

Gilded Sword

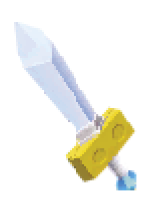


After paying the Mountain Smithy 100 Rupees to sharpen his Kokiri Sword into a Razor Sword, Link can further enhance his blade by handing the Mountain Smithy some precious Gold Dust. The smithy then reforges the Razor Sword and creates the ultimate blade: the Gilded Sword. This weapon has a longer reach than the Kokiri or Razor Sword, and unlike the Razor Sword, its superior edge never dulls.

Hero's Shield

Link begins the adventure with his trusty Hero's Shield. Once raised, this stalwart shield can protect Link from just about any frontal attack. Only fire and powerful impacts can pass through the Hero's Shield's defenses.

Kokiri Sword



Link also begins his journey with the Kokiri Sword. This typical adventuring weapon has a short, sharp blade, making it ideal for fluid close-quarters combat. Link can improve the Kokiri Sword over the course of his adventure by visiting the Mountain Smithy up in Termina's northern mountains and reforging it into the Razor Sword.

Large Quiver

After Link obtains the Hero's Bow, he's able to try the Town Shooting Gallery in East Clock Town, along with the Swamp Shooting Gallery that lies on the way to the Southern Swamp. Set either game's high score, and you'll win a Large Quiver. This holds 40 arrows, letting Link carry more ammo for the Hero's Bow.

Largest Quiver

After winning the Large Quiver from either the Town Shooting Gallery or the Swamp Shooting Gallery, you can win the Largest Quiver by setting the high score on the other game. For example, if you set the high score on the Town Shooting Gallery and win the Large Quiver, then you can win the Largest Quiver by setting the high score on the Swamp Shooting Gallery (and vice versa). Whichever way you win it, the Largest Quiver lets Link carry up to 50 arrows.

Mirror Shield

Found in a ruin beneath the eastern Kingdom of Ikana, the Mirror Shield takes the place of the Hero's Shield in Link's inventory. Like the Hero's Shield, this shield blocks most frontal attacks. However, it also has the power to reflect light at objects, just like a mirror. In various ways, the Mirror Shield helps Link solve puzzles and open up passages as he explores Ikana.

Ocarina of Time

Given to Link by Princess Zelda, this magical instrument calls forth legendary power to aid Link in his quest. Once Link has learned a song, he can unleash its effects at any time by playing it on the Ocarina of Time. Here's the complete list of songs that Link can learn:

Song of Time (Y , L , R , Y , L , R): Sends Link back to the Dawn of the First Day.

Song of Double Time (Y , Y , L , L , R , R): Lets Link advance forward through time to any desired hour.

Inverted Song of Time (R , L , Y , R , L , Y): Slows the current flow of time, or restores it to normal speed if it's already slowed.

Song of Healing (X , Y , R , X , Y , R): Heals troubled souls, helping them find rest.

Song of Soaring (R , X , A , R , X , A): Lets Link soar directly to any owl statue that he has activated across Termina.

Epona's Song (A , X , Y , A , X , Y): Calls for Link's horse, Epona, who comes to him if she's able.

Song of Storms (L , R , A , L , R , A): Causes it to rain, helping Magic Beans grow.

Sonata of Awakening (A , X , A , X , L , Y , L): Makes Woodfall Temple rise from the marsh. Can also rouse sleeping beings.

Goron Lullaby (L , Y , X , L , Y , X , Y , L): Soothes the Goron Elder's bawling son. Also helps Link enter Snowhead Temple.

New Wave Bossa Nova (X , A , X , Y , R , X , Y): Helps the Zora singer, Lulu, find her voice. Also helps Link reach the Great Bay Temple.

Elegy of Emptiness (Y , X , Y , R , Y , A , X): Creates a lifeless clone of Link wherever he's standing. Useful for keeping floor switches pinned down.

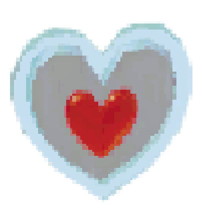
Oath to Order (Y , R , L , R , Y , A): Summons the four guardian spirits to help stop the moon's descent.

Scarecrow's Song: Pull out the Ocarina of Time near the scarecrow in the Astral Observatory or Trading Post, and you can create the notes to this song. Play the song to summon the scarecrow out in the field, who then serves as an anchor point for the Hookshot.

Pictograph Box

Obtained within the Swamp Tourist Center, the Pictograph Box lets Link snap a full-color pictograph of anything that he sees. Taking pictographs helps Link complete several quests, but he can only keep one pictograph at a time. Say "cheese!"

Pieces of Heart



You can find a whopping 52 Pieces of Heart during Link's adventure. Every four Pieces of Heart you find completes a new Heart Container, extending Link's life energy by one Heart. Look far and wide for these special prizes, or simply refer to the walkthrough or the checklists at the back of this book to easily find them all.

Quiver

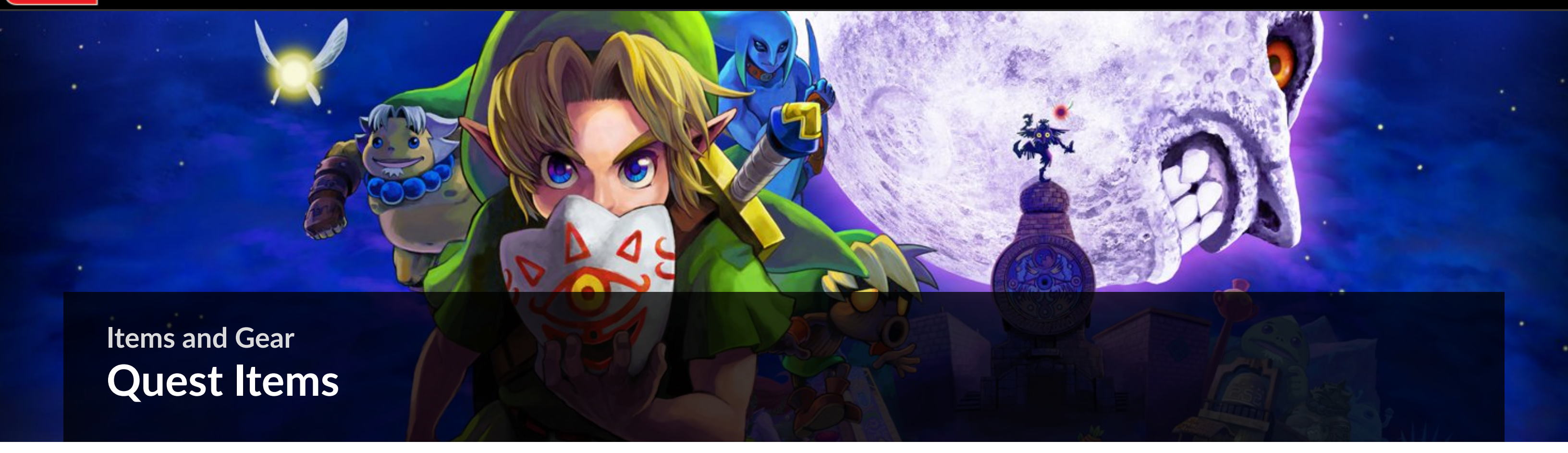
The moment Link finds the Hero's Bow in Woodfall Temple, he also acquires the Quiver. This standard arrow carrier can hold up to 30 arrows.

Razor Sword

Once he makes his way into the mountains, Link can pay the Mountain Smithy 100 Rupees to have him improve his Kokiri Blade into the Razor Sword. This razor-sharp blade is twice as powerful as the Kokiri Sword, but its edge dulls after 100 hits, or when you use the Song of Time to rewind back to the Dawn of the First Day. Once its edge dulls, the Razor Sword reverts back to Link's original Kokiri Sword.

Major Masks

The four special masks that Link acquires as he clears Termina's temples are also stored on the Gear subscreen. These masks can't be worn by Link, but they must be collected in order to stop the land's destruction. Link naturally finds these four special masks as he clears each temple.

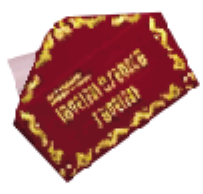


Items and Gear

Quest Items

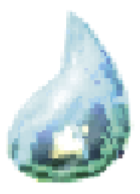
The following items are also stored on the Gear subscreen, but they're all kept in the space on the right. These special items are used to help Link complete certain quests, and they're lost when he plays the Song of Time to rewind back to the Dawn of the First Day.

Letter to Kafei



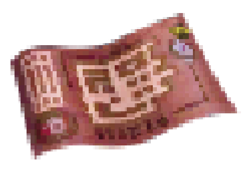
During his effort to locate a missing person in Clock Town named Kafei, Link finds himself in the middle of a troubled love affair involving Kafei and the Stock Pot Inn's keeper, Anju. At one point, Anju asks Link to deliver an important letter to Kafei for her. Link simply needs to deposit this letter in any mailbox around Clock Town to complete Anju's request.

Moon's Tear



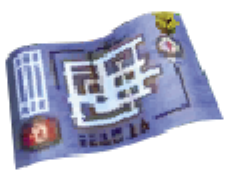
During his visit to the Astral Observatory, Link gets to look through the astronomer's telescope. After spotting the Skull Kid atop the Clock Tower, Link notices something drop from the eye of the looming moon. Head outside to find the mysterious object that fell: the Moon's Tear. Give this item to the Business Scrub near the Clock Tower, and he'll give you the Town Title Deed in trade. This lets you use the Scrub's Deku Flower and reach the Clock Tower's roof during the Night of the Final Day.

MountainTitle Deed



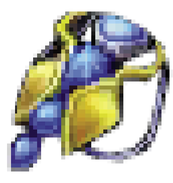
Speak to the Business Scrub near Goron Village as Deku Link, and the Scrub tells you that he'd like to set up shop closer to home. Give the Scrub the Swamp Title Deed (if you have it), and he'll give you the Mountain Title Deed in trade. This lets you use the Business Scrub's Deku Flower to reach a nearby Piece of Heart.

Ocean Title Deed



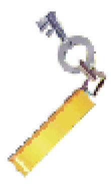
Speak to the Business Scrub in Zora Hall as Goron Link (he's in Lulu's dressing room), and the Scrub confides that he'd like to set up shop in the fresh mountain air. Give the Scrub the Mountain Title Deed (if you have it), and he'll give you the Ocean Title Deed in trade. This lets you use the Business Scrub's Deku Flower to reach a nearby Piece of Heart.

Pendant of Memories



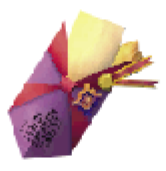
Another item linked to Clock Town's troubled lovebirds, Kafei and Anju, the Pendant of Memories is a special keepsake that Kafei asks Link to give to Anju. Deliver the Pendant of Memories to Anju at the Stock Pot Inn, and she'll know that Kafei still cares for her. She'll then decide to wait for him, no matter what the future holds.

Room Key



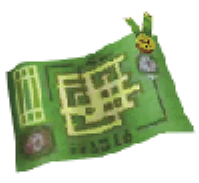
Once Link finds the Goron Mask, he's able to enter a new room in the Stock Pot Inn. Put on the Goron Mask, enter the Stock Pot Inn at 3 p.m. on the First Day, and then speak to Anju at the front desk. She'll mistake you for a Goron that has already booked a room at the inn, and she'll give you the Room Key. This lets you open the upstairs hall's middle door and plunder a Silver Rupee from a chest. The Room Key also lets you enter the inn late at night when the front door is commonly locked.

Special Delivery to Mama



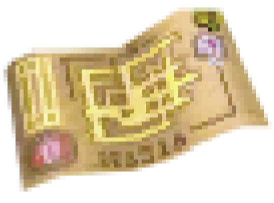
Yet another item tied to Kafei and Anju's troubled love affair, the Special Delivery to Mama is an important letter that Link must deliver to Kafei's mom, Madame Aroma. Link can do this by hand-delivering the letter to Madame Aroma at the Latte Milk Bar in East Clock Town after 6 p.m. on the Night of the Final Day, or by giving the letter to the postman to deliver for him. (Visit the Post Office in West Clock Town after 6 p.m. on the Night of the Final Day to give the postman the letter.) The manner in which Link goes about delivering this mail determines the potential rewards that he can receive. True heroes will want to use the Song of Time and explore both delivery options.

Swamp Title Deed

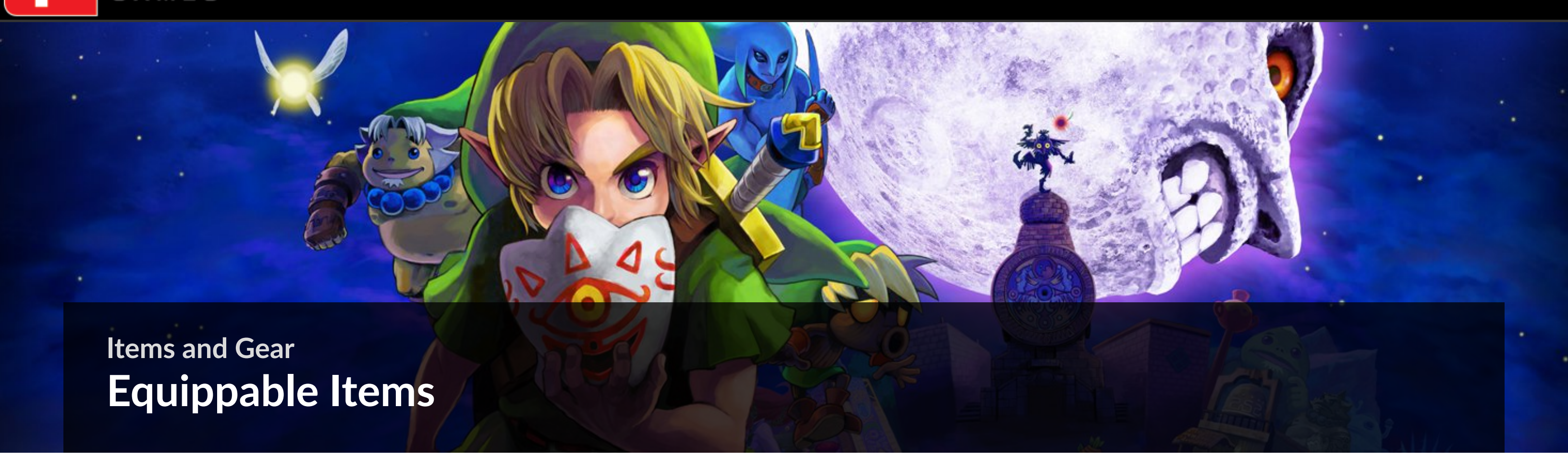


Talk to the Business Scrub near the Southern Swamp Tourist Center as normal Link, and the Scrub tells you that he'd like to set up shop in a livelier place. Give the Scrub the Town Title Deed (if you have it), and he'll give you the Swamp Title Deed in trade. This lets you use the Business Scrub's Deku Flower and reach a nearby Piece of Heart atop the Swamp Tourist Center.

Town Title Deed



After using the astronomer's telescope to spot the Skull Kid and discover the Moon's Tear, return to Clock Town, and speak to the Business Scrub in the Deku Flower near the Clock Tower. The Scrub shoos you away at first, but speak to him again, and he'll tell you how much he'd love to have a Moon's Tear. Give the Scrub the Moon's Tear, and he'll give you the Town Title Deed in trade. This lets you use the Scrub's Deku Flower to reach the top of the Clock Tower, along with two chests in the area (one of which only appears during the Final Day).

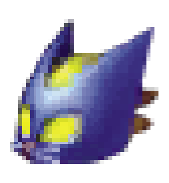


Items and Gear

Equippable Items

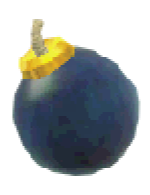
In addition to gear, Link also uses a variety of special items to aid him in his quest. All of the following items are stored on the Items subscreen, and the fact that Link must equip these items manually before he can use them makes them unique. Most of these items are not lost when you reset time. Only their ammo (such as arrows for the Hero's Bow) or the contents of the item (such as any liquid or potion that you're keeping in an Empty Bottle) will be lost.

Bombchu



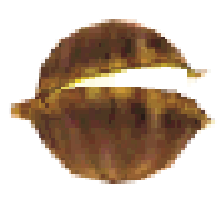
Modeled after the Real Bombchus that plague Termina Field and Ikana Road, a Bombchu is a wind-up bomb that travels a short distance before it goes boom. Though fun, Bombchus are completely optional items that Link never needs to buy in order to complete his quest. However, if you like, you can buy Bombchus at the Trading Post in West Clock Town.

Bombs



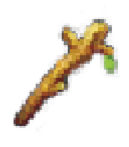
Once Link buys a Bomb Bag, he's able to carry up to 20 bombs. Equip bombs, and then use one to make Link pull one out. A bomb's fuse lights the moment that Link pulls it out, so either set it down and flee, or throw it at a nearby target. Bombs are useful for defeating powerful enemies, and they can also blast through cracked walls, exposing secret passages and treasures. You can buy bombs at the Bomb Shop in West Clock Town, but you can also find them for free just by smashing jars and chopping up tall grass.

Deku Nut



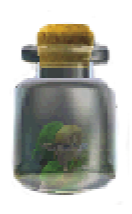
These hard-shelled nuts emit a blinding flash on impact, stunning nearby enemies for a brief time. Toss Deku Nuts at foes to stun them before taking to the fray with Link's blade. Deku Link can also drop Deku Nuts on foes after he launches up from a Deku Flower—just press Ⓑ to make him drop a Deku Nut as he glides through the air. You can buy Deku Nuts at the Trading Post in West Clock Town. They also are commonly found when Link defeats Deku Babas and Mini Babas.

Deku Stick



Deku Sticks are long, thin sticks of wood that burn well. Whip out a Deku Stick and touch its end to a torch's flame to light it. Deku Sticks don't last long once they're lit, so hurry and use it to set something else ablaze, or swing Link's sword to stash the Deku Stick and keep it from burning up. You can buy Deku Sticks at the Trading Post in West Clock Town. They also are commonly dropped by Deku Babas after Link defeats them.

Empty Bottles



Bottles are invaluable items that let Link carry fluids, potions, and other items around with him. The original Majora's Mask had only six Empty Bottles, but there's a seventh one to find in Majora's Mask 3D. Furthermore, you now find some of the bottles in different ways. Here's where to find all seven Empty Bottles:

Empty Bottle #1: Kotake gives this to Link after he discovers her wounded sister, Koume, lying in the Woods of Mystery. It comes filled with Red Potion.

Empty Bottle #2: After you cleanse the swamp, you can win it from Koume's Boat Tour game by shooting 20 or more targets.

Empty Bottle #3: Romani gives this to Link after he saves her ranch from "them." It comes filled with milk.

Empty Bottle #4: Win it from the Goron Racetrack after you thaw out the mountain. It comes filled with Gold Dust.

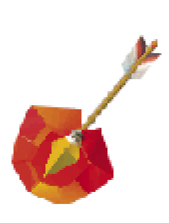
Empty Bottle #5: Win it from the Beaver Brothers by beating them both in a pair of races around the Waterfall Rapids.

Empty Bottle #6: The Gorman Brothers give this to Link

after Link tells them of their sickly brother, the troupe leader. It comes filled with Mystery Milk.

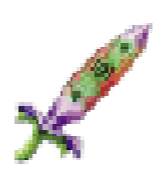
Empty Bottle #7: Madame Aroma gives this to Link in the Latte Milk Bar after he hand-delivers her the Special Delivery to Mama.

Fire Arrow



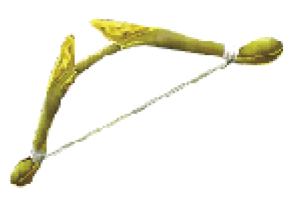
During his explorations of Snowhead Temple, Link discovers the Fire Arrow, which lets him power his arrows with magical fire. You can use Fire Arrows to melt ice, light torches, and set enemies ablaze. Each Fire Arrow you shoot uses up some of Link's magic power, so use regular arrows to conserve magic power whenever possible.

Great Fairy's Sword



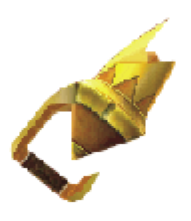
Bestowed to Link after he restores the Great Fairy of Kindness, the Great Fairy's Sword is the largest and most powerful blade in the game. There's a catch, however: this sword is so big and heavy that Link must equip it and wield it like an item. The Great Fairy's Sword doesn't replace Link's standard Ⓑ blade, and Link can't wield it with the same grace and mastery that he does his primary sword. Still, it's great to have.

Hero's Bow



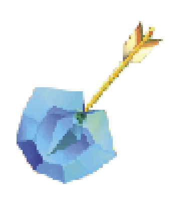
Found in the depths of Woodfall Temple, the Hero's Bow gives Link a means of dealing with distant threats. Equip this excellent item to Ⓧ or Ⓨ so that you can use Ⓧ or Ⓨ to snap off fast shots. You can use the Hero's Bow to defeat enemies or trigger remote switches. L -Target Link's enemies for effortless aiming, then fill them full of arrows. Cut tall grass and break jars to find more arrows, and try to always keep a supply on hand.

Hookshot



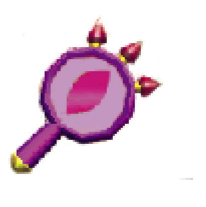
Discovered deep within the Pirates' Fortress, the Hookshot is an invaluable adventuring tool. Depending on the target, firing the Hookshot either brings Link to the target (if it's heavy), or grabs the target and brings it back to Link (if it's light). Creative use of the Hookshot lets Link reach otherwise inaccessible locations, so try targeting anchor stones and treasure chests that you see around Termina. You can also use the Hookshot to defeat weak enemies and stun larger foes. Equip it to Ⓧ or Ⓨ so you can whip it out at a moment's notice.

Ice Arrow



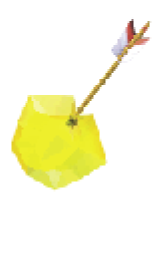
Hidden in the Great Bay Temple's watery confines, the Ice Arrow powers up the Hero's Bow with frosty magic. Use Ice Arrows to create temporary ice platforms on water wherever you see telltale sparkles near the surface. You can also use Ice Arrows to freeze enemies solid, turning them into blocks of ice that can be grabbed, moved, and positioned to help Link reach higher vantages, just like stone blocks.

Lens of Truth



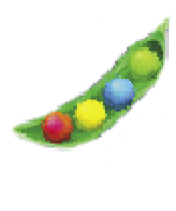
Guided by the wisdom of the great owl, Link finds his way to this magical artifact, which is kept safe in a lofty cave near Goron Village. As its name implies, the Lens of Truth lets Links see the truth (that is, invisible objects). Use the Lens of Truth to discover false walls, secret alcoves, invisible chests and enemies, and more. Gazing through the Lens of Truth expends magic power, so use it sparingly.

Light Arrow



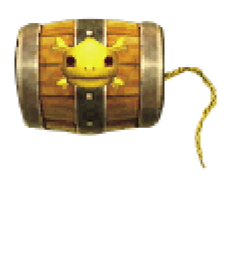
Obtained within the bewildering Stone Tower Temple, the Light Arrow supercharges Link's arrows with magical light. These ultimate arrows inflict great damage against enemies, and they are vital to solving the Stone Tower Temple's many puzzles. For example, shooting special red emblems with Light Arrows causes the environment to turn upside-down, letting Link explore both the ceiling and the floor. Light Arrows can also activate sun emblems and banish sun blocks, just like the Mirror Shield. Due to their might, Light Arrows consume a significant amount of magic power with each use.

Magic Beans

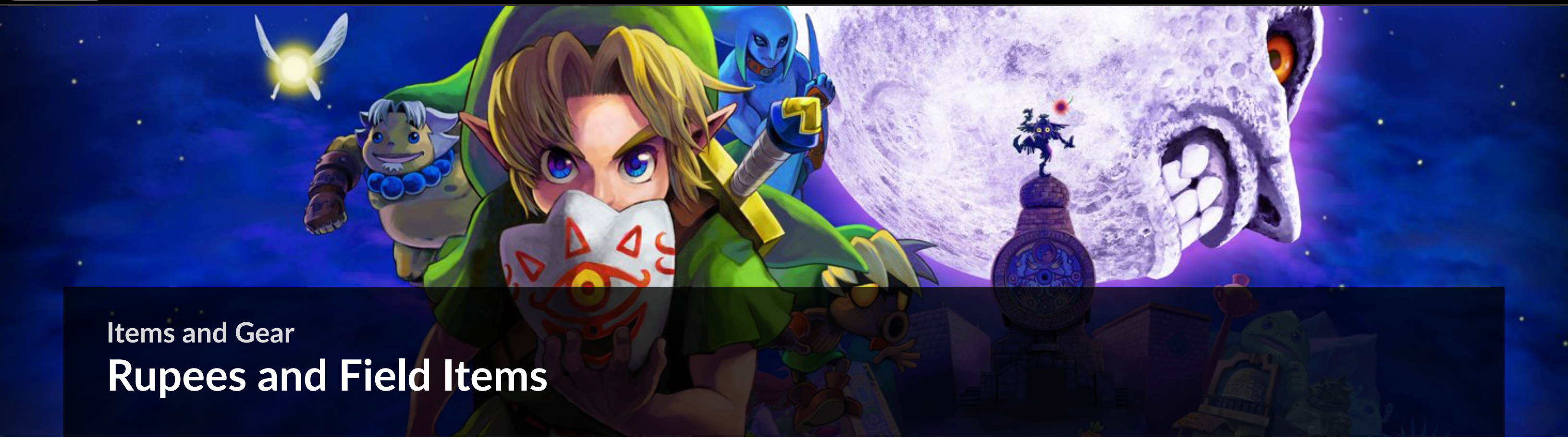


When planted in soft soil and properly watered, these mysterious beans sprout into leaf platforms that Link can ride to reach special places. You can buy Magic Beans from the bean salesman beneath Deku Palace, or from the Business Scrub near the Swamp Tourist Center (speak to him as Deku Link). They cost just 10 Rupees apiece. Scoop some Spring Water into an Empty Bottle, and you can water your Magic Beans at any time. You can also water them by playing the Song of Storms (if you know the song).

Powder Keg



After Link purifies Snowhead Temple, the mountain thaws, and Link can perform a special feat. Go to Goron Village's north end, and visit the Goron Powder Keg Shop. Talk to the Goron inside the shop as Goron Link, and he'll test your ability to handle Powder Kegs. Carry the Powder Keg that the Goron gives you all the way to the Goron Racetrack, and use it to destroy the big boulder that's blocking the racetrack. If you succeed, you'll be able to buy more Powder Kegs at the Powder Keg Shop for 100 Rupees. However, the better deal is in Clock Town's Bomb Shop, where Powder Kegs cost just 50 Rupees. Buy and use Powder Kegs to obliterate similarly huge boulders, like the one on Milk Road that's blocking off Romani's Ranch during the First and Second Days. Powder Kegs are so big that Link can only carry one at a time.



Items and Gear

Rupees and Field Items

Rupees are the main form of currency in Termina. Link can find Rupees by opening chests, winning games, defeating monsters, and cutting tall grass. They come in six colors, and each color is worth a different value:

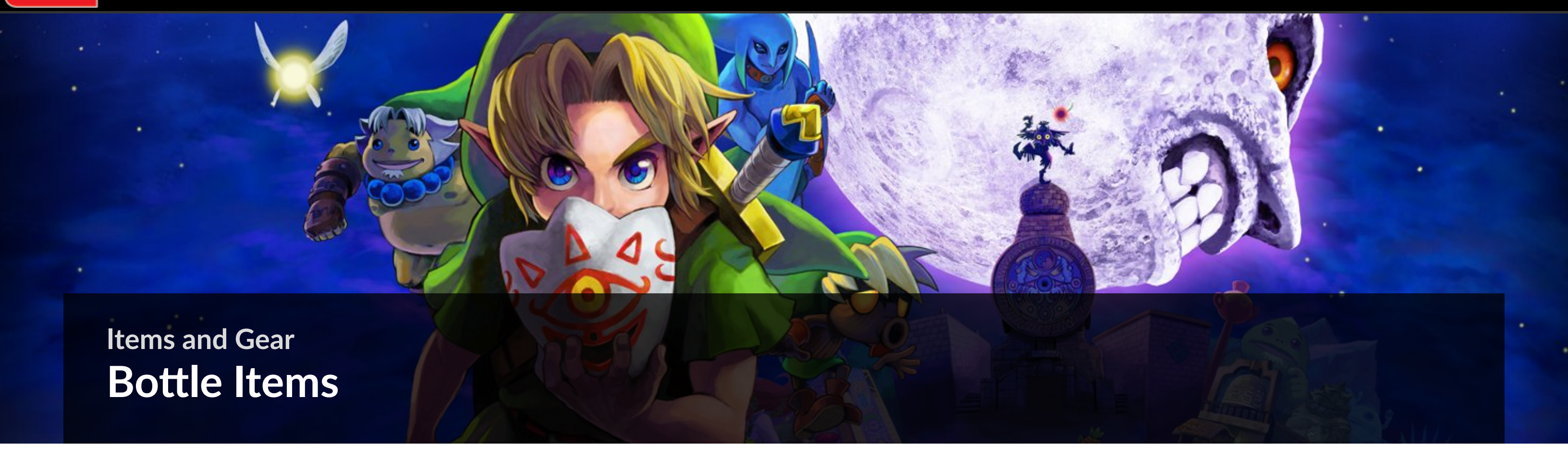
- Green Rupees are worth one Rupee.
- Blue Rupees are worth five Rupees.
- Red Rupees are worth 20 Rupees.
- Purple Rupees are worth 50 Rupees.
- Silver Rupees are worth 100 Rupees.
- Huge (yellow) Rupees are worth 200 Rupees.

Besides Rupees, Link can also find the following items by cutting tall grass, breaking jars, and so on:

Magic Jars: These green vials restore a good amount of Link's magic power.

Bombs: Grab these to add some bombs to your Bomb Bag.

Arrows: You need these if you want to use the Hero's Bow.



Items and Gear

Bottle Items

Link can store and carry a wide variety of special items by scooping them up and storing them in Empty Bottles. The more Empty Bottles that Link finds, the more of these goodies he can bring along.

Big Poe's Soul

On the rare occasion that you're able to battle a Big Poe, be sure to snatch up its soul in an Empty Bottle. A Big Poe's soul sells for 200 Rupees at the Curiosity Shop in West Clock Town, making it one of the most valuable items you can sell.

Blue Potion

This ultimate potion restores all of Link's life energy and magic power, but it can't be bought until you bring the Magic Hags a Magic Mushroom. You'll then receive a free Blue Potion and be able to buy more Blue Potion until you reset time. A Business Scrub near the river in Ikana Canyon also sells Blue Potion for 100 Rupees, with no Magic Mushrooms required.

Bug

You can find bugs crawling about low places. Look for them in underground caverns or in places with food, like the Stock Pot Inn's kitchen. Scoop a bug into a bottle, and you can release it near a patch of soft soil. You normally plant Magic Beans in soft soil, but bugs can burrow into the patch and dig up items for you. You also use bugs to solve certain puzzles at various points.

Chateau Romani

The best milk that money can buy is Chateau Romani, but it sure isn't cheap. Just one bottleful of this top-shelf beverage costs 200 Rupees at the Latte Milk Bar, and you can't even enter the bar until you've found Romani's Mask. Why all the fuss? Chateau Romani not only restores Link's magic power, but it also grants him unlimited magic power until he rewinds time. Talk about an energy drink!

Fairy

Fairies are tiny magical beings with the power to heal Link's wounds. Cut tall grass and break jars near owl statues to find Fairies, then quickly catch them in Empty Bottles. Once you've caught a Fairy, you can use it any time to restore up to 10 Hearts of Link's life energy. Unlike potions, Fairies automatically revive Link if he ever runs out of life energy and falls in battle, saving him from the brink of defeat. It's a good idea to keep at least one Fairy with you at all times. Tatl won't mind!

Fish

Link gets some use out of fish at a few points in the adventure. If you ever need a fish, find one swimming in shallow water, then try scooping one up into an Empty Bottle. You can find fish around the Great Bay Coast and near other sources of water.

Green Potion

One dose of this potent pick-me-up replenishes all of Link's magic power. Magic Jars can sometimes be hard to find in the wild, so try to keep a bottle of Green Potion on hand when exploring.

Hot Spring Water

A few steamy sites around Termina are home to hot springs. Here, Link can bottle up some Hot Spring Water and take it with him. Hot Spring Water can melt ice just like Fire Arrows, provided that Link can get close enough to pour it on the ice. It cools very quickly, however, soon reverting to normal Spring Water.

Magic Mushroom

A key Blue Potion ingredient, Magic Mushrooms can be found all over the Southern Swamp, but not until Link finds the Mask of Scents. Use the Mask of Scents to track down these pungent fungi, which give off a purple plume while the Mask of Scents is worn. Once you've found a Magic Mushroom, scoop it into an Empty Bottle, and bring it to the Magic Hags' Potion Shop for a free dose of Blue Potion. You'll then be able to buy more Blue Potion until you rewind time.

Milk

Everyone knows that milk does a body good, and Link is no exception. Drink milk to restore up to five Hearts of Link's life energy. One bottle contains two servings, so you can restore a total of 10 Hearts with just one bottle of milk. You can purchase milk from the Gorman Brothers off of Milk Road or at the Latte Milk Bar in East Clock Town, but you can also score free milk by playing Epona's Song for cows. Try bombing the center of the big hollow log to the south of Clock Town to find a few cows in need of a little mood music.

Poe's Soul

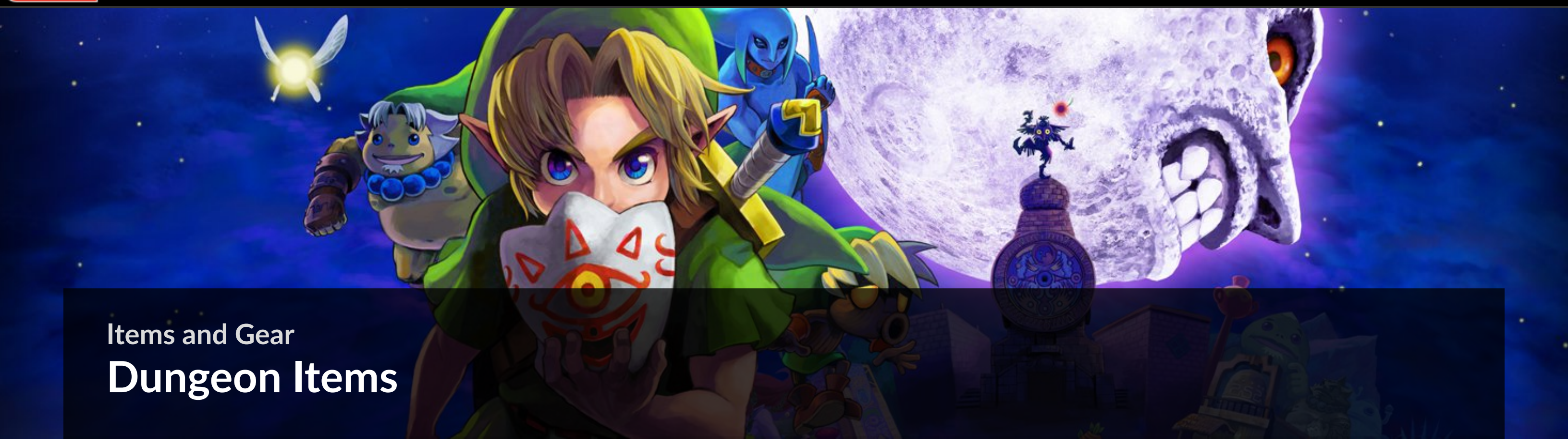
Poes are ghostly enemies that Link rarely encounters. After Link defeats them, they leave behind a soul, just like Big Poes. Scoop a defeated Poe's soul into an Empty Bottle, and you can sell it to the Curiosity Shop in West Clock Town for fast Rupees.

Red Potion

The Legend of Zelda's classic healing elixir, Red Potion fully restores all of Link's life energy when consumed. It's the most powerful curative besides Blue Potion, so bring some with you whenever you face grave danger.

Spring Water

Though he never seems thirsty, Link finds a use for Spring Water at several points in his journey. Spring Water can be bottled at just about any freshwater source, and it's mainly used to water Magic Beans that you've planted in soft soil. Once watered, a Magic Bean sprouts into a leaf platform that ferries Link to new heights.

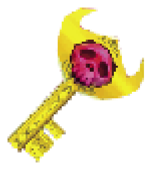


Items and Gear

Dungeon Items

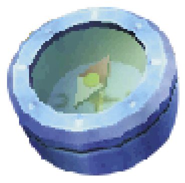
The following items can only be found in dungeons (temples). Seek them out to aid you in your quest.

Boss Key



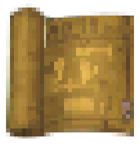
A vital item to find in any dungeon, the Boss Key lets Link enter the Boss Door and face off against the dungeon's boss. Be ready for a big battle after you pass through the Boss Door.

Compass



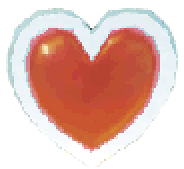
The Compass conveniently reveals all treasure chests within a dungeon by showing their locations on your map. Once you've found the Compass, you can easily track down the dungeon's precious treasures.

Dungeon Map



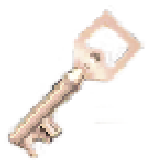
Link makes a map of each dungeon as he explores, but the entire temple is instantly revealed once you discover the Dungeon Map. This makes getting around much easier since you can see how the dungeon is constructed room by room and floor by floor.

Heart Container



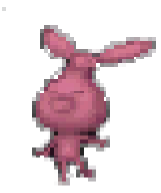
Each new boss that Link defeats leaves behind a precious Heart Container. These ultra-rare items instantly add a full Heart to Link's life energy, making him much stronger. It's like finding four Pieces of Heart all at once!

Small Key

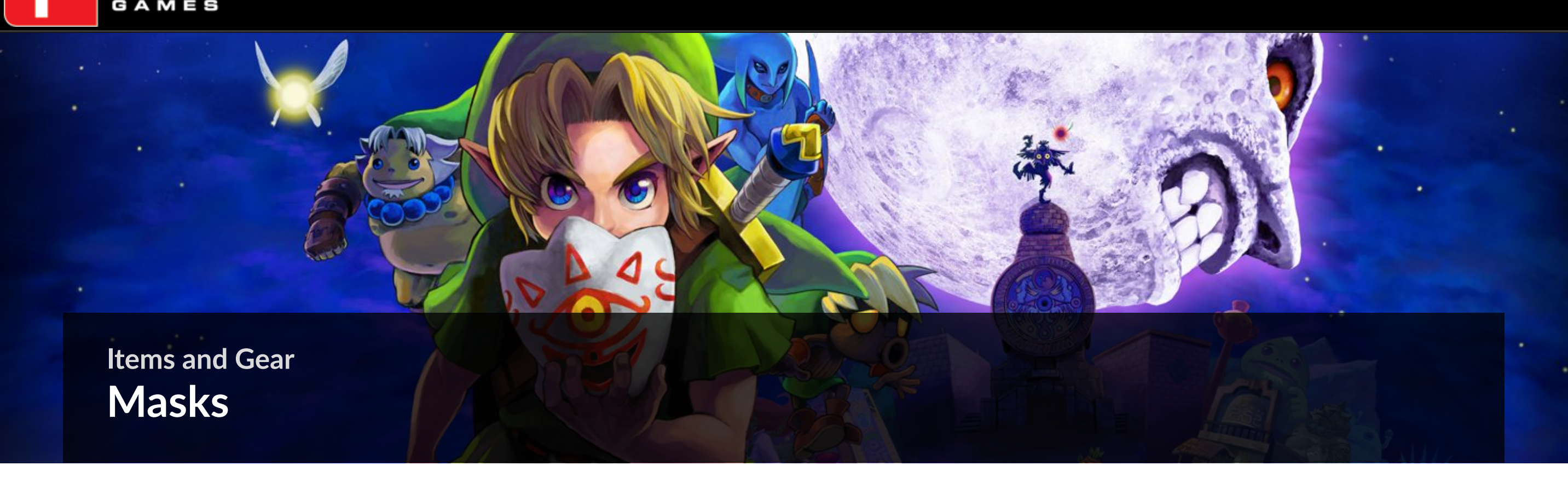


Many dungeons feature locked doors that Link can't open until he finds a Small Key. These keys are unique to each dungeon, so you can't use a Small Key from one temple in another. Small Keys vanish after being used, but there are exactly as many Small Keys as there are locked doors in each dungeon, so you can open every door. If you're stuck at a locked door, start thoroughly searching for a Small Key.

Stray Fairy



Each dungeon contains 15 Stray Fairies for Link to find. The Skull Kid has scattered these little fellows, so look high and low for them. Whenever you see a Stray Fairy floating around, use the Great Fairy's Mask to draw it toward you and rescue it. You'll also find Stray Fairies inside treasure chests, and some are released after you defeat certain enemies in dungeons. Many Stray Fairies are also trapped in bubbles that you must pop with an arrow or sword strike before you can rescue the Stray Fairy.

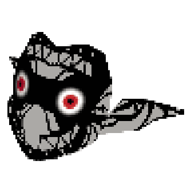


Items and Gear

Masks

What would Majora's Mask 3D be without all of those wacky masks? Link can find and wear 24 unique masks over the course of his adventure, many of which are meant to help him complete optional quests. Every mask has a purpose, so take a closer look at each one.

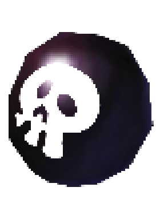
All-Night Mask



This mask is sold at the Curiosity Shop in West Clock Town for 500 Rupees during the Night of the Final Day. You can't buy it until you obtain the Giant Wallet, which lets Link carry up to 500 Rupees. Additionally, the All-Night Mask only appears if you stop the thief from robbing the old lady from the Bomb Shop. Go to North Clock Town around midnight on the Night of the First Day and stop the thief, then go to the Curiosity Shop after 10 p.m. on the Night of the Final Day to find the All-Night Mask for sale.

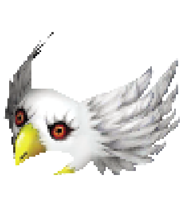
Once you have the All-Night Mask, rewind to the Dawn of the First Day, and go to the Stock Pot Inn. Put on the All-Night Mask, and speak with Anju's grandmother on the first floor. Listen to her story about the Carnival of Time, then answer her question with "on the eve of the festival" to receive a Piece of Heart. Listen to her other story and say "I dunno" afterward to receive another Piece of Heart. That's worth about 500 Rupees, right?

Blast Mask



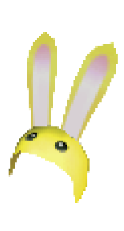
Around midnight on the First Day, the old lady who works at the Bomb Shop in West Clock Town gets robbed by an evil thief in North Clock Town. If you're there to witness the act, you can stop the thief by striking him with Link's sword. The thief escapes, but not with the old lady's possessions. She rewards your good deed with the Blast Mask, which lets Link create bomb-like explosions directly in front of him. Hold R before exploding to shield Link from the Blast Mask's volatile effect.

Bremen Mask



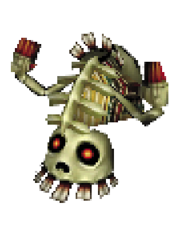
At night during the First and Second Day, a musician named Guru-Guru practices his craft by Clock Town's Laundry Pool. Speak to him as normal Link, and he'll tell you a tale. When the story concludes, Guru-Guru hands you a special mask that has the power to make tiny animals march.Go to the Cucco Shack near Romani Ranch, and use the Bremen Mask to make all 10 cucco chicks march behind you. When all 10 chicks are following you, they'll suddenly grow into adult cuccos. The fellow who runs the Cucco Shack then gives you the Bunny Hood as thanks for cheering him up.

Bunny Hood



After obtaining the Bremen Mask, go to the Cucco Shack near Romani Ranch, and use it to make all 10 cucco chicks march behind you. When all 10 chicks are following you, they'll suddenly grow into adult cuccos, and the fellow who runs the Cucco Shack gives you the Bunny Hood. This excellent mask lets Link run faster and jump farther than normal, hastening his travels.

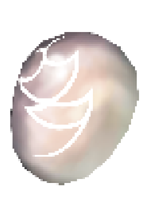
Captain's Hat



When Link finds Epona, he's able to ride east into Ikana Road and visit Ikana Graveyard. Play the Sonata of Awakening before the giant skeleton here, and it springs to life! Stun the skeleton with arrows and chase after it, then hit it with Link's sword to begin battle. Defeat the skeleton to receive the Captain's Hat.

The Captain's Hat lets Link converse with Stalchildren. Speak to the ones that are circling one of the graves, and order them to open it. You'll then be able to explore a secret underground tomb. You can visit three different sections of the tomb by having the Stalchildren open up a different grave each night.

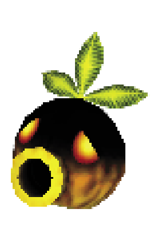
Couple's Mask



This special mask commemorates the love shared by two people. It's given to Link by Kafei and Anju at the Stock Pot Inn after the hero succeeds in uniting the two lovers.

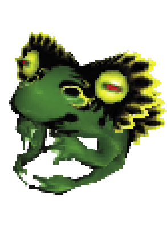
Put on the Couple's Mask, and visit the Mayor's Official Residence in East Clock Town. Speak to the Mayor in his office while wearing the Couple's Mask, and you'll really save his bacon. He'll be so glad to have his meeting over with that he'll reward your intervention with a Piece of Heart.

Deku Mask



The very first mask that Link finds, the Deku Mask lets Link take the form of a little Deku Scrub at will. The mask salesman gives Link the Deku Mask after the lad reclaims the Ocarina of Time from the Skull Kid. Use the Deku Mask to assume Deku Link form, which is handy whenever you need to use a Deku Flower or hop across water.

Don Gero's Mask



While exploring Termina's frigid mountains, Link encounters a hungry Goron that's stuck on a ledge. Give this Goron a hunk of rock sirloin, which you can find inside the Goron Shrine after you calm the Goron Elder's son with the Goron Lullaby, and he'll give you the funky mask that he's wearing: Don Gero's Mask.Once you have Don Gero's Mask, you can talk to the little frogs that you may have seen around Termina. There are five frogs to find, and if you speak to them all while wearing Don Gero's Mask, they'll all head for Mountain Village to sing in the froggy choir. Thaw out the mountain by defeating the boss of Snowhead Temple, then find the following five frogs and talk to them with Don Gero's Mask on. Your reward is a Piece of Heart.

Frog #1: Mountain Village (in the river after the thaw)

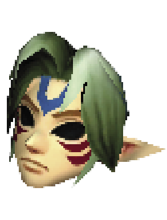
Frog #2: Clock Town (near the Laundry Pool)

Frog #3: Woodfall Temple (appears after you defeat the Gekko mini-boss)

Frog #4: Southern Swamp (sitting on a log to the southeast)

Frog #5: Great Bay Temple (appears after you defeat the Gekko mini-boss)

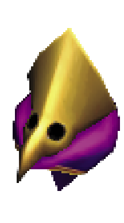
Fierce Deity's Mask



The ultimate mask, the Fierce Deity's Mask transforms Link into a towering warrior of the gods. It can only be used during boss battles. While wearing it, Link can shoot beams of energy from his sword at anything he has L -Targeted. These energy beams pass through defenses to stun and damage boss enemies with tremendous power. You'll be beating bosses with ease!

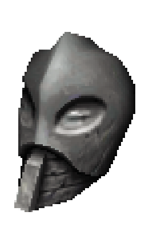
Obtaining the Fierce Deity's Mask takes some effort. First, you must find all of the other 23 wearable masks. Then, just before the game's final battle, you must play four challenging games of hide-and-seek with four masked children. Beat all four games and give away all 20 of Link's non-transformation masks, and you'll receive the Fierce Deity's Mask just before you enter the final battle. Don't worry: the next time you load your game, all of your masks will be back!

Garo's Mask



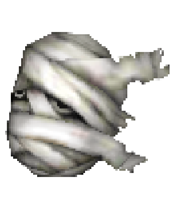
A pair of scheming brothers known as the Gorman Bros. run a racetrack along Milk Road. Once Link has been reunited with Epona, he can challenge the Gorman Brothers to a race around their track. Speak to them from horseback, and then pay 10 Rupees to start the race. Dodge obstacles and use Epona's sprints wisely to win the race, and the Gorman Bros. will give you the Garo's Mask.You need the Garo's Mask to reach Ikana Canyon, making it a mandatory mask. Wear it, and speak to the Garo atop the high cliff at Ikana Road's east end. He'll recognize the mask and create a tree that Link can Hookshot to reach Ikana Canyon.

Giant's Mask



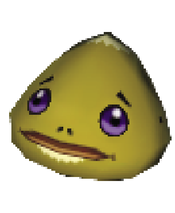
This mask has but one purpose: to help Link defeat Twinmold, the boss of the Stone Tower Temple. Obtain the Giant's Mask during the boss battle, and then use it to grow Link into a giant. Link can't use his sword or shield at this size, but he can punish Twinmold with his devastating blows. Grab Twinmold's tail each time you knock it down, and Giant Link will send it for a spin!

Gibdo Mask



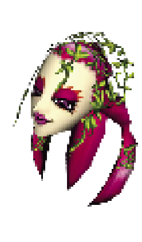
Link finds this creepy mask during his explorations of Ikana Canyon. Go to the Spring Water Cave, and play the Song of Storms to break Sharp's curse and start the water flowing down to the Music Box House. This gets rid of the Gibdos that are circling the house. Then, sneak into the house's front door without letting the little girl near the river see you (use the Stone Mask if possible). Once you're inside the house, go downstairs and play the Song of Healing to break the little girl's father's curse. You'll then receive the Gibdo Mask, which lets Link talk to Gibdos and causes nearby ReDeads to start dancing. The Gibdo Mask helps Link explore Ikana's underground ruin and discover the Mirror Shield.

Goron Mask



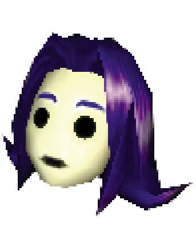
While struggling to save the Gorons in Termina's frozen mountain, Link ends up discovering the Goron Mask, one of the three vital transformation masks that the lad must find. While wearing this mask, Link transforms into a burly Goron that can roll up slopes and batter enemies with mighty blows. Like the Deku Mask, the Goron Mask comes into play at many different points in Link's journey.

Great Fairy's Mask



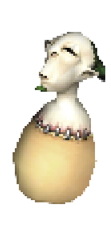
The first time that Link restores the Great Fairy who lives in Clock Town, he'll be in Deku Link form and be gifted the use of magic power. Restore Clock Town's Great Fairy again as human Link, and she'll give you the Great Fairy's Mask. This mask is useful in temples, where Link can find and rescue a number of Stray Fairies. Put on the Great Fairy's Mask to attract nearby Stray Fairies. Find all of the Stray Fairies in a temple, then bring them back to the region's Fairy's Fountain and restore the local Great Fairy. You're sure to receive a worthy reward.

Kafei's Mask



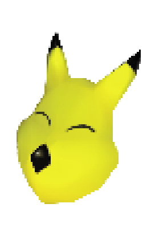
Visit the Mayor's Official Residence in East Clock Town, and speak with the woman in yellow in the sitting room. She takes Link for an investigator that she hired to find her missing son, Kafei. Agree to help the woman, and she'll give you Kafei's Mask to aid you in your search. Put on Kafei's Mask, and then talk to people around town to learn about Kafei's troubled love affair with Anju, the woman who works at the Stock Pot Inn. Speak to Anju while wearing Kafei's Mask after the postman delivers her a letter at 2 p.m. on the First Day to advance this sizzling subplot.

Kamaro's Mask



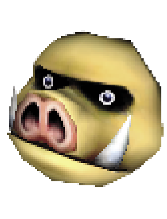
At midnight, a dancing spirit appears atop one of the big rock formations in Termina's northern snowfield. Carefully walk along the top of the wall north of town, and look for the spirit to appear at precisely midnight amidst a circle of stones. Leap over and speak to the spirit, then play the Song of Healing to obtain Kamaro's Mask. Bring the mask back to Clock Town, and wear it in front of the dancers in West Clock Town. Dance for them to teach them some new moves and receive a Piece of Heart.

Keaton Mask



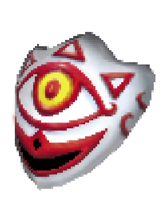
Link is given this mask during the course of his search for the missing Clock Town citizen Kafei. Put it on and go to North Clock Town, then find the tall grass circle near the playground. Pick up the middle tall grass bundle, and then simply wait as the rest skitter away. Suddenly, a multi-tailed fox called Keaton appears. Answer Keaton's five questions correctly, and he'll reward your knowledge of Termina lore with a Piece of Heart. You can find all the answers by paying attention as you play.

Mask of Scents



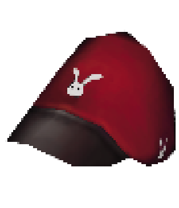
After clearing Woodfall Temple and returning the Deku Princess to Deku Palace, Link is able to visit a special place called the Deku Shrine. Swim around the palace's west side to find the shrine, then put on the Bunny Hood and chase the Deku Butler all the way through to the end. He'll give you the Mask of Scents, which Link can use to discover Magic Mushrooms around the Southern Swamp. Bottle a Magic Mushroom and bring it to the Magic Hags' Potion Shop, and they'll brew up some Blue Potion.

Mask of Truth



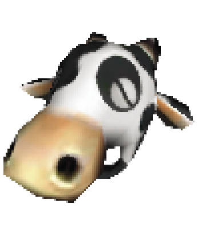
Link's explorations of the Southern Swamp lead him to a mysterious spider-filled house. If Link manages to slay all of the Gold Skulltulas in the house and collect their spirits within a single day, the cursed man at the entrance will give him the Mask of Truth. While wearing this mask, Link can hear the thoughts of animals by picking them up over his head. He can also hear words of wisdom by listening to the Gossip Stones that appear around Termina (the stones that tell you the time when you strike them with Link's sword).

Postman's Hat



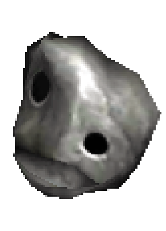
During his effort to help reunite Clock Town's troubled lovebirds, Kafei and Anju, Link is given a Special Delivery to Mama that he must deliver to Kafei's mom, Madame Aroma. Go to the Post Office in West Clock Town, and ask the postman to make the delivery for you during the Night of the Final Day (any time after 6 p.m.). Then, follow the postman to the Latte Milk Bar in East Clock Town. Wait outside the bar as he makes his delivery, then speak to the postman after he returns and pauses near the east gate. He'll tell you that he's skipping town, and he gives you the Postman's Hat as a keepsake. Put on this colorful hat, and check any mailbox around town to receive another special delivery: a Piece of Heart.

Romani's Mask



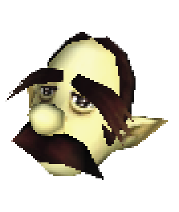
Once you're able to use Powder Kegs, buy one at the Bomb Shop in Clock Town, and then use it to blast the big boulder that's blocking off Romani Ranch. Do this during the First Day, and you'll be able to help Romani protect her ranch from "them." Succeed in defeating "them," and you'll be able to escort Romani's sister, Cremia, along her wagon ride to Clock Town during the Night of the Second Day. Help Cremia reach Clock Town safely, and she'll reward your heroism with Romani's Mask. This mask's only purpose is to let you into the Latte Milk Bar in East Clock Town when the bar is open during the evenings.

Stone Mask



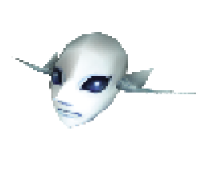
One of the more useful non-transformation masks, the Stone Mask makes Link appear to be as plain as a stone. Put on the Stone Mask, and most enemies won't take any notice of you. In the original Majora's Mask, the Stone Mask is obtained by giving an invisible soldier on Ikana Road some Red Potion (you use the Lens of Truth to see him). This is still how you get it in Majora's Mask 3D, except that the soldier is no longer found along Ikana Road—he's now holed up beneath the central guard tower in the Pirates' Fortress. Use the Lens of Truth to spot the invisible soldier, and then give him some Red Potion to make him feel better and obtain the Stone Mask. (Stun the guards with arrows to reach the invisible soldier safely.)

Troupe Leader's Mask

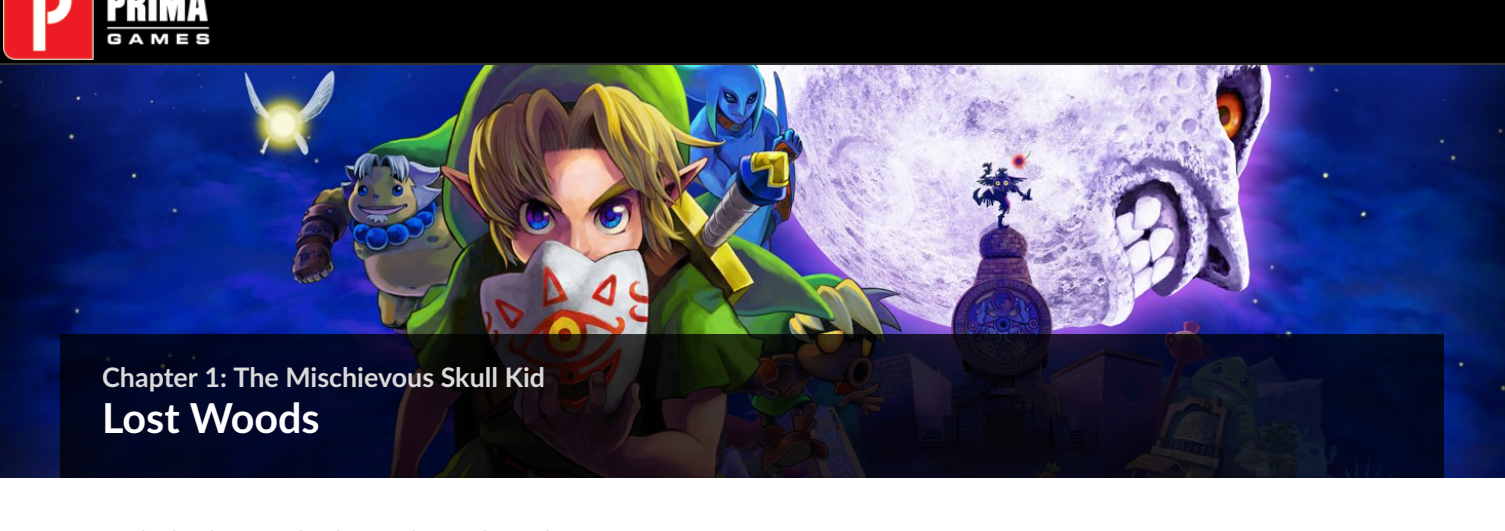


Once Link has obtained all three transformation masks (Deku, Goron, and Zora) and Romani's Mask, he's able to complete a special sound check in the Latte Milk Bar. Use Romani's Mask to enter the Milk Bar after 10 p.m. during the Night of the First Day, then speak to the rotund Zora near the stage. He asks if you wouldn't mind performing a sound check. Move onto the stage and pull out the Ocarina of Time, then play the notes that the Zora shows you. Repeat this with each of the transformation masks to make a total of four sound checks. You'll move the nearby troupe leader to tears, and he'll give you the Troupe Leader's Mask.The Troupe Leader's Mask didn't have much purpose in the original Majora's Mask, but you can get a whole new use out of it in Majora's Mask 3D. Advance to the Dawn of the Second Day, and then go to the Stock Pot Inn. Put on the Troupe Leader's Mask and speak with the troupe leader, who's lying in bed upstairs. He isn't feeling well and asks that you bring him his brothers' special milk after 12 p.m. Go to the Gorman Track after 12 p.m., and talk to the Gorman Bros. while wearing the Troupe Leader's Mask. They give you some Mystery Milk, but you must bring it to the troupe leader within just two minutes. You can't use the Song of Soaring, either, so sprint back to Clock Town with the Bunny Hood. Give the troupe leader the Mystery Milk between 12 p.m. and 6 p.m., and he'll let you keep the Empty Bottle after guzzling the milk down.

Zora Mask



Link discovers this vital transformation mask while exploring the Great Bay Coast. When worn, the Zora Mask transforms Link into a water-dwelling Zora. This mask lets Link swim and explore underwater, and it must be used to help Link overcome a number of obstacles. You'll get plenty of use out of this special mask.



Chapter 1: The Mischievous Skull Kid

Lost Woods

In the land of Hyrule, there echoes a legend.

A legend held dearly by the Royal Family that tells of a boy…A boy who, after battling evil and saving Hyrule, crept away from the land that had made him a legend…Done with the battles he once waged across time, he embarked on a journey. A secret and personal journey…

A journey in search of a beloved and invaluable friend…

A friend with whom he parted ways when he finally fulfilled his heroic destiny and took his place among legends…

Waylaid in the Woods

The story begins with Link riding his trusty steed, Epona, through a hazy forest. Along the way, Epona is startled by a pair of fairies that seem to be helping a mysterious, masked imp. Link is tossed from his mount and lands on the ground, unconscious.

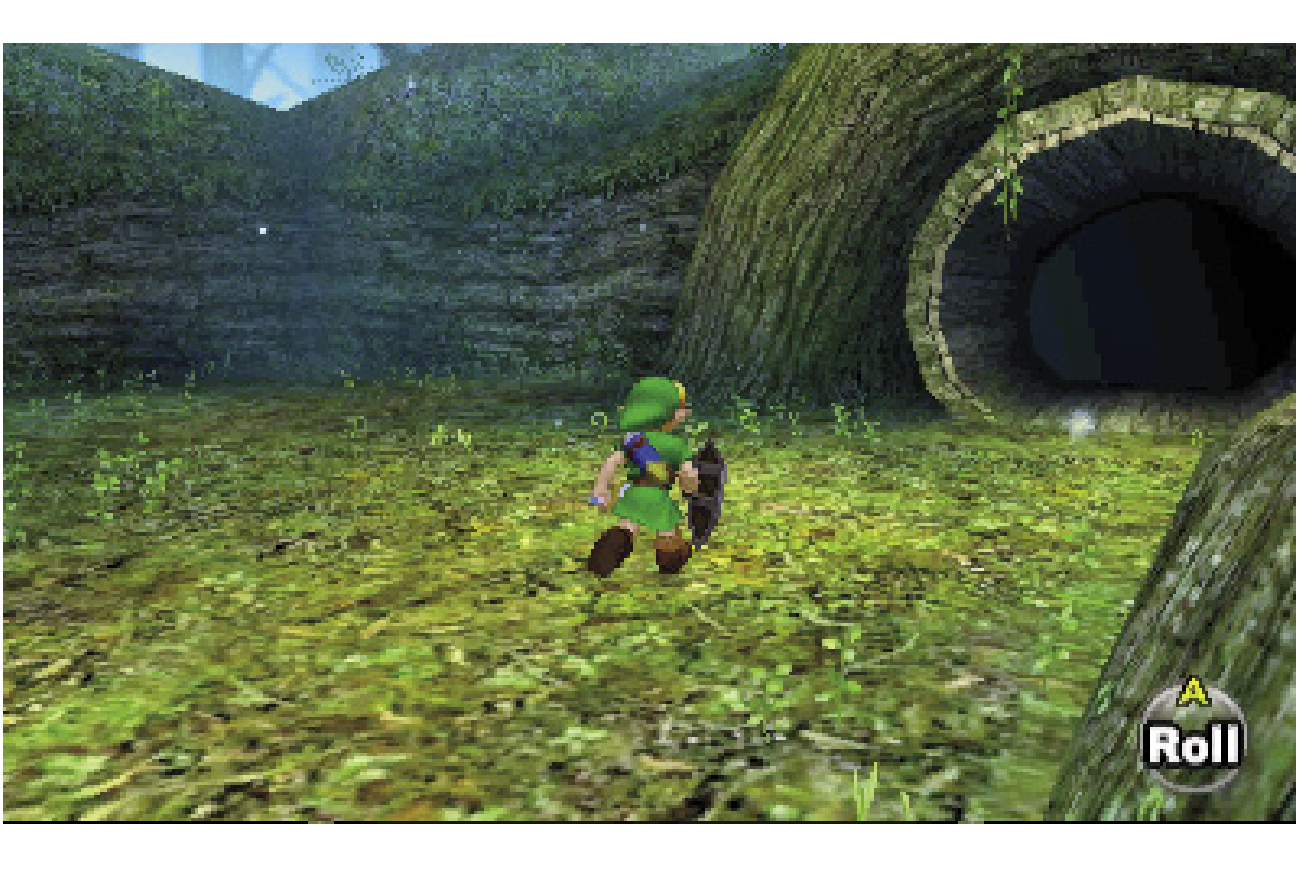
Seizing the opportunity, the masked imp creeps over and searches Link. One of the fairies identifies the wicked imp as the "Skull Kid."

After a quick search, the Skull Kid finds a worthy prize: the Ocarina of Time. He amuses himself with the instrument as the fairies engage in a heated argument.

Recovering from his fall, Link springs into action. He lunges for the Skull Kid, who deftly dodges the lad and mounts Epona. Link grabs onto the saddle just as the Skull Kid starts riding off.

After a wild ride through the woods, Link loses his grip and takes a nasty tumble. The Skull Kid dashes away on Epona, fleeing through a large, hollow tree. Not good!

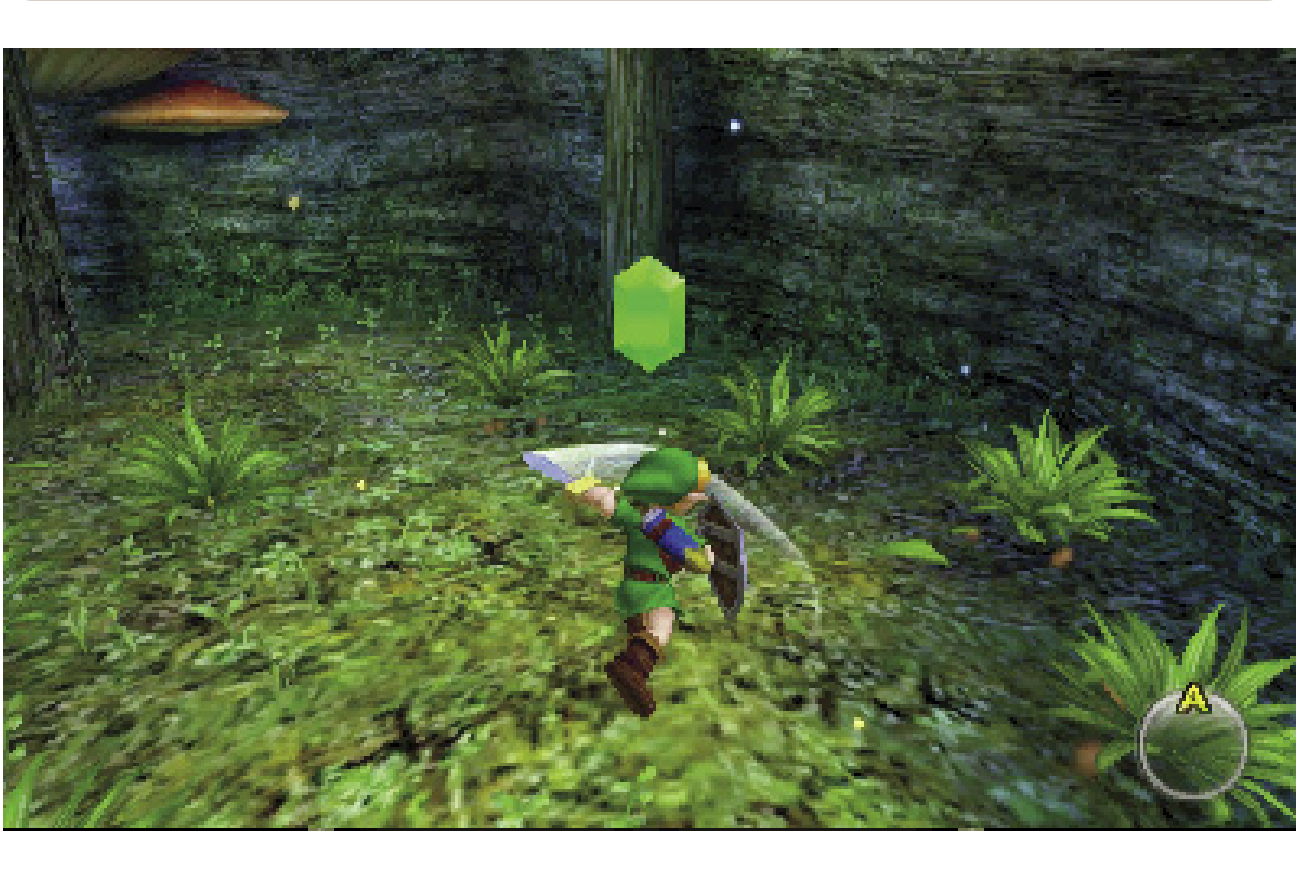
Stop, Thief!



You gain control of Link after he picks himself up and dusts himself off. Use Circle Pad to move around, and press A while moving to roll. Press R to raise Link's shield in a defensive stance that blocks frontal attacks and press L to center the camera behind Link. Press B to swing Link's sword.

Grass Whackin'

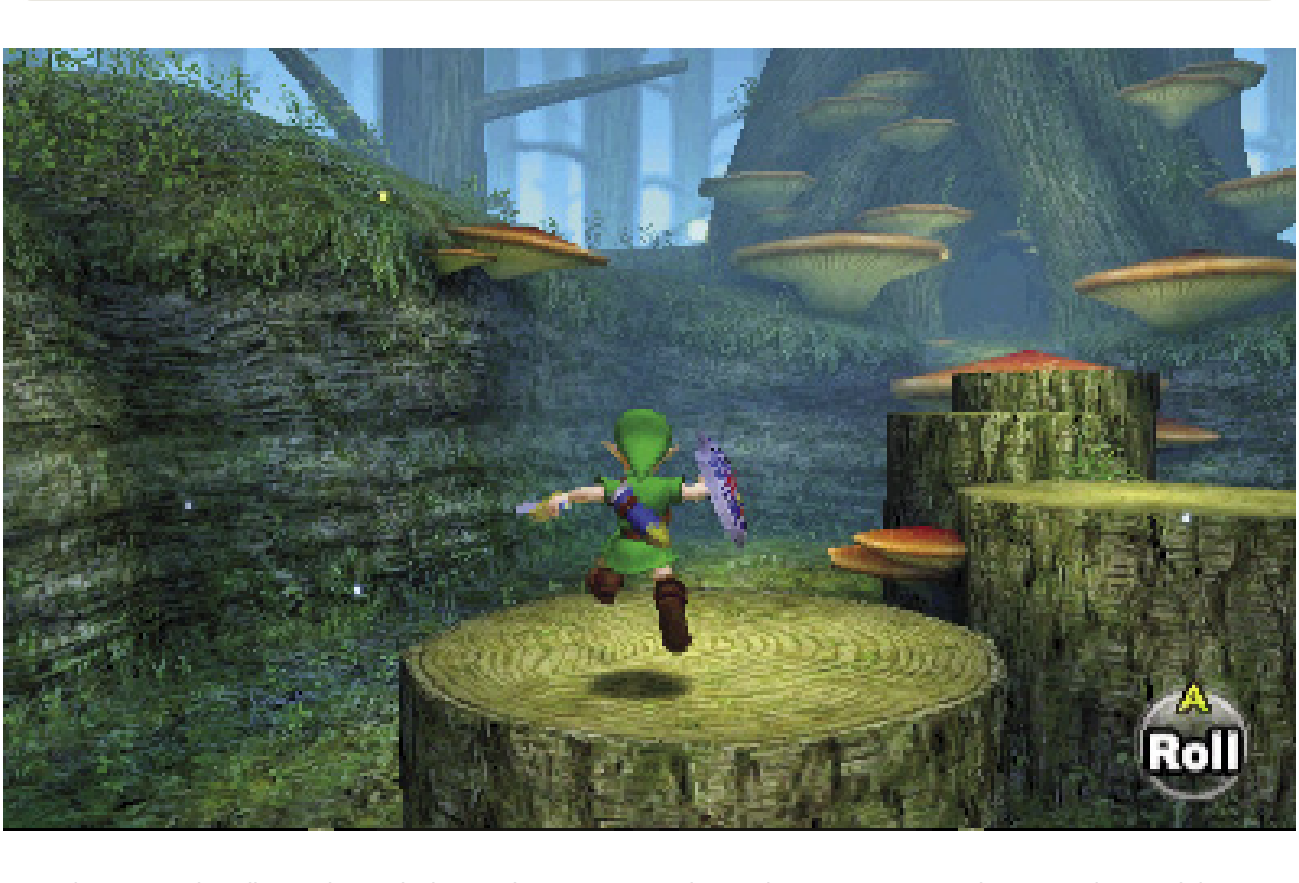
Cut down the forest's tall grass to find a few Rupees that Link tucks away in his wallet. Rupees are the main form of currency in The Legend of Zelda, and every little bit helps. Link can carry up to 99 Rupees.



When you're ready, pass through the hollow tree in pursuit of the Skull Kid. Cut down more tall grass in the next area if you like, but be quick about it: these unusual weeds scurry about and quickly vanish after you start slashing.

Take a Spin

To quickly chop down lots of tall grass, hold B for a moment, and then release B to unleash a circular spin attack. This move is especially useful for tall grass that scurries away.



After clearing out the tall grass, begin climbing and jumping across the nearby tree stumps. Simply move Link toward the lowest stump, and he'll automatically climb onto it. Link also automatically jumps from stump to stump, so there's no need to press any buttons—just keep moving forward. After you leap to the high ledge, go through the next hollow tree.

A Long Drop

The Skull Kid has tricked Link: there's nothing beyond the second hollow tree except a long fall into dark depths. Here's hoping for a soft landing.

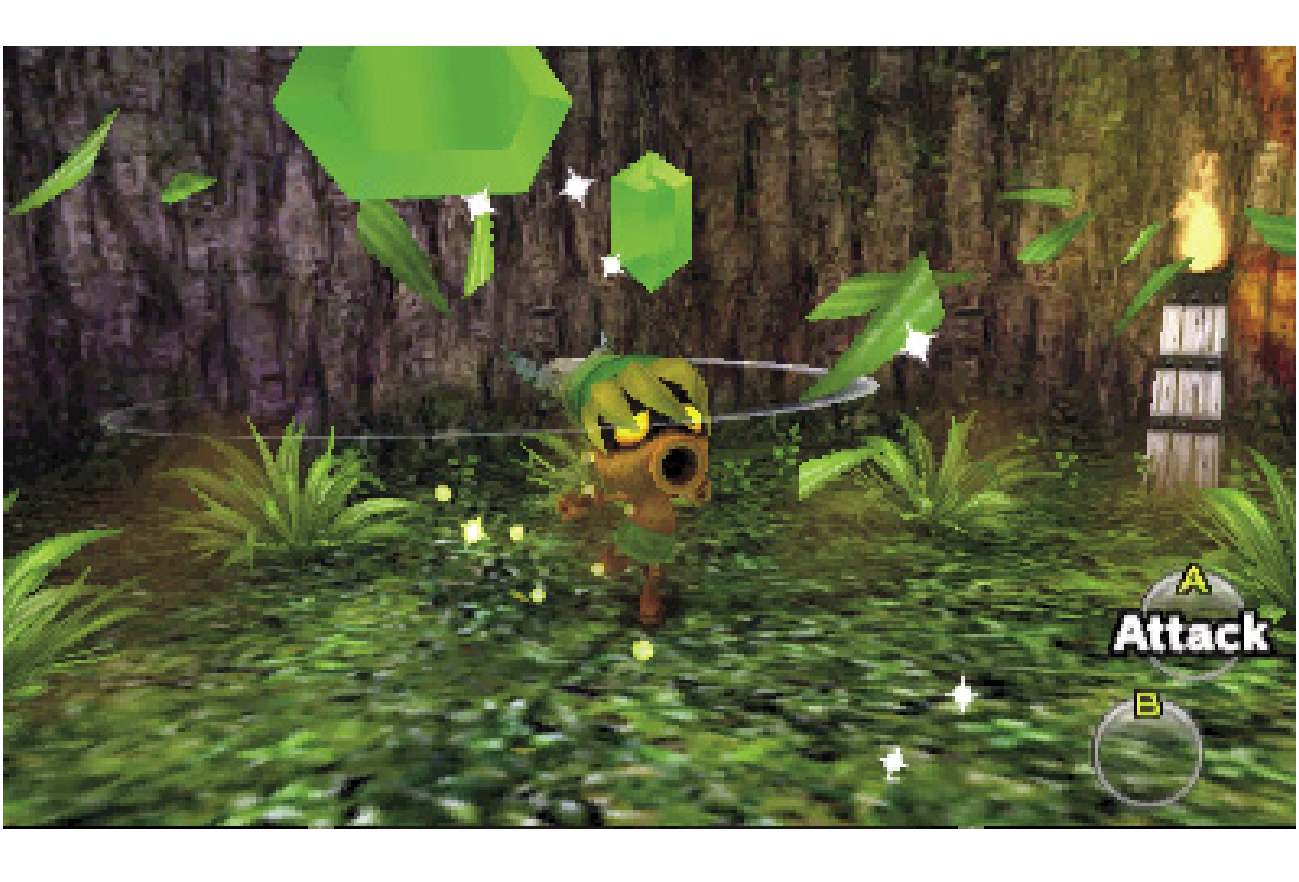
As luck would have it, Link lands safely on a large flower, none the worse for wear. The Skull Kid awaits him in the chamber below, but he seems to have gotten rid of Epona. Where could Link's beloved steed be?

Unleashing the power of his mysterious mask, the Skull Kid weaves a terrible spell that transforms Link into an ugly little Deku Scrub. Before our hero can react, the trickster flees through a door, leaving Link to his fate.

Fairy Friend

Link's certainly in a sorry state, but at least he's got some company. One of the Skull Kid's mischievous fairies has been separated from her brother, Tael, and is trapped in here with Link. Fuming at her dilemma, the unfriendly fairy insists that Link open the door for her.

Deku Scrub Skills



Before approaching the door, take a moment to familiarize yourself with Link's new form. As a Deku Scrub, Link cannot wield his sword or shield, nor can he roll around. Instead, pressing A makes Link perform a powerful spin attack, while pressing R makes him turtle up in a defensive posture. Try spinning through the tall grass to quickly mow it all down, pocketing a few Rupees in the process.

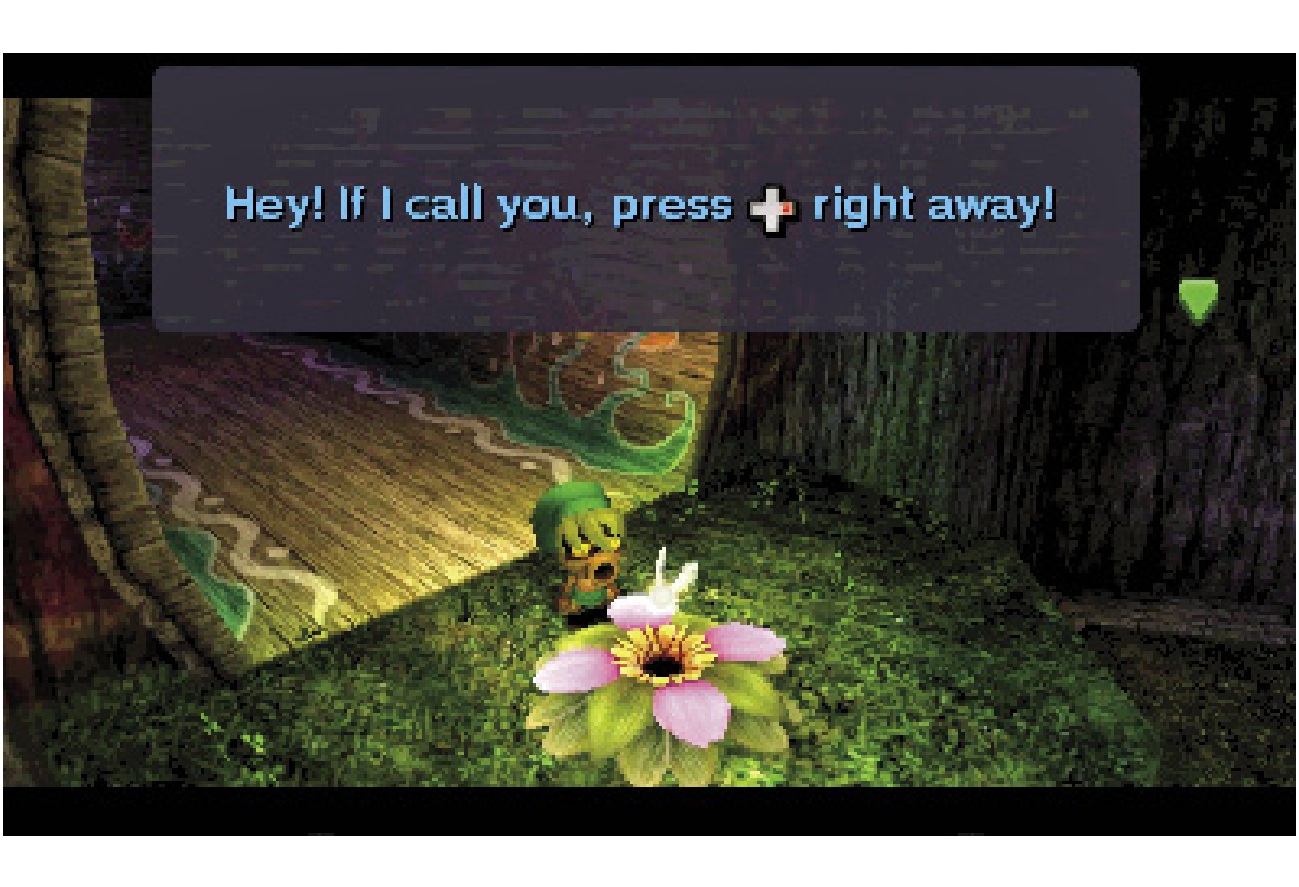
When you're ready to move on, approach the door and press A to open it. Link automatically moves through and enters the next area.

Tatl's Tale

The little fairy catches up with Link after he moves through the door. She apologizes for being rude earlier and asks that Link take her along. She says that she knows where the Skull Kid might be heading, and she introduces herself as Tatl.

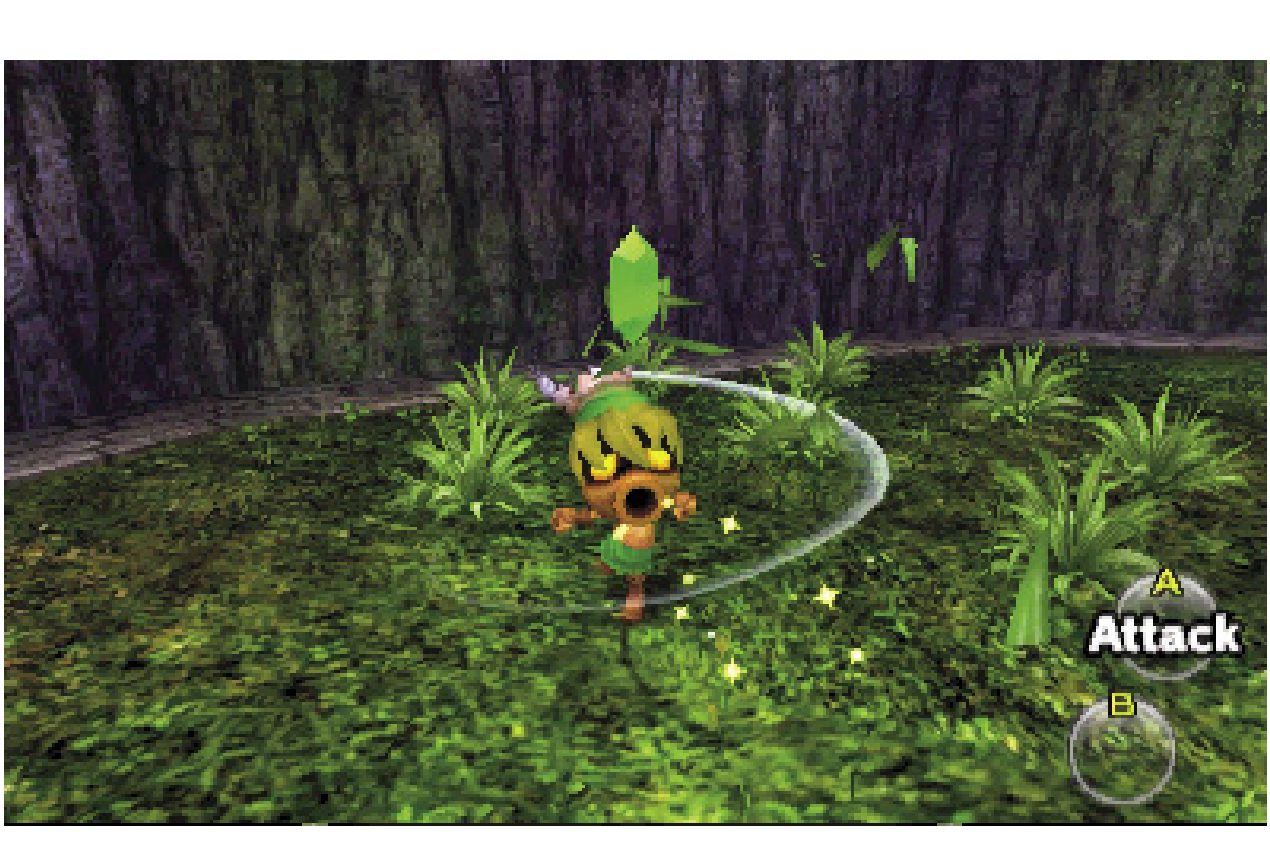
Flower Power

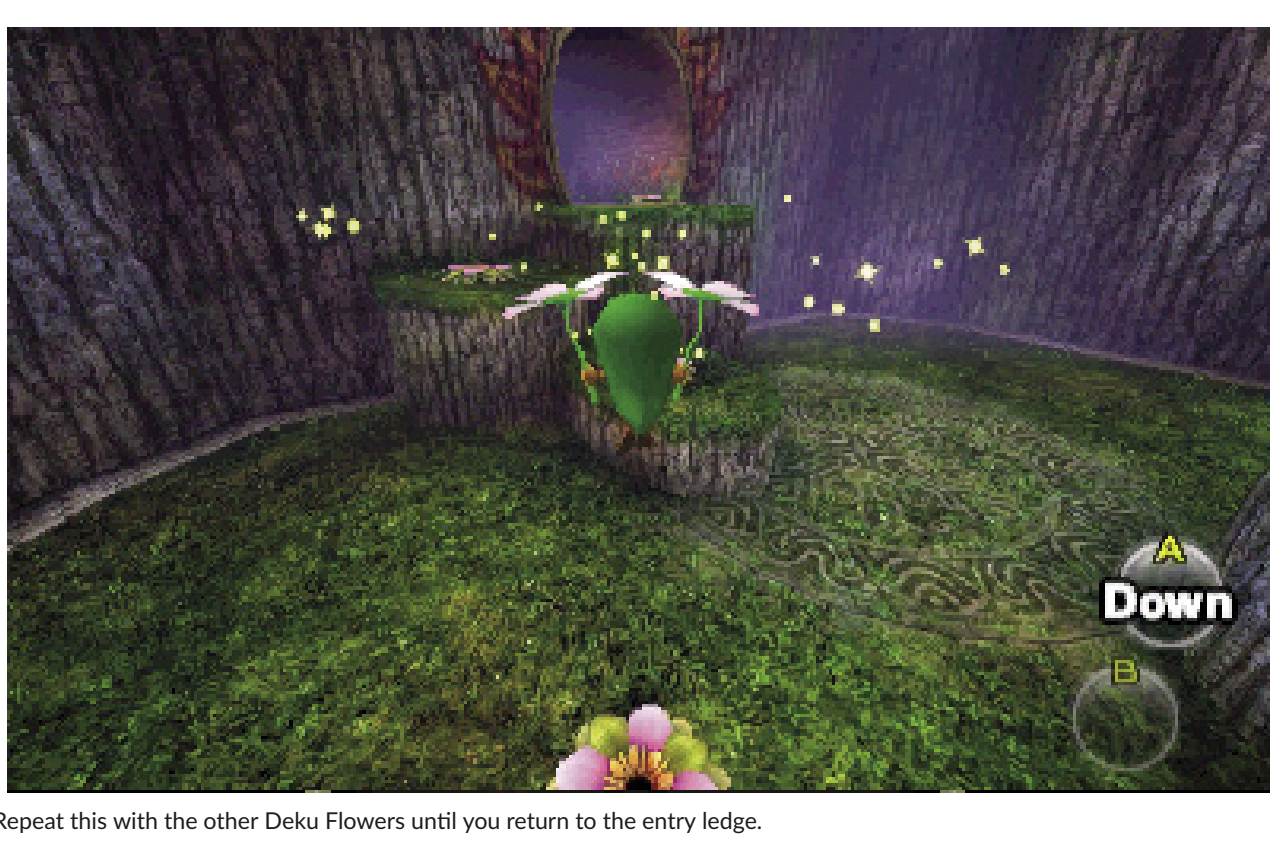
Tatl calls out as you approach the nearby flower. Press ✚ to speak with Tatl, and she'll tell you how Link can interact with Deku Flowers. Looks like the little fairy will be of some use after all.



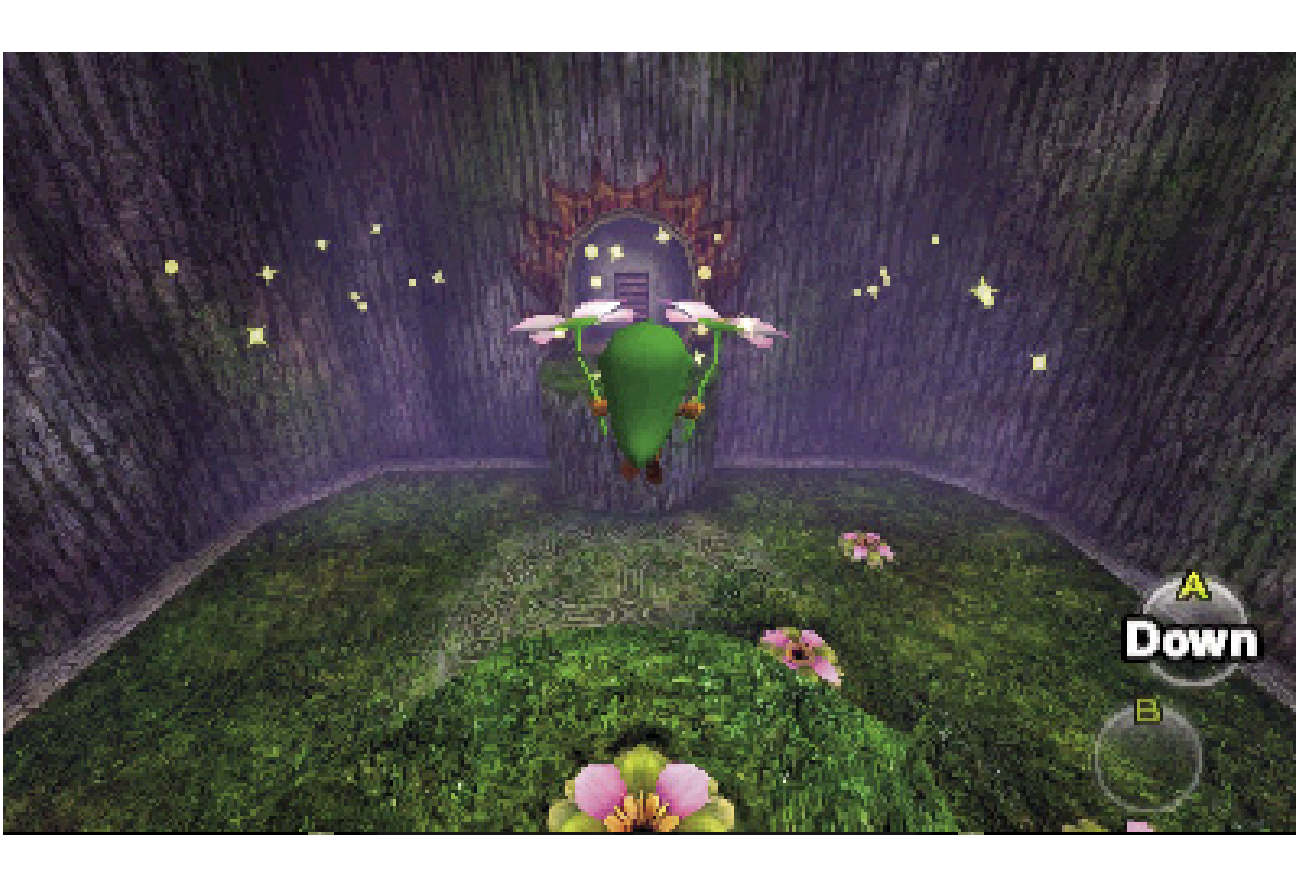
Before messing with the Deku Flowers, drop and use Deku Link's spin attack to chop down the tall grass in the room's lower area. See if you can get them all before they scurry away.

Now, approach the nearby Deku Flower. Press and hold A to dive into the Deku Flower, then use Circle Pad to aim at the nearby ledge. Release A to pop out of the Deku Flower, then use Circle Pad to glide onto the ledge.





Repeat this with the other Deku Flowers until you return to the entry ledge.

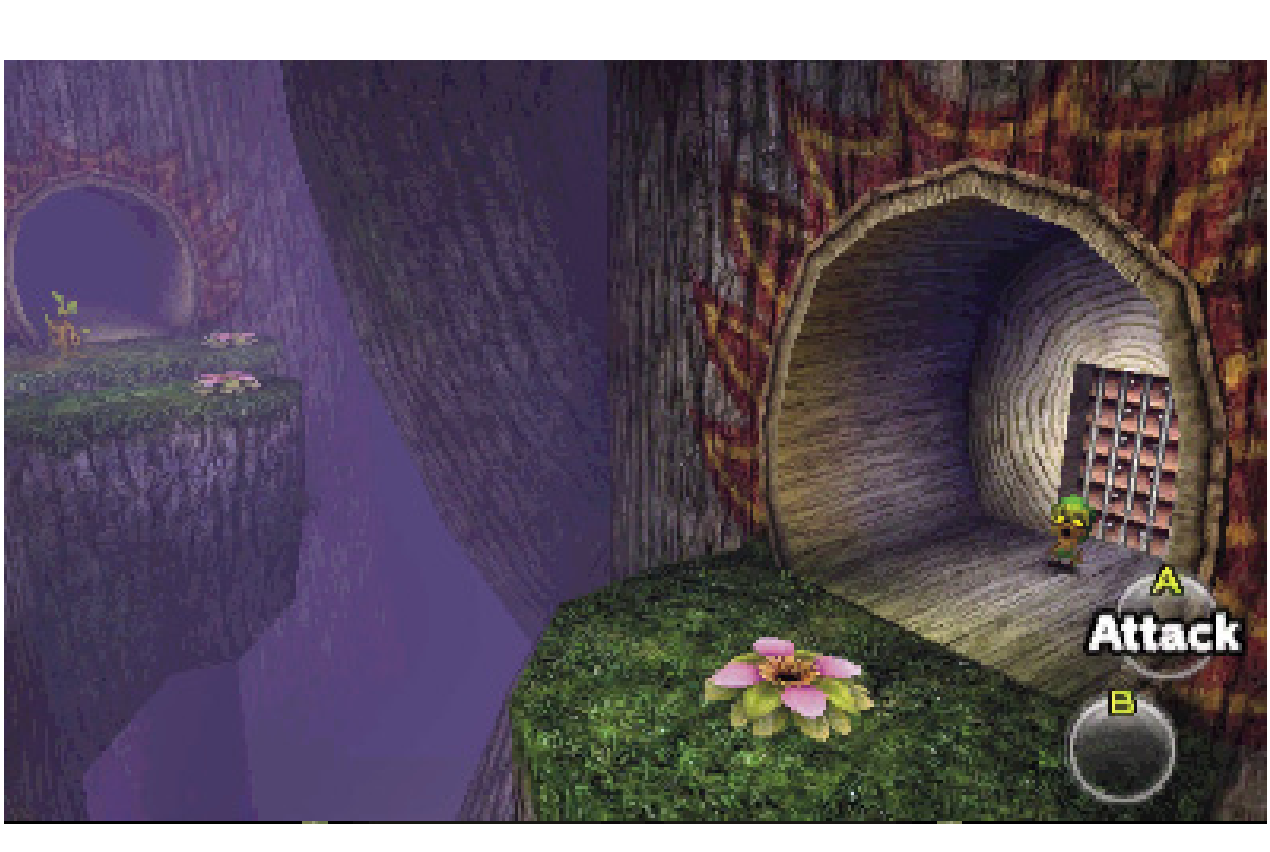


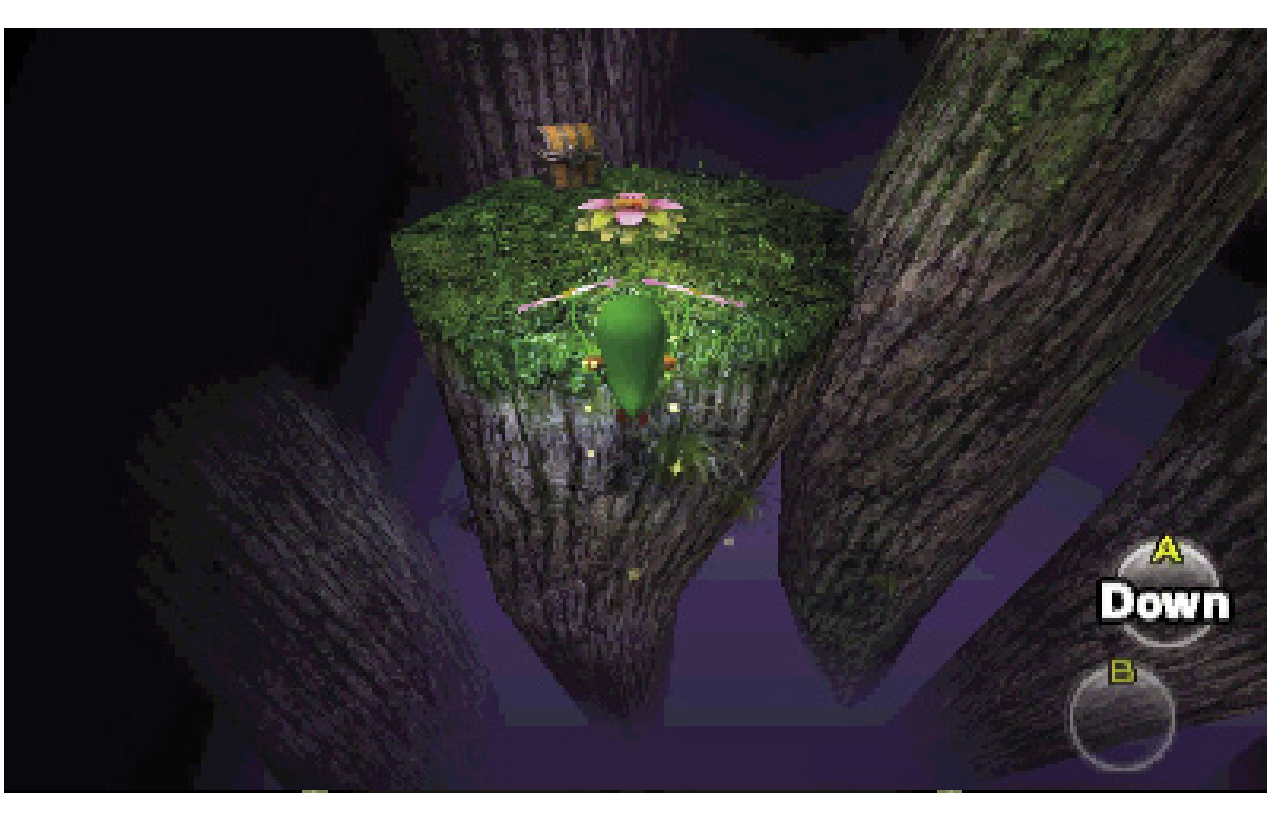
Next, dive into the entry ledge's Deku Flower (the highest flower), and aim at the far door. Launch from the flower, and glide over to the ledge near the door. Once you land, go through the door to reach the next room.

Sealed Room

The door seals behind Link as he enters the next room, trapping him inside. Beware: this room has no floor, so you must glide from platform to platform without falling.

Use each platform's Deku Flower to glide to the next platform ahead. Press A to drop from the sky once you're gliding over solid ground. The tallest platform is difficult to reach, requiring a near-perfect jump and glide. Open the chest you discover on this towering platform to claim 10 Deku Nuts.





Deku Nut

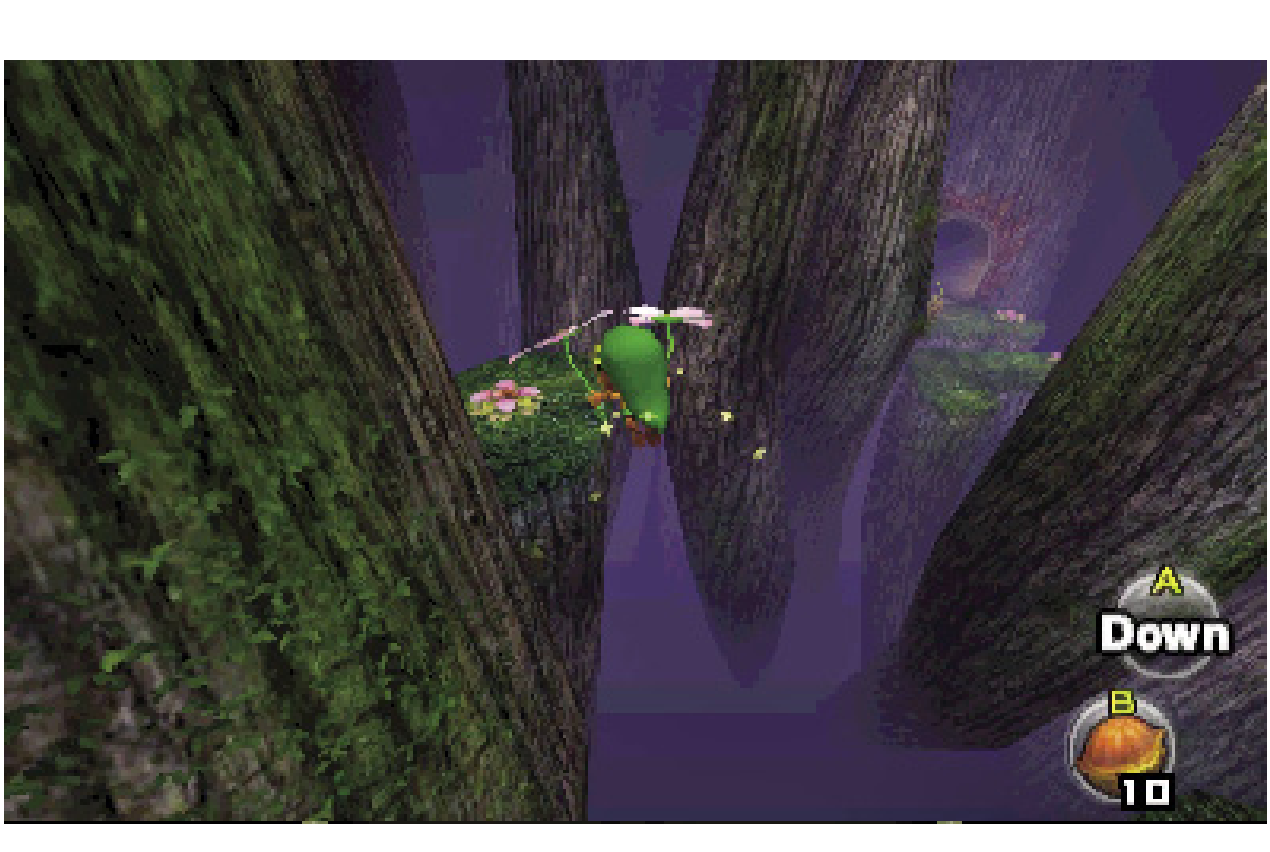
You got a Deku Nut! Press B while flying to drop a Deku Bomb. Upon impact, it makes a blinding flash, freezing enemies in their tracks.

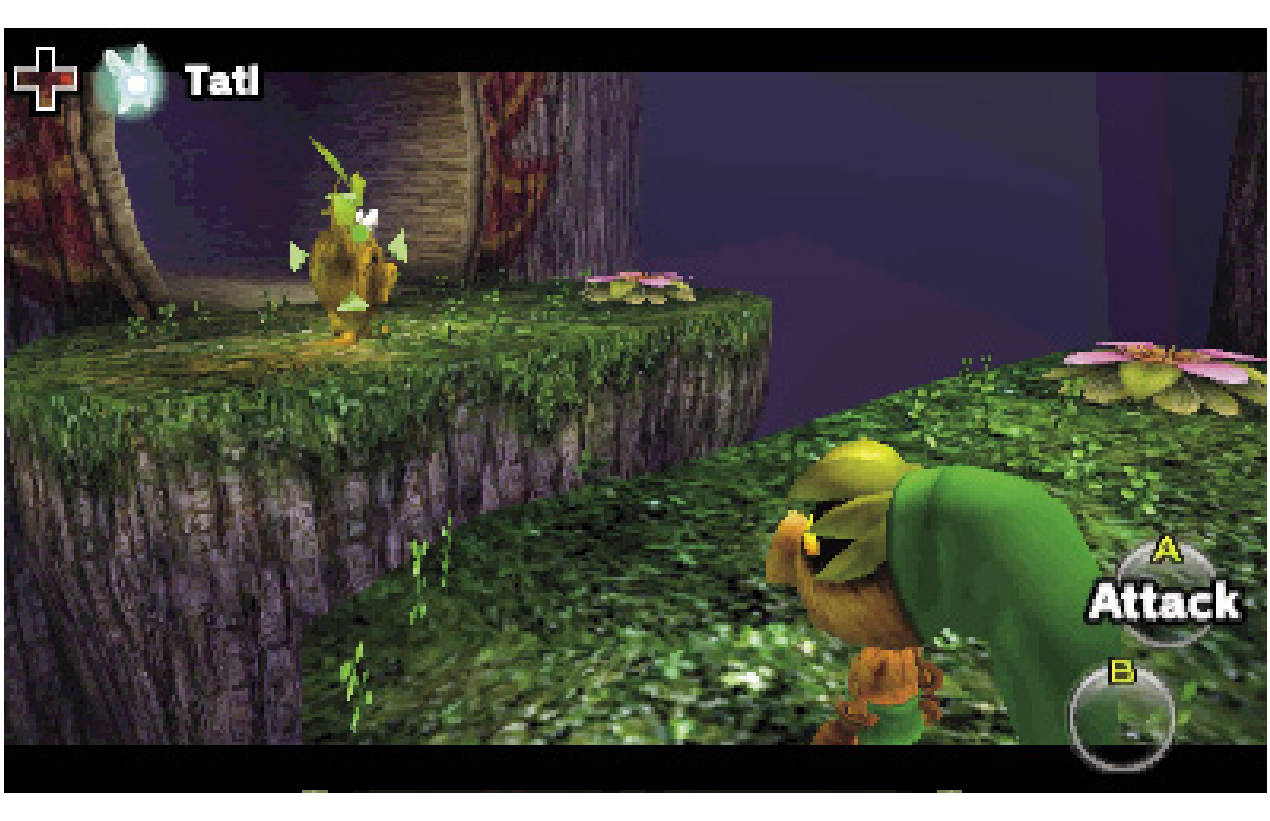
Equipping Items

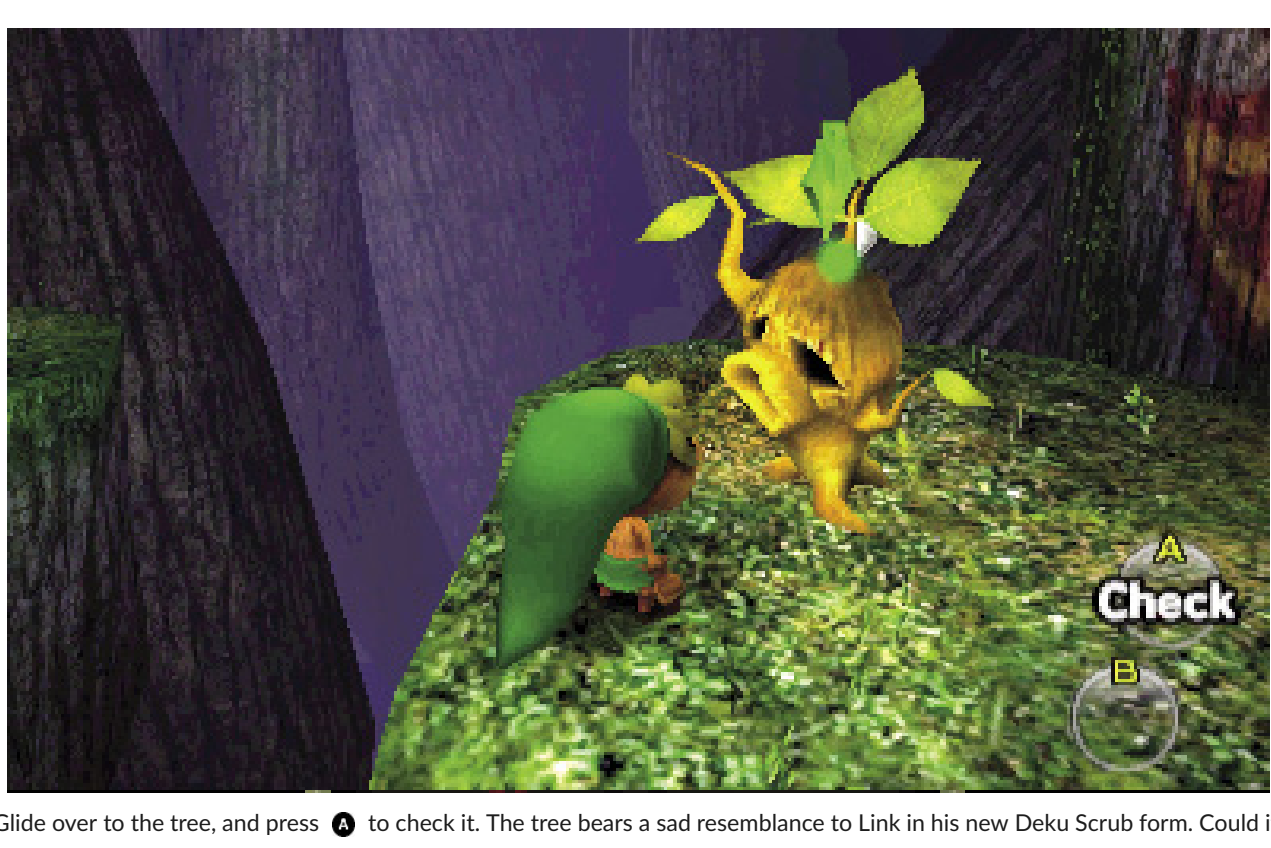
After finding a new item, it's important to equip it. Tap the Items button at the bottom of the Touch Screen to open the Items subscreen. Tap your newfound Deku Nuts and then drag the Deku Nuts over to the desired button on the Touch Screen's right side to assign the Deku Nuts to that button. Equip your Deku Nuts to X or Y, and you'll be ready to stun enemies at a moment's notice!

Although it's tough to see, there's another platform on your left. Land on this platform, then use its Deku Flower to make the long glide over to the platform near the exit tunnel.

When you land on the platform near the exit tunnel, Tatl flies over to a small tree and calls out to you. Press and hold L to target Tatl, then press ✚ to speak with her. Targeting objects with L is known as L-Targeting.







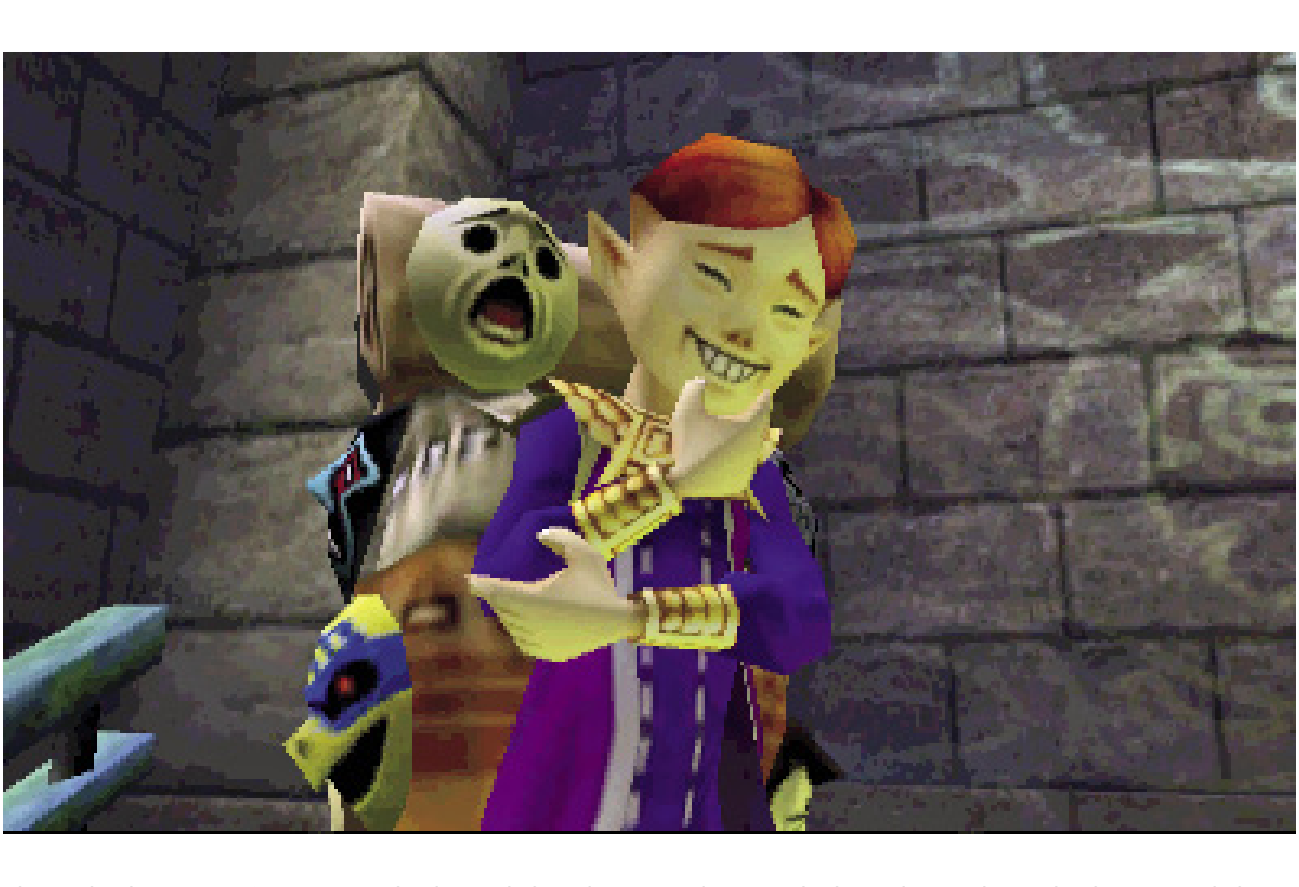
Glide over to the tree, and press A to check it. The tree bears a sad resemblance to Link in his new Deku Scrub form. Could it bear some connection to his curse? Try as you might, you can't do anything with the tree, so simply proceed through the nearby tunnel.

The Clock Tower

The tunnel leads into a small, stone room filled with water and machinery. If you like, try leaping into the deep water here. In his Deku Scrub form, Link is light enough to hop across deep water. He hops up to five times before plunging into the depths and restarting on the last section of dry land he stood on. When you've finished hopping about, sprint up the sloped ramp and head upstairs.

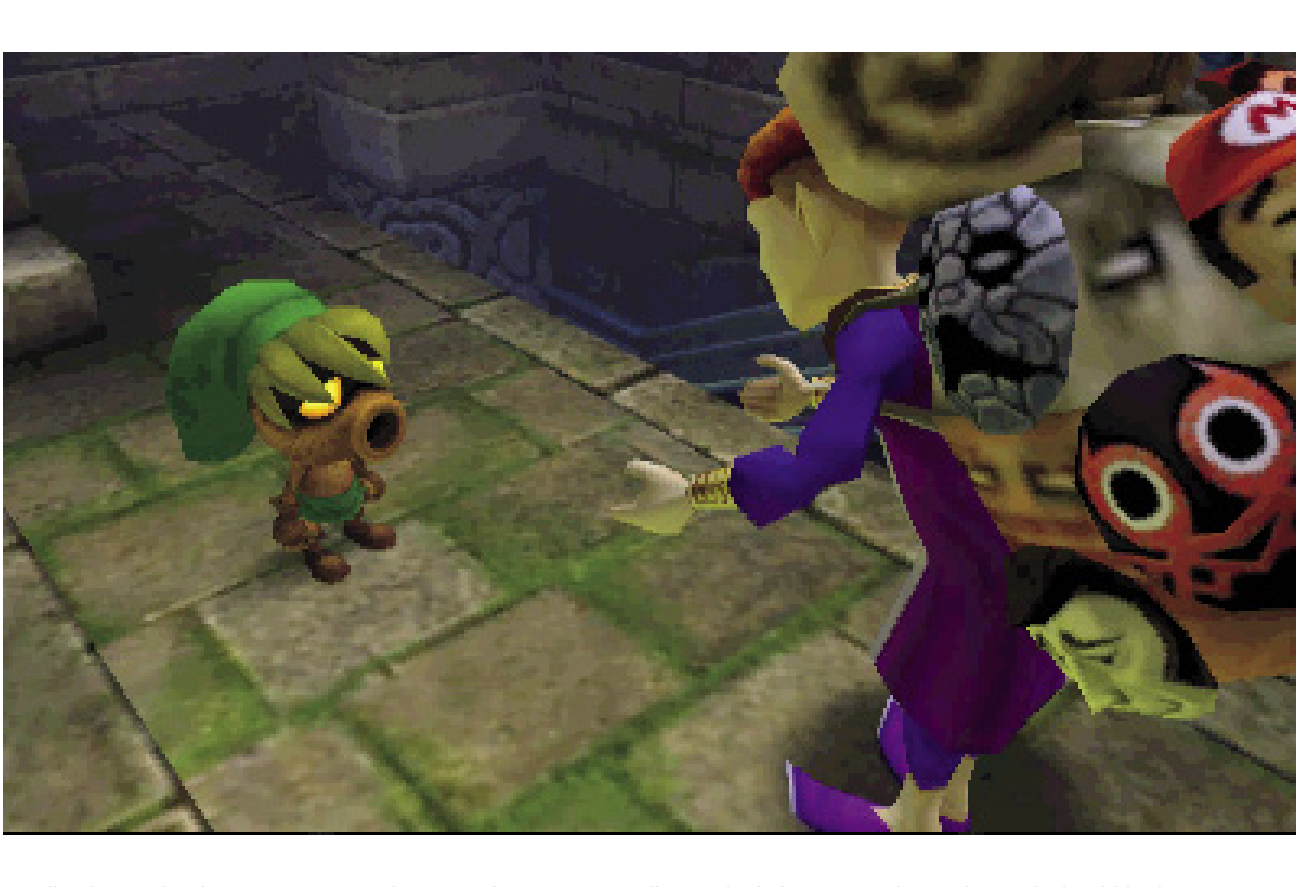
As Link approaches the upstairs door, an unusual man calls out to him. The stranger seems to know that Link has met with a terrible fate. Though he doesn't reveal his name, the man says that he owns the Happy Mask Shop, explaining that he searches far and wide for intriguing masks.

The mask salesman further mentions that during his travels, an imp in the woods stole a very important mask from him. Could he be speaking about the Skull Kid? It sure sounds like that little creep…

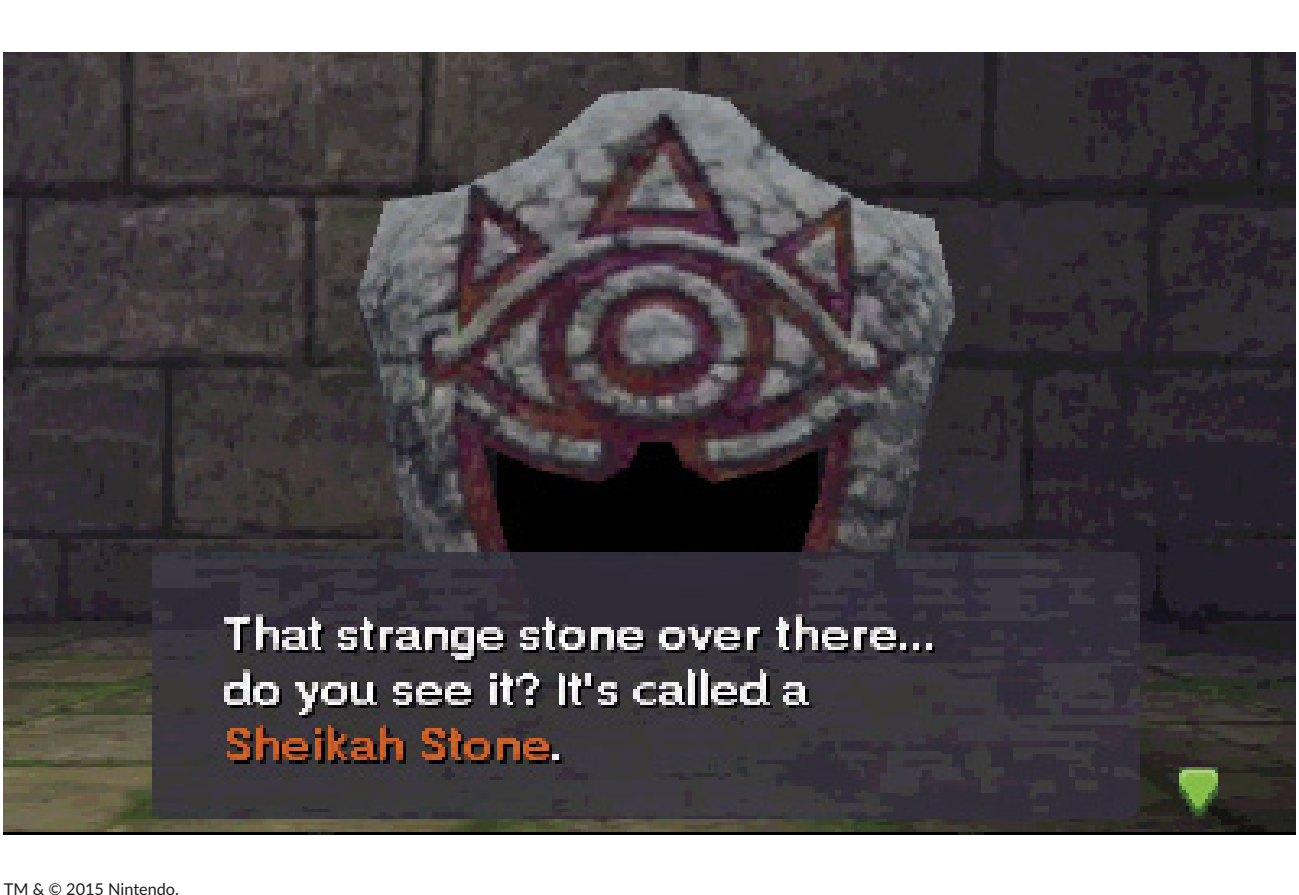


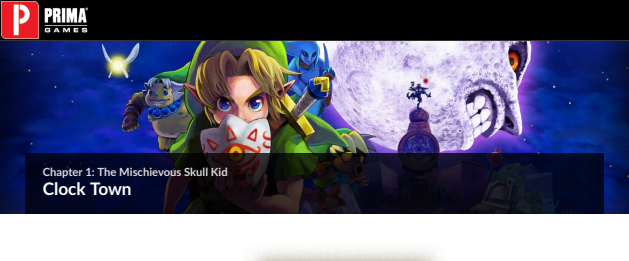
The mask salesman continues, saying that he can help Link return to his normal self. But before the mask salesman can help Link, the lad must first regain the precious item that the Skull Kid stole from him: the Ocarina of Time. In exchange for his help, the mask salesman asks that Link reclaim the precious mask that the Skull Kid has stolen.

The mask salesman says that he'll be leaving in only three days! He would be very grateful if Link could return his precious mask before that time is up. It's a tall order, but what choice have you got?



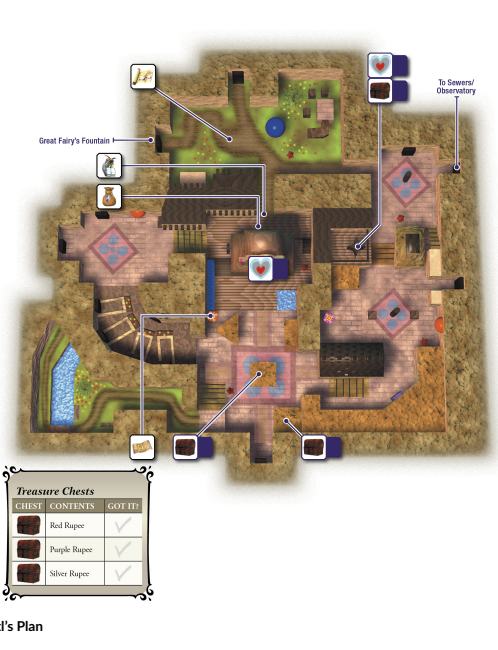
Finally, the mask salesman points to a large nearby stone. He calls it a Sheikah Stone and says that Link should look out for similar stones as he explores. If the lad ever loses his way, Sheikah Stones can help him find his proper path. After speaking with the mask salesman, go through the nearby door to continue your pursuit of the mischievous Skull Kid.


That strange stone over there...
do you see it? It's called a
Sheikah Stone.



Chapter 1: The Mischievous Skull Kid

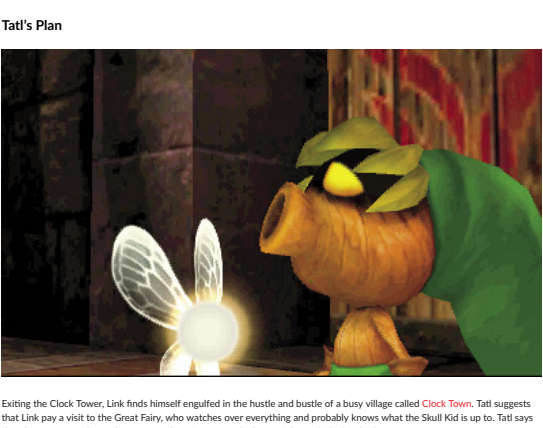
Clock Town



Treasure Chests

Chest	Contents	Got It!
	Red Rupee	
	Purple Rupee	
	Silver Rupee	

Tatl's Plan



Exiting the Clock Tower, Link finds himself engulfed in the hustle and bustle of a busy village called Clock Town. Tatl suggests that Link pay a visit to the Great Fairy, who watches over everything and probably knows what the Skull Kid is up to. Tatl says that the Great Fairy has a shrine somewhere in town and advises Link to ask the locals about it.

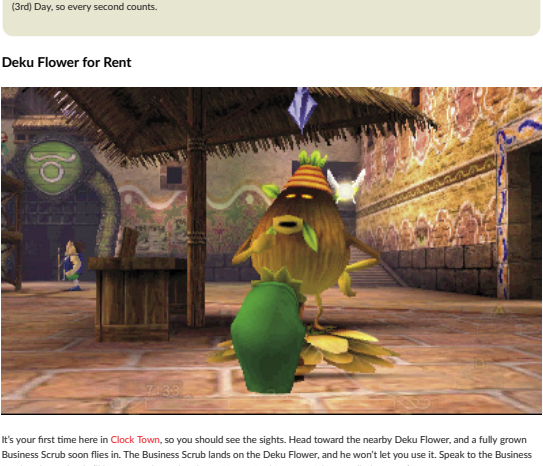
Beware of Dog!

A little dog runs around the plaza near the Clock Tower, and it just loves to chase after little Deku Scrubs. The dog can knock you over, but it won't actually harm you. Still, someone should put a leash on that thing.

Time Keeps on Ticking

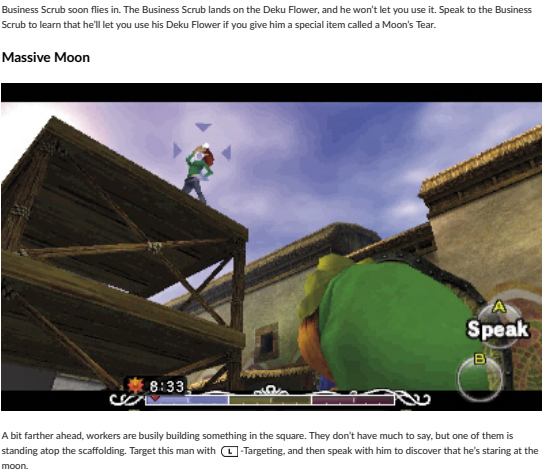
Now that you've entered Clock Town, a clock always appears at the bottom of your screen. This clock shows the current day and hour. Time steadily passes while you play, so whenever you pause to consult this guide, be sure to also pause the game by calling up any of the subscreens (Items, Masks, Map, or Gear) and halting the flow of time. Remember that the mask salesman has asked you to find the Skull Kid and reclaim the mask that the imp stole before the end of the Final (3rd) Day, so every second counts.

Deku Flower for Rent

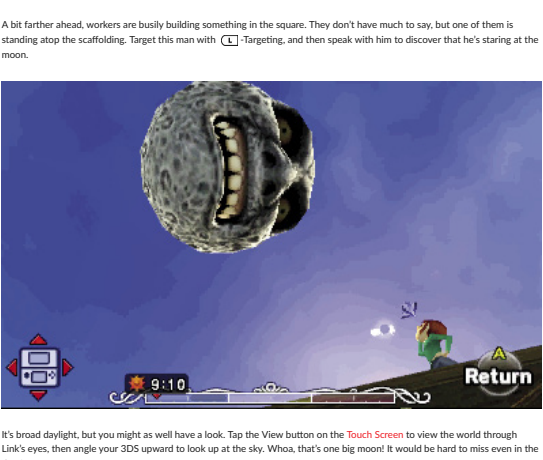


It's your first time here in Clock Town, so you should see the sights. Head toward the nearby Deku Flower, and a fully grown Business Scrub soon flies in. The Business Scrub lands on the Deku Flower, and he won't let you use it. Speak to the Business Scrub to learn that he'll let you use his Deku Flower if you give him a special item called a Moon's Tear.

Massive Moon



A bit farther ahead, workers are busily building something in the square. They don't have much to say, but one of them is standing atop the scaffolding. Target this man with Ⓛ-Targeting, and then speak with him to discover that he's staring at the moon.

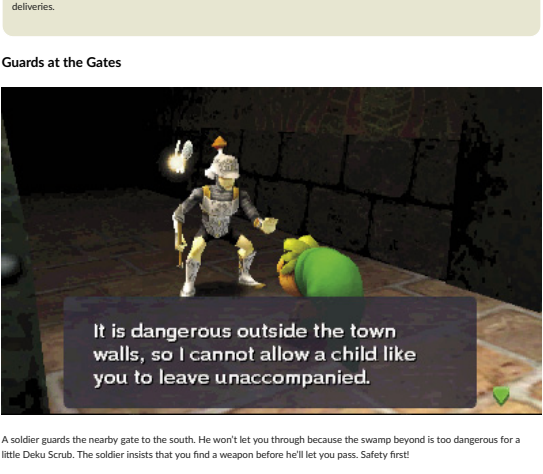


It's broad daylight, but you might as well have a look. Tap the View button on the Touch Screen to view the world through Link's eyes, then angle your 3DS upward to look up at the sky. Whoa, that's one big moon! It would be hard to miss even in the daytime.

Mail Call

Clock Town features a number of mailboxes. In fact, there's one right here in the central plaza. If you had a letter, you could use a mailbox to mail it. But you can't do much with mailboxes yet besides watch the local postman make his daily deliveries.

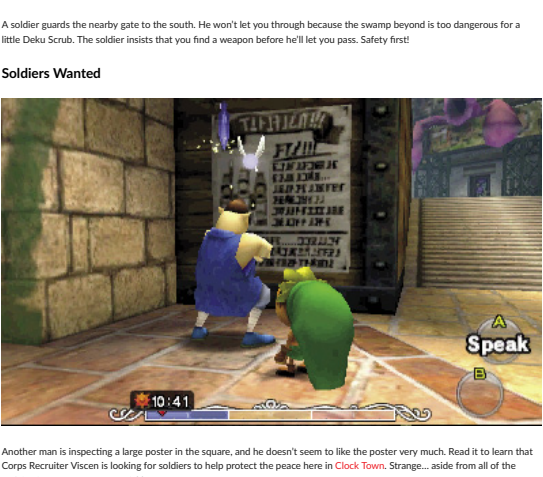
Guards at the Gates



It is dangerous outside the town walls, so I cannot allow a child like you to leave unaccompanied.

A soldier guards the nearby gate to the south. He won't let you through because the swamp beyond is too dangerous for a little Deku Scrub. The soldier insists that you find a weapon before he'll let you pass. Safety first!

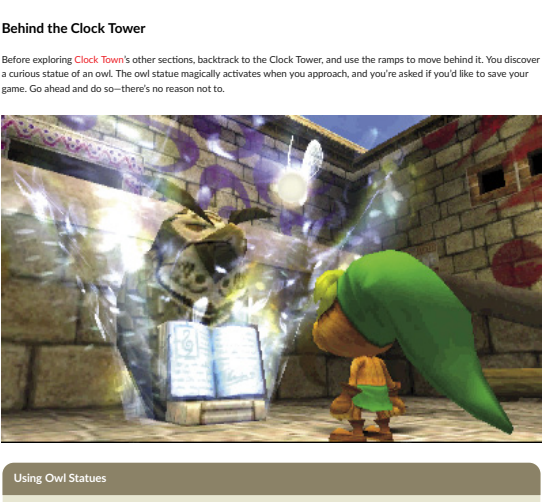
Soldiers Wanted



Another man is inspecting a large poster in the square, and he doesn't seem to like the poster very much. Read it to learn that Corps Recruiter Viscen is looking for soldiers to help protect the peace here in Clock Town. Strange… aside from all of the activity, it seems pretty peaceful here.

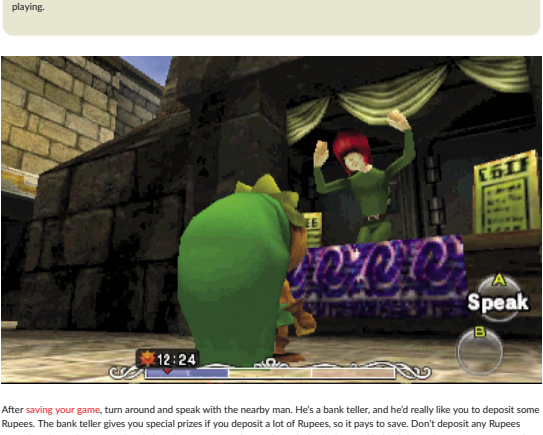
Behind the Clock Tower

Before exploring Clock Town's other sections, backtrack to the Clock Tower, and use the ramps to move behind it. You discover a curious statue of an owl. The owl statue magically activates when you approach, and you're asked if you'd like to save your game. Go ahead and do so—there's no reason not to.



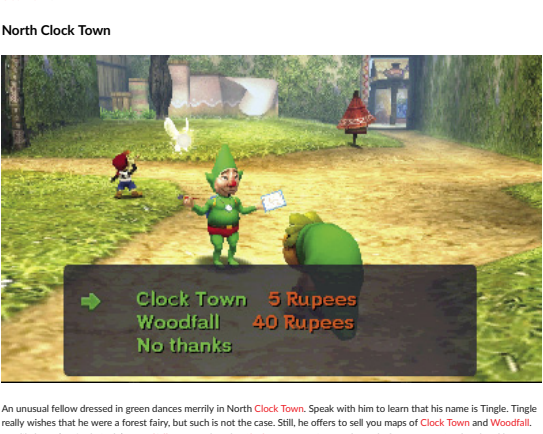
Using Owl Statues

Unlike the original version of Majora's Mask, saving your game at owl statues does not produce a temporary save. Instead, your game is permanently saved whenever you save at an owl statue. (The save is not lost when you load your game.) Playing the Song of Time no longer saves your game, so always save your progress at an owl statue before you stop playing.



After saving your game, turn around and speak with the nearby man. He's a bank teller, and he'd really like you to deposit some Rupees. The bank teller gives you special prizes if you deposit a lot of Rupees, so it pays to save. Don't deposit any Rupees now, though—cash comes in handy here in town. Instead, pass through the dark tunnel behind the owl statue to enter North Clock Town.

North Clock Town

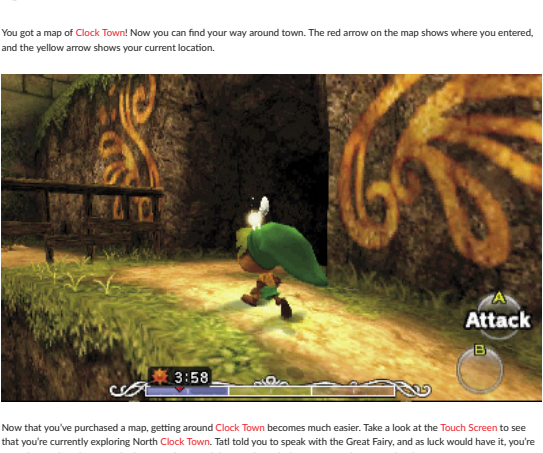


Clock Town 5 Rupees
Woodfall 40 Rupees
No thanks

An unusual fellow dressed in green dances merrily in North Clock Town. Speak with him to learn that his name is Tingle. Tingle really wishes that he were a forest fairy, but such is not the case. Still, he offers to sell you maps of Clock Town and Woodfall. You likely can't afford Tingle's Woodfall Map yet, but the Clock Town Map is a steal at only five Rupees. Go ahead and buy it.

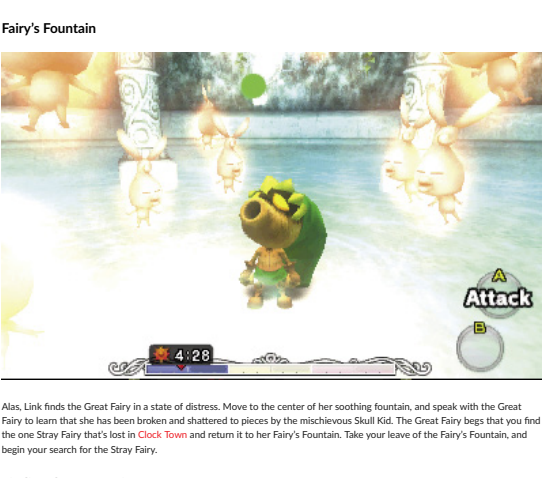
Clock Town Map

You got a map of Clock Town! Now you can find your way around town. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.



Now that you've purchased a map, getting around Clock Town becomes much easier. Take a look at the Touch Screen to see that you're currently exploring North Clock Town. Tatl told you to speak with the Great Fairy, and as luck would have it, you're very close to her shrine. Scale the west slope, and then go through the west tunnel to enter the shrine.

Fairy's Fountain



Alas, Link finds the Great Fairy in a state of distress. Move to the center of her soothing fountain, and speak with the Great Fairy to learn that she has been broken and shattered to pieces by the mischievous Skull Kid. The Great Fairy begs that you find the one Stray Fairy that's lost in Clock Town and return it to her Fairy's Fountain. Take your leave of the Fairy's Fountain, and begin your search for the Stray Fairy.

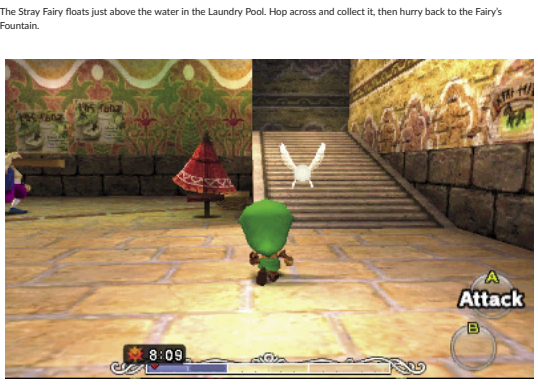
Finding the Stray Fairy

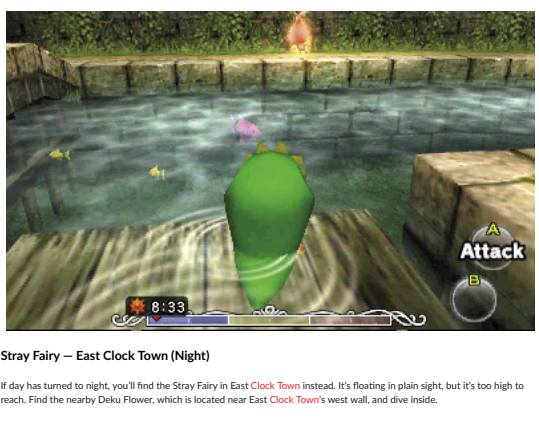
Depending on the time of day, the Stray Fairy you seek is either in the Laundry Pool (if it's daytime) or East Clock Town (if it's night). Check the clock at the bottom of the screen. It's daytime if the clock's icon resembles a sun, and nighttime if it resembles a moon.

Stray Fairy — Laundry Pool (Day)

Assuming that it's still daytime, go south to return to South Clock Town. Head toward the South Gate and scale the nearby ramp to the west, which leads to the Laundry Pool.

The Stray Fairy floats just above the water in the Laundry Pool. Hop across and collect it, then hurry back to the Fairy's Fountain.

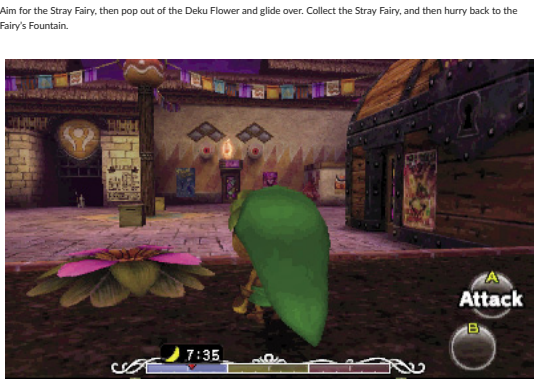


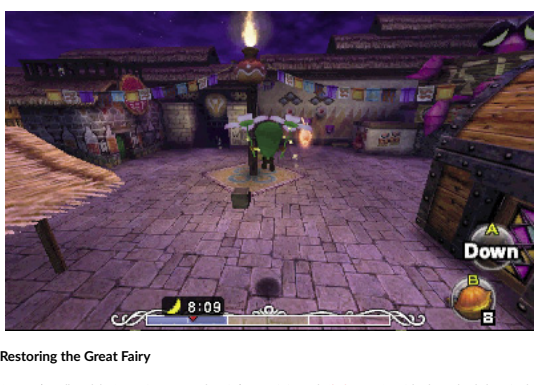


Stray Fairy — East Clock Town (Night)

If day has turned to night, you'll find the Stray Fairy in East Clock Town instead. It's floating in plain sight, but it's too high to reach. Find the nearby Deku Flower, which is located near East Clock Town's west wall, and dive inside.

Aim for the Stray Fairy, then pop out of the Deku Flower and glide over. Collect the Stray Fairy, and then hurry back to the Fairy's Fountain.





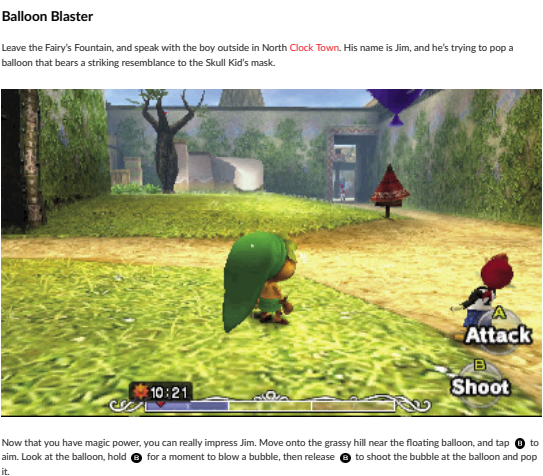
Restoring the Great Fairy

Once you've collected the Stray Fairy, return to the Fairy's Fountain in North Clock Town. Grateful to be made whole again, the Great Fairy grants Link the use of magic power. Most excellent!

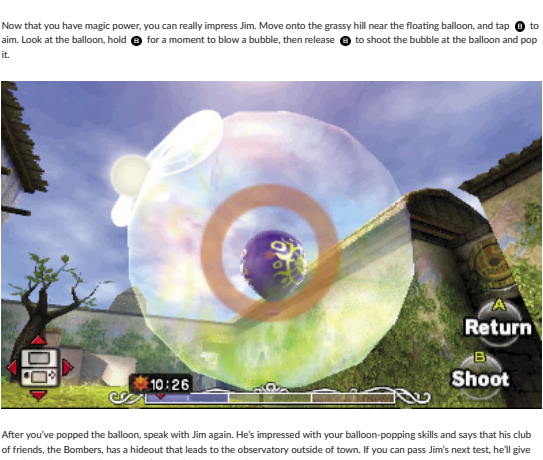
After empowering Link, the Great Fairy suggests that he speak with the astronomer who lives in the observatory just outside of town. The astronomer is wise, and he may know more about the Skull Kid. The Great Fairy also invites Link to see her again after he has returned to normal, for she can offer him even more help. This is definitely something to keep in mind.

Balloon Blaster

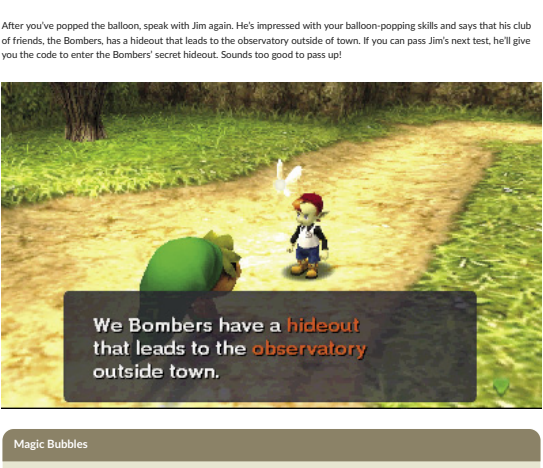
Leave the Fairy's Fountain, and speak with the boy outside in North Clock Town. His name is Jim, and he's trying to pop a balloon that bears a striking resemblance to the Skull Kid's mask.



Now that you have magic power, you can really impress Jim. Move onto the grassy hill near the floating balloon, and tap Ⓑ to aim. Look at the balloon, hold Ⓑ for a moment to blow a bubble, then release Ⓑ to shoot the bubble at the balloon and pop it.



After you've popped the balloon, speak with Jim again. He's impressed with your balloon-popping skills and says that his club of friends, the Bombers, has a hideout that leads to the observatory outside of town. If you can pass Jim's next test, he'll give you the code to enter the Bombers' secret hideout. Sounds too good to pass up!

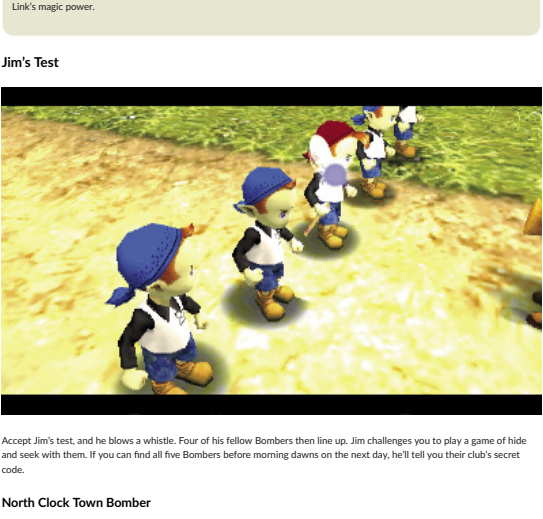


We Bombers have a hideout that leads to the observatory outside town.

Magic Bubbles

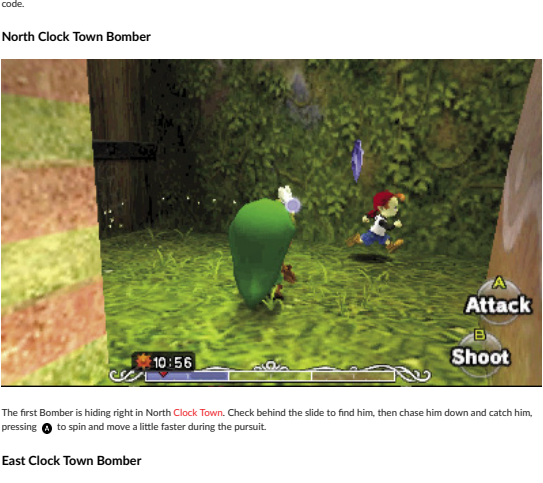
Performing special actions, like shooting Deku Scrub bubbles, requires magic power. If Link's magic power has run out, he can't perform these special actions. Cut down tall grass and smash objects in search of green Magic Jars, which restore Link's magic power.

Jim's Test



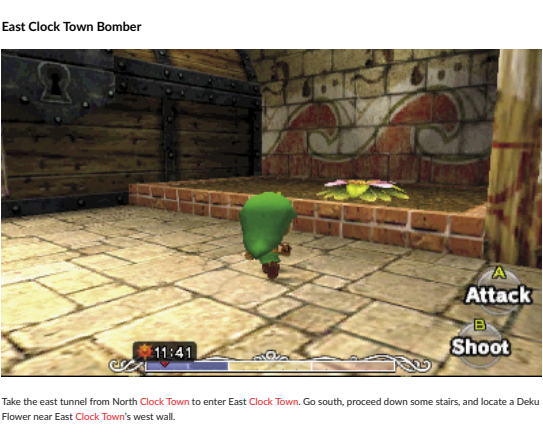
Accept Jim's test, and he blows a whistle. Four of his fellow Bombers then line up. Jim challenges you to play a game of hide and seek with them. If you can find all five Bombers before morning dawns on the next day, he'll tell you their club's secret code.

North Clock Town Bomber

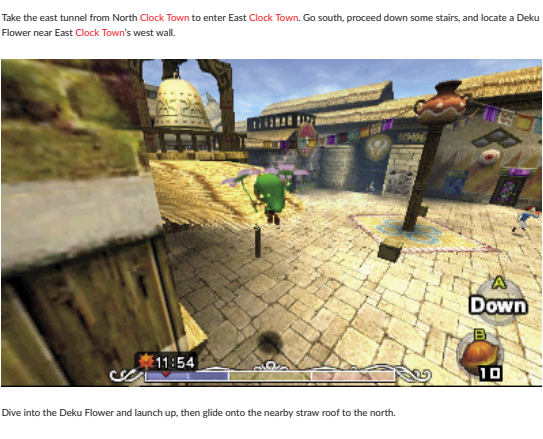


The first Bomber is hiding right in North Clock Town. Check behind the slide to find him, then chase him down and catch him, pressing Ⓑ to spin and move a little faster during the pursuit.

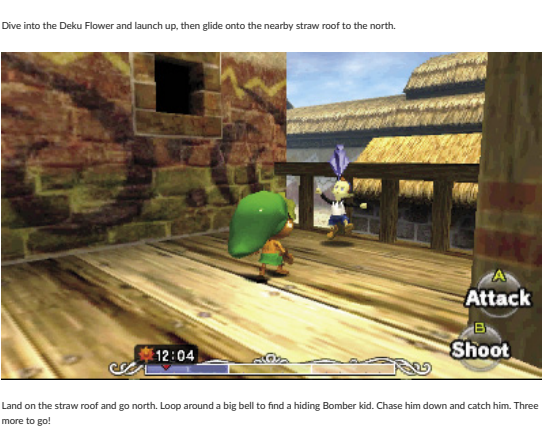
East Clock Town Bomber



Take the east tunnel from North Clock Town to enter East Clock Town. Go south, proceed down some stairs, and locate a Deku Flower near East Clock Town's west wall.

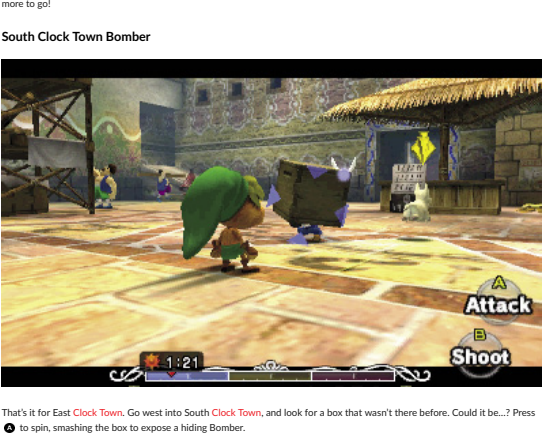


Dive into the Deku Flower and launch up, then glide onto the nearby straw roof to the north.



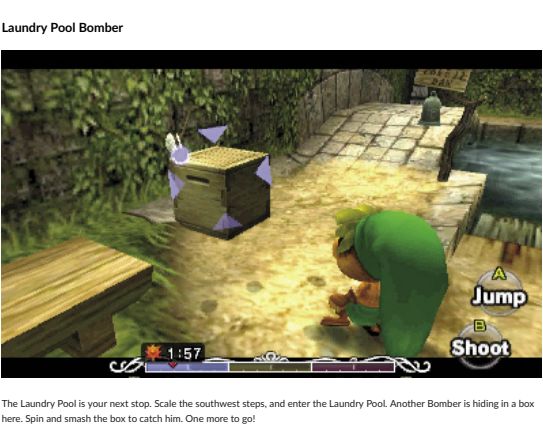
Land on the straw roof and go north. Loop around a big bell to find a hiding Bomber kid. Chase him down and catch him. Three more to go!

South Clock Town Bomber



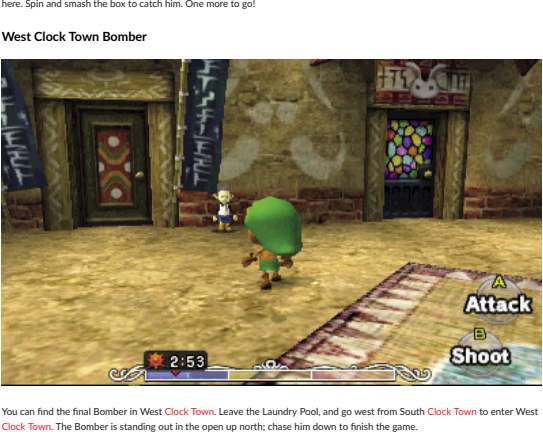
That's it for East Clock Town. Go west into South Clock Town, and look for a box that wasn't there before. Could it be…? Press Ⓑ to spin, smashing the box to expose a hiding Bomber.

Laundry Pool Bomber



The Laundry Pool is your next stop. Scale the southwest steps, and enter the Laundry Pool. Another Bomber is hiding in a box here. Spin and smash the box to catch him. One more to go!

West Clock Town Bomber

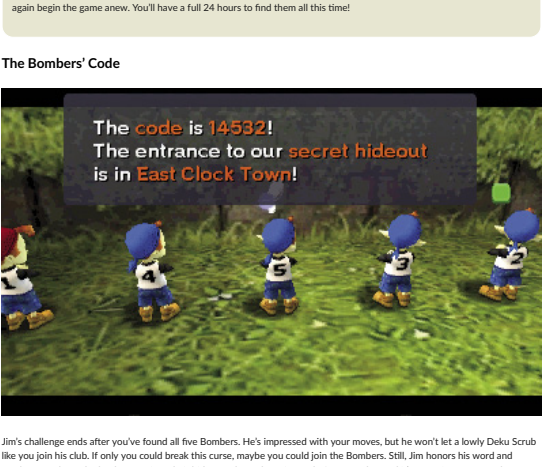


You can find the final Bomber in West Clock Town. Leave the Laundry Pool, and go west from South Clock Town to enter West Clock Town. The Bomber is standing out in the open up north; chase him down to finish the game.

Didn't Find the Bombers?

Don't worry if you didn't find all of the Bombers before dawn. Just return to North Clock Town and speak with Jim to again begin the game anew. You'll have a full 24 hours to find them all this time!

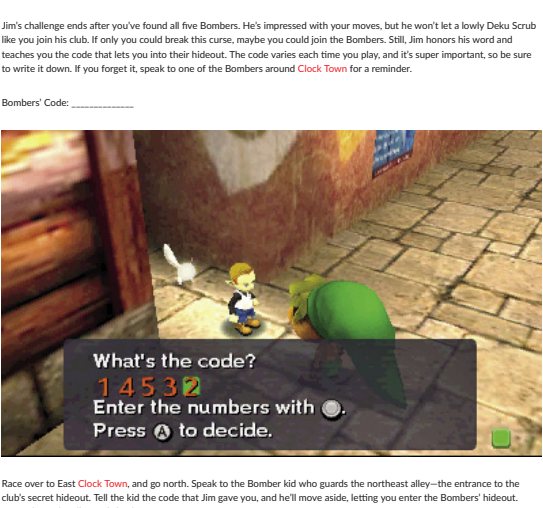
The Bombers' Code



The code is 14532!
The entrance to our secret hideout is in East Clock Town!

Jim's challenge ends after you've found all five Bombers. He's impressed with your moves, but he won't let a lowly Deku Scrub like you join his club. If only you could break this curse, maybe you could join the Bombers. Still, Jim honors his word and teaches you the code that lets you into their hideout. The code varies each time you play, and it's super important, so be sure to write it down. If you forget it, speak to one of the Bombers around Clock Town for a reminder.

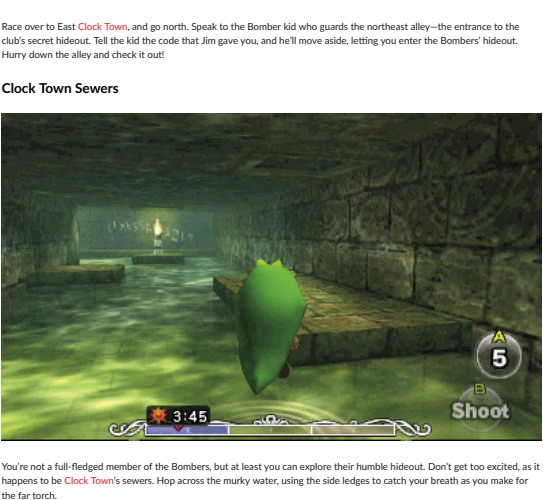
Bombers' Code: ______________



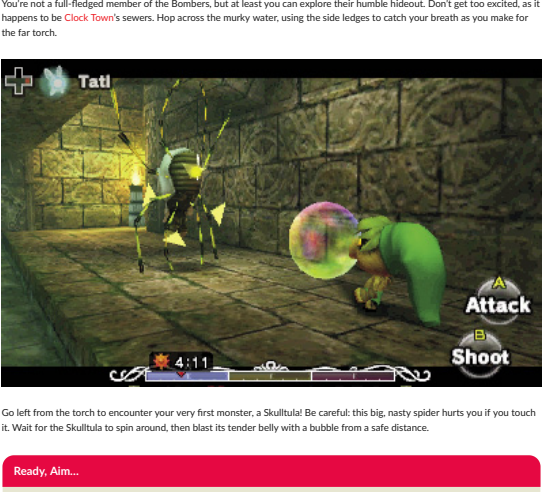
What's the code?
14532
Enter the numbers with Ⓞ.
Press Ⓐ to decide.

Race over to East Clock Town, and go north. Speak to the Bomber kid who guards the northeast alley—the entrance to the club's secret hideout. Tell the kid the code that Jim gave you, and he'll move aside, letting you enter the Bombers' hideout. Hurry down the alley and check it out!

Clock Town Sewers



You're not a full-fledged member of the Bombers, but at least you can explore their humble hideout. Don't get too excited, as it happens to be Clock Town's sewers. Hop across the murky water, using the side ledges to catch your breath as you make for the far torch.



Go left from the torch to encounter your very first monster, a Skulltula! Be careful: this big, nasty spider hurts you if you touch it. Wait for the Skulltula to spin around, then blast its tender belly with a bubble from a safe distance.

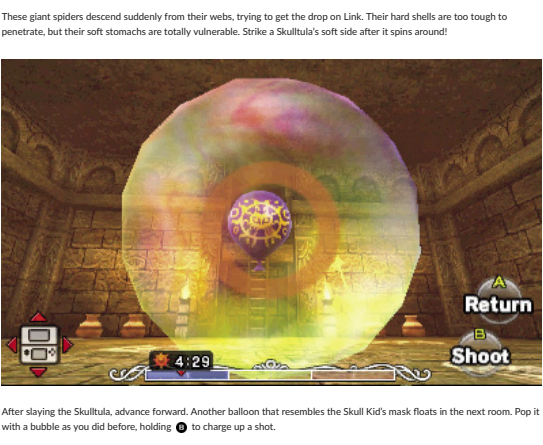
Ready, Aim…

Lock on to Link's foes with Ⓛ-Targeting, and you won't have to bother with aiming. In the case of this Skulltula, target the monster by holding Ⓛ, and then hold and release Ⓑ to blast its belly with a bubble.

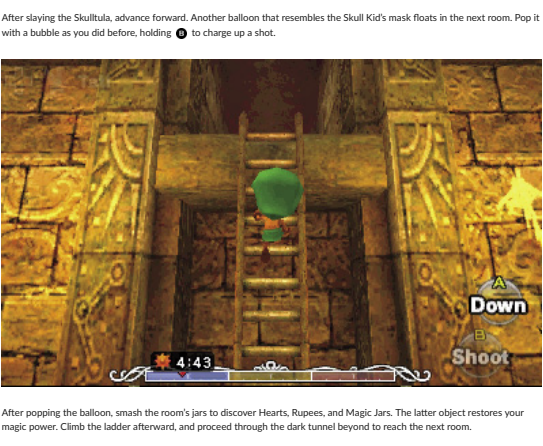
Skulltula

Damage: 1/2 Heart

These giant spiders descend suddenly from their webs, trying to get the drop on Link. Their hard shells are too tough to penetrate, but their soft stomachs are totally vulnerable. Strike a Skulltula's soft side after it spins around!

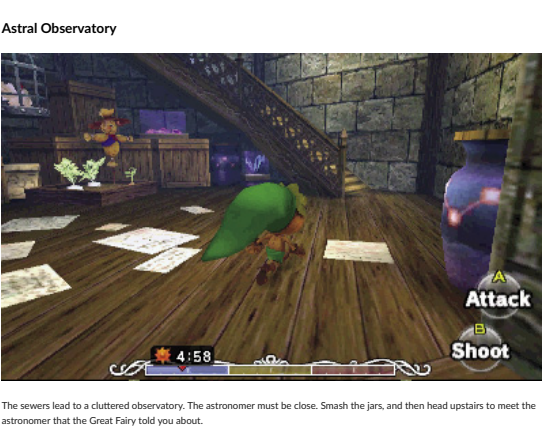


After slaying the Skulltula, advance forward. Another balloon that resembles the Skull Kid's mask floats in the next room. Pop it with a bubble as you did before, holding Ⓑ to charge up a shot.



After popping the balloon, smash the room's jars to discover Hearts, Rupees, and Magic Jars. The latter object restores your magic power. Climb the ladder afterward, and proceed through the dark tunnel beyond to reach the next room.

Astral Observatory

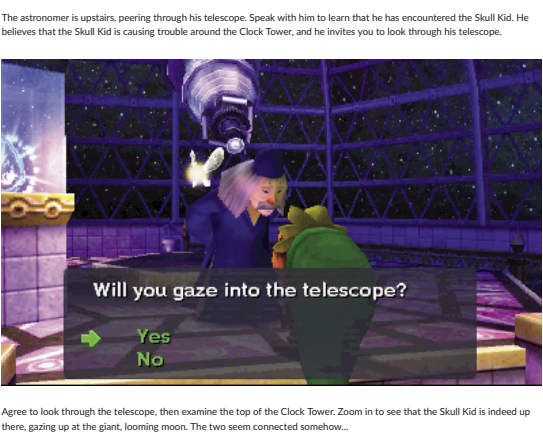


The sewers lead to a cluttered observatory. The astronomer must be close. Smash the jars, and then head upstairs to meet the astronomer that the Great Fairy told you about.

Shall We Dance?

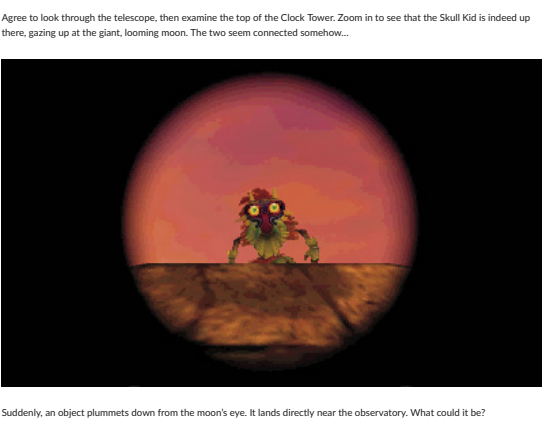
The scarecrow in the observatory just loves music. Speak with the scarecrow, and he'll offer you a chance to dance until morning (6 a.m.) or night (6 p.m.), depending on the current time of day. If you agree, time instantly advances to 6 a.m. the next morning (if it's currently nighttime) or 6 p.m. the next night (if it's currently daytime). Don't do this now, though—time is of the essence!

The astronomer is upstairs, peering through his telescope. Speak with him to learn that he has encountered the Skull Kid. He believes that the Skull Kid is causing trouble around the Clock Tower, and he invites you to look through his telescope.

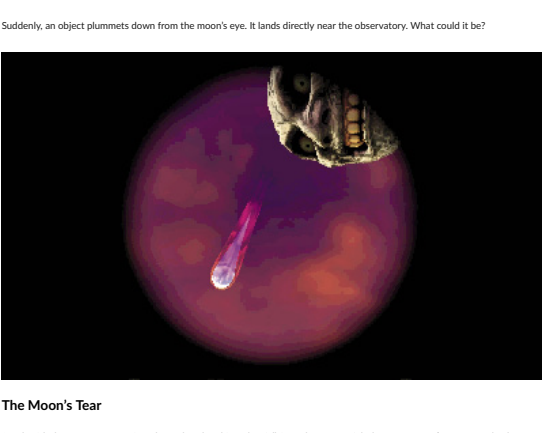


Will you gaze into the telescope?
Yes
No

Agree to look through the telescope, then examine the top of the Clock Tower. Zoom in to see that the Skull Kid is indeed up there, gazing up at the giant, looming moon. The two seem connected somehow…



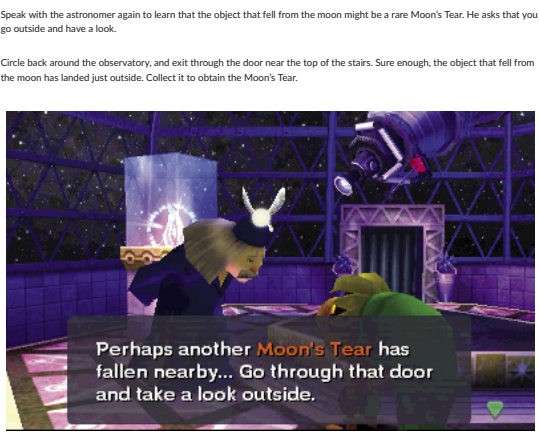
Suddenly, an object plummets down from the moon's eye. It lands directly near the observatory. What could it be?



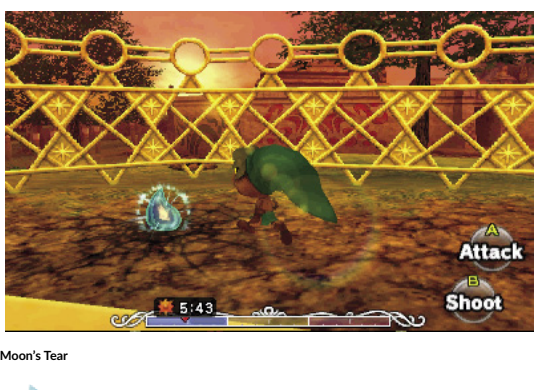
The Moon's Tear

Speak with the astronomer again to learn that the object that fell from the moon might be a rare Moon's Tear. He asks that you go outside and have a look.

Circle back around the observatory, and exit through the door near the top of the stairs. Sure enough, the object that fell from the moon has landed just outside. Collect it to obtain the Moon's Tear.



Perhaps another Moon's Tear has fallen nearby… Go through that door and take a look outside.



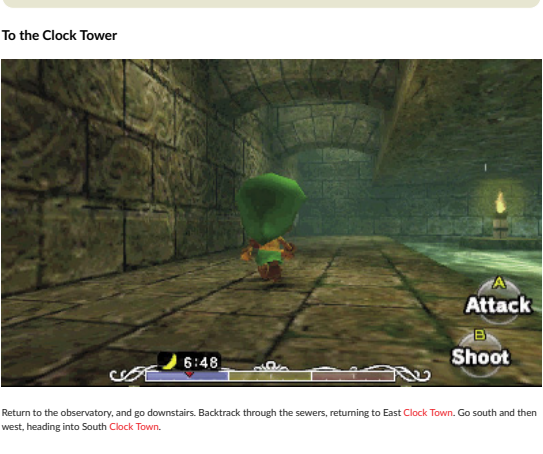
Moon's Tear

You got the Moon's Tear! Its sparkling beauty radiates rather strangely.

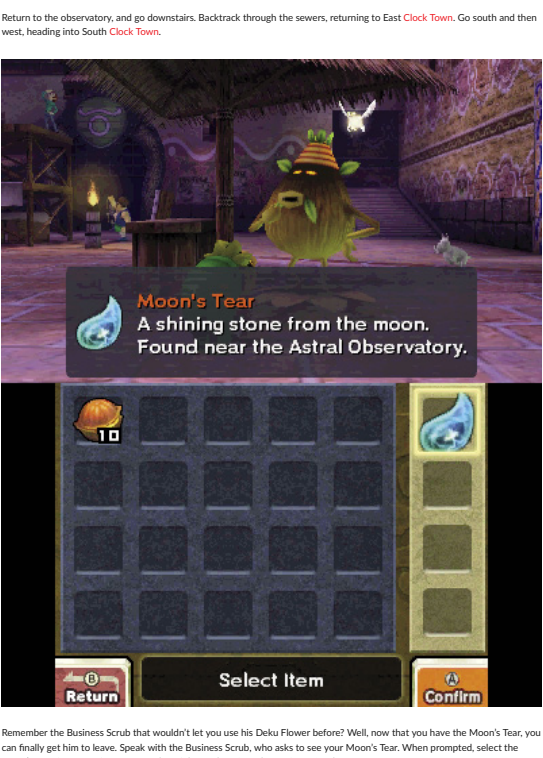
Two Tears

Did you notice the Moon's Tear on the pedestal near the astronomer? You can examine it by Ⓛ-Targeting the Tear, and then pressing Ⓐ to check it. This triggers a unique conversation with the astronomer.

To the Clock Tower



Return to the observatory, and go downstairs. Backtrack through the sewers, returning to East Clock Town. Go south and then west, heading into South Clock Town.

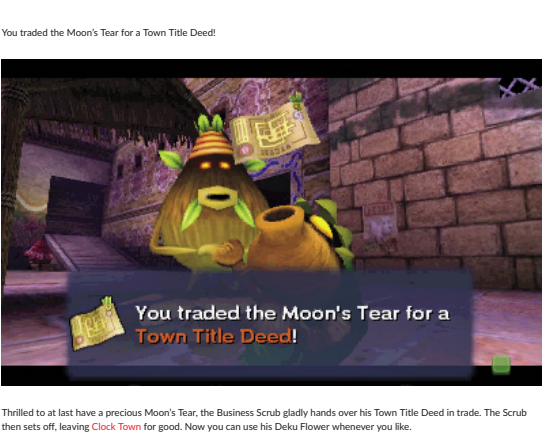


Moon's Tear
A shining stone from the moon. Found near the Astral Observatory.

Remember the Business Scrub that wouldn't let you use his Deku Flower before? Well, now that you have the Moon's Tear, you can finally get him to leave. Speak with the Business Scrub, who asks to see your Moon's Tear. When prompted, select the Moon's Tear from your inventory so that Link can show it to the Business Scrub.

Town Title Deed

You traded the Moon's Tear for a Town Title Deed!



You traded the Moon's Tear for a Town Title Deed!

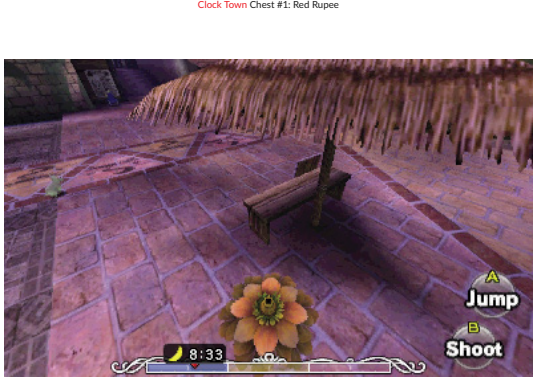
Thrilled to at last have a precious Moon's Tear, the Business Scrub gladly hands over his Town Title Deed in trade. The Scrub then sets off, leaving Clock Town for good. Now you can use his Deku Flower whenever you like.

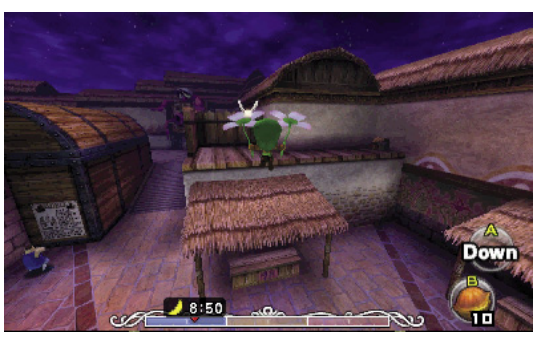
Waiting for Midnight

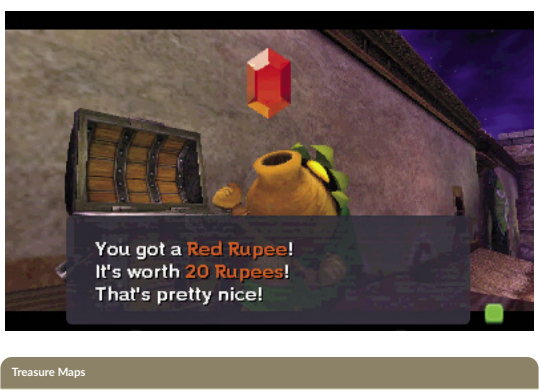
Good work! You're now ready to approach the Skull Kid. The only catch is that you must wait until midnight of the Final (3rd) Day before you may do so. Spend your wait time as productively as you can. Begin by diving into the Deku Flower and facing southeast toward a treasure chest that appears as a red icon on your map.

Launch out of the Deku Flower and make a long glide to South Clock Town's southeast straw roof. Land there, and then climb up to a nearby chest. Flip the chest's lid to claim a Red Rupee worth 20 Rupees!

Clock Town Chest #1: Red Rupee







You got a Red Rupee! It's worth 20 Rupees! That's pretty nice!

Treasure Maps

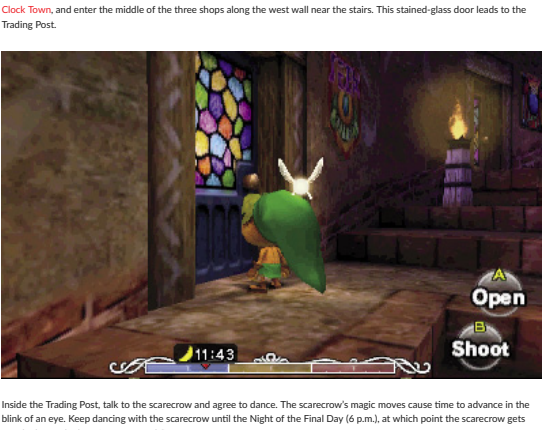
Tingle's maps don't just show areas like Clock Town—they also reveal the locations of treasure chests. A red icon on the map depicted the chest that you've just opened; chest icons vanish from maps when you open the chests.

Don't Forget to Deposit!

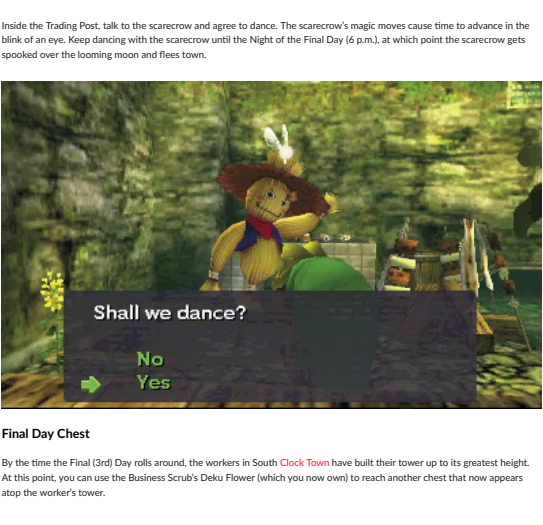
Link's wallet only holds up to 99 Rupees, so be sure to deposit your Rupees into your bank account to make room for more. There's nothing worse than raiding a Rupee chest when your wallet is full.

Dancing the Days Away

Now, you should advance to the Night of the Final Day. The easiest way to do this is to dance with a scarecrow. Go to West Clock Town, and enter the middle of the three shops along the west wall near the stairs. This stained-glass door leads to the Trading Post.



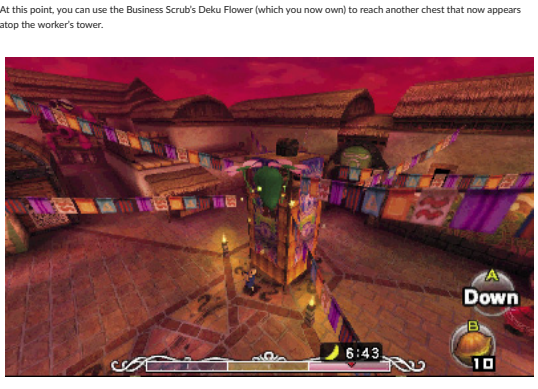
Inside the Trading Post, talk to the scarecrow and agree to dance. The scarecrow's magic moves cause time to advance in the blink of an eye. Keep dancing with the scarecrow until the Night of the Final Day (6 p.m.), at which point the scarecrow gets spooked over the looming moon and flees town.

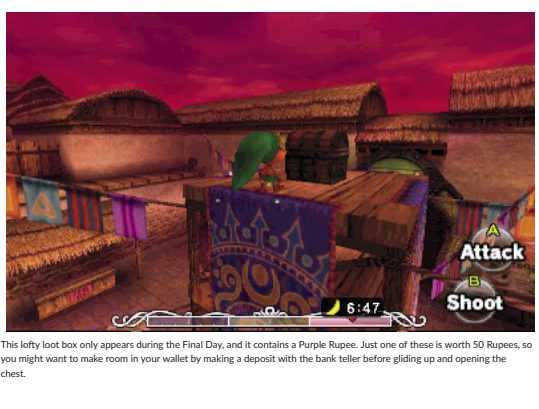


Shall we dance?
No
Yes

Final Day Chest

By the time the Final (3rd) Day rolls around, the workers in South Clock Town have built their tower up to its greatest height. At this point, you can use the Business Scrub's Deku Flower (which you now own) to reach another chest that now appears atop the worker's tower.

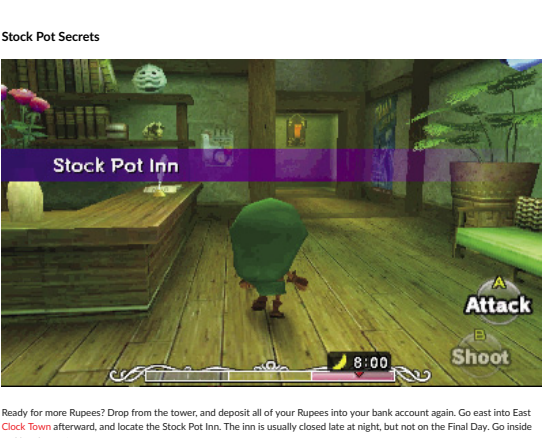




This lofty loot box only appears during the Final Day, and it contains a Purple Rupee. Just one of these is worth 50 Rupees, so you might want to make room in your wallet by making a deposit with the bank teller before gliding up and opening the chest.

Clock Town Chest #2: Purple Rupee

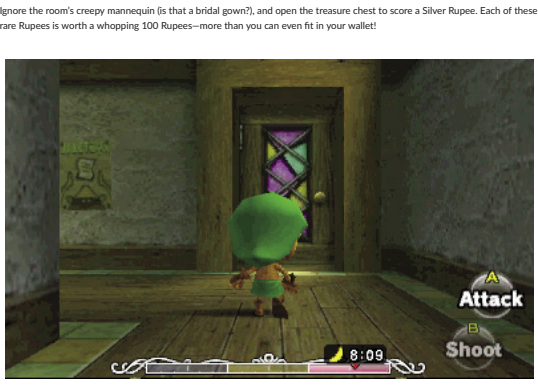
Stock Pot Secrets

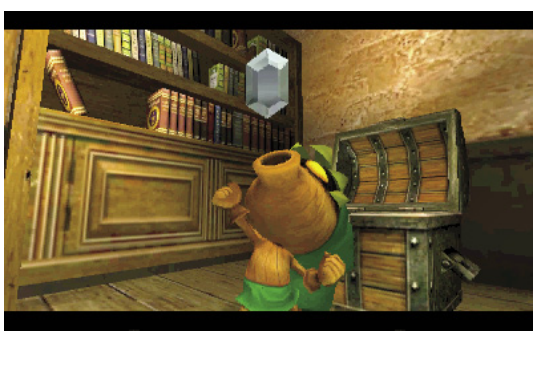


Ready for more Rupees? Drop from the tower, and deposit all of your Rupees into your bank account again. Go east into East Clock Town afterward, and locate the Stock Pot Inn. The inn is usually closed late at night, but not on the Final Day. Go inside and head upstairs.

The door at the top of the stairs had always been locked, but you can open it during the Night of the Final Day. Open the door to enter a small room.

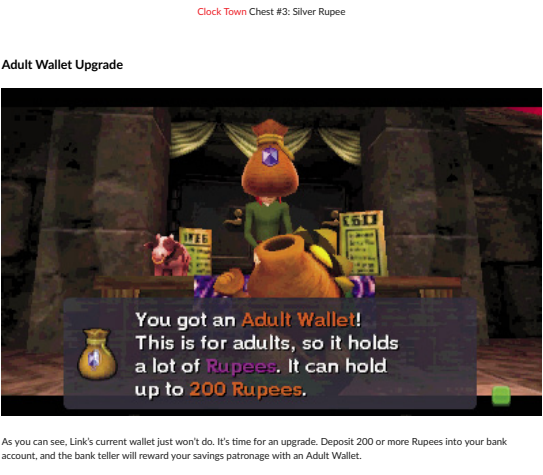
Ignore the room's creepy mannequin (is that a bridal gown?), and open the treasure chest to score a Silver Rupee. Each of these rare Rupees is worth a whopping 100 Rupees—more than you can even fit in your wallet!





Clock Town Chest #3: Silver Rupee

Adult Wallet Upgrade



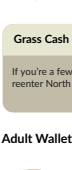
You got an Adult Wallet! This is for adults, so it holds a lot of Rupees. It can hold up to 200 Rupees.

As you can see, Link's current wallet just won't do. It's time for an upgrade. Deposit 200 or more Rupees into your bank account, and the bank teller will reward your savings patronage with an Adult Wallet.

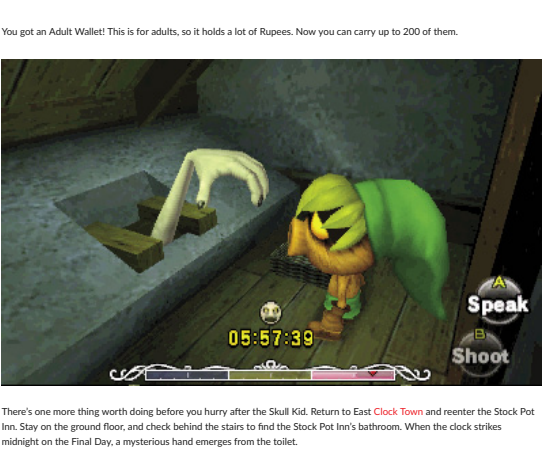
Grass Cash

If you're a few Rupees short, spin through the tall grass near the slide in North Clock Town to pick up more. Leave and reenter North Clock Town to make the tall grass reappear, and keep cutting the grass until that Adult Wallet is yours!

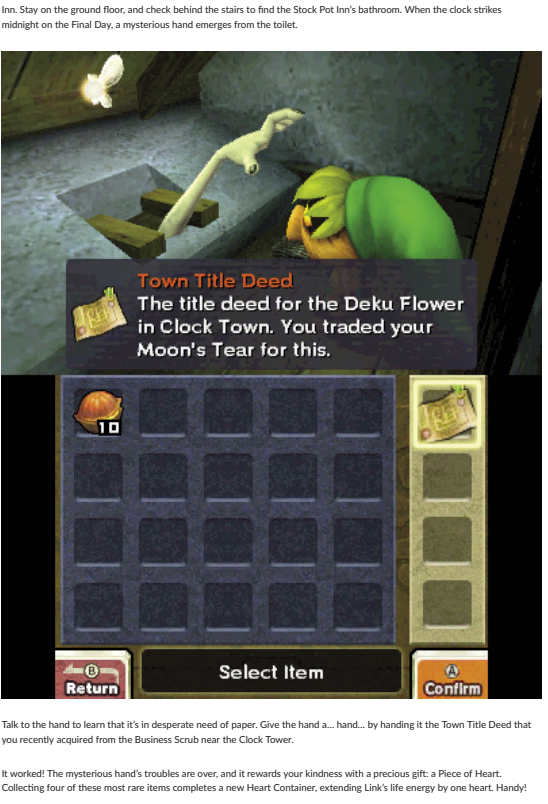
Adult Wallet



You got an Adult Wallet! This is for adults, so it holds a lot of Rupees. Now you can carry up to 200 of them.



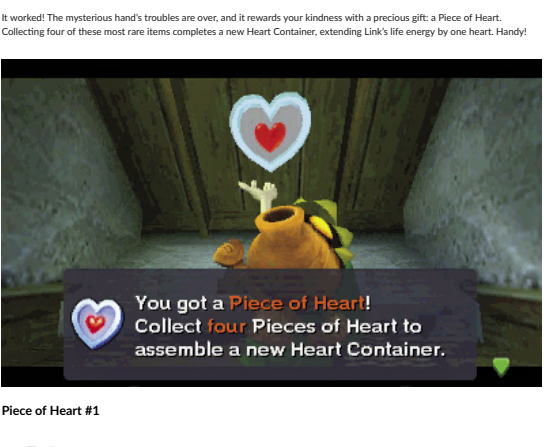
There's one more thing worth doing before you hurry after the Skull Kid. Return to East Clock Town and reenter the Stock Pot Inn. Stay on the ground floor, and check behind the stairs to find the Stock Pot Inn's bathroom. When the clock strikes midnight on the Final Day, a mysterious hand emerges from the toilet.



Town Title Deed
The title deed for the Deku Flower in Clock Town. You traded your Moon's Tear for this.

Talk to the hand to learn that it's in desperate need of paper. Give the hand a… hand… by handing it the Town Title Deed that you recently acquired from the Business Scrub near the Clock Tower.

It worked! The mysterious hand's troubles are over, and it rewards your kindness with a precious gift: a Piece of Heart. Collecting four of these most rare items completes a new Heart Container, extending Link's life energy by one heart. Handy!

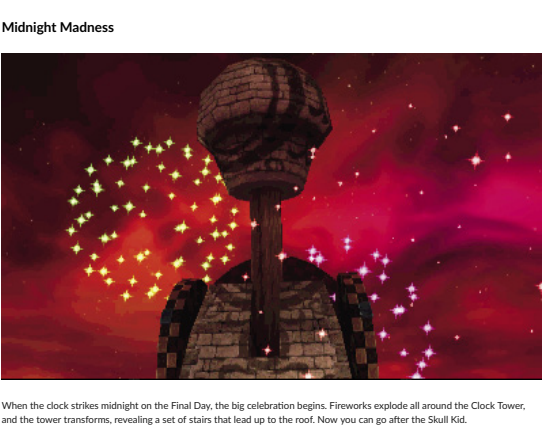


You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container.

Piece of Heart #1

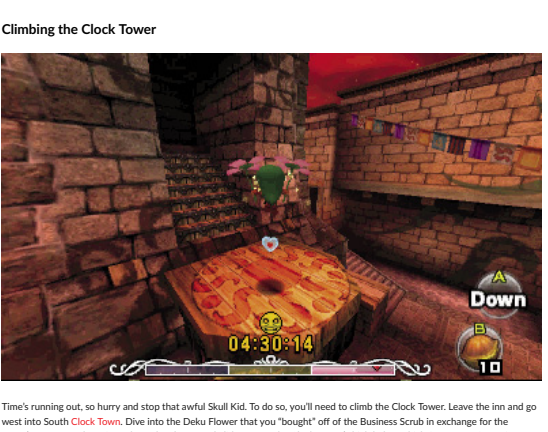
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Midnight Madness



When the clock strikes midnight on the Final Day, the big celebration begins. Fireworks explode all around the Clock Tower, and the tower transforms, revealing a set of stairs that lead up to the roof. Now you can go after the Skull Kid.

Climbing the Clock Tower

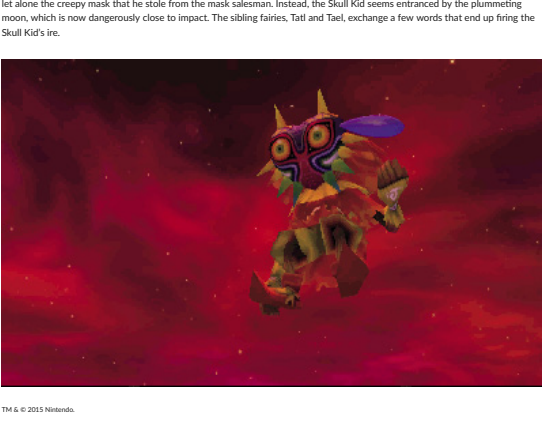


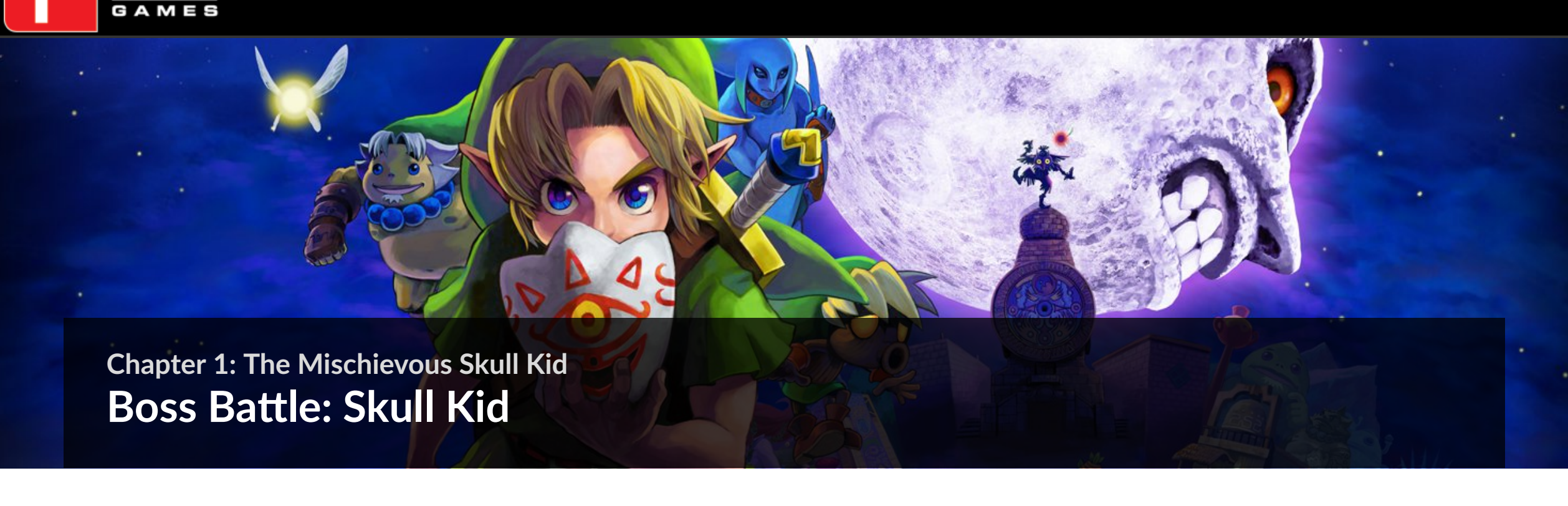
Time's running out, so hurry and stop that awful Skull Kid. To do so, you'll need to climb the Clock Tower. Leave the inn and go west into South Clock Town. Dive into the Deku Flower that you "bought" off of the Business Scrub in exchange for the Moon's Tear. Launch up from the Deku Flower and glide over to the Clock Tower's high ledge, which features a Piece of Heart. Collect this precious prize, and then hurry up to the Clock Tower's apex.

Piece of Heart #2

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

The Skull Kid awaits you atop the Clock Tower, ocarina in hand. He doesn't seem interested in giving up the Ocarina of Time, let alone the creepy mask that he stole from the mask salesman. Instead, the Skull Kid seems entranced by the plummeting moon, which is now dangerously close to impact. The sibling fairies, Tatl and Tael, exchange a few words that end up firing the Skull Kid's ire.



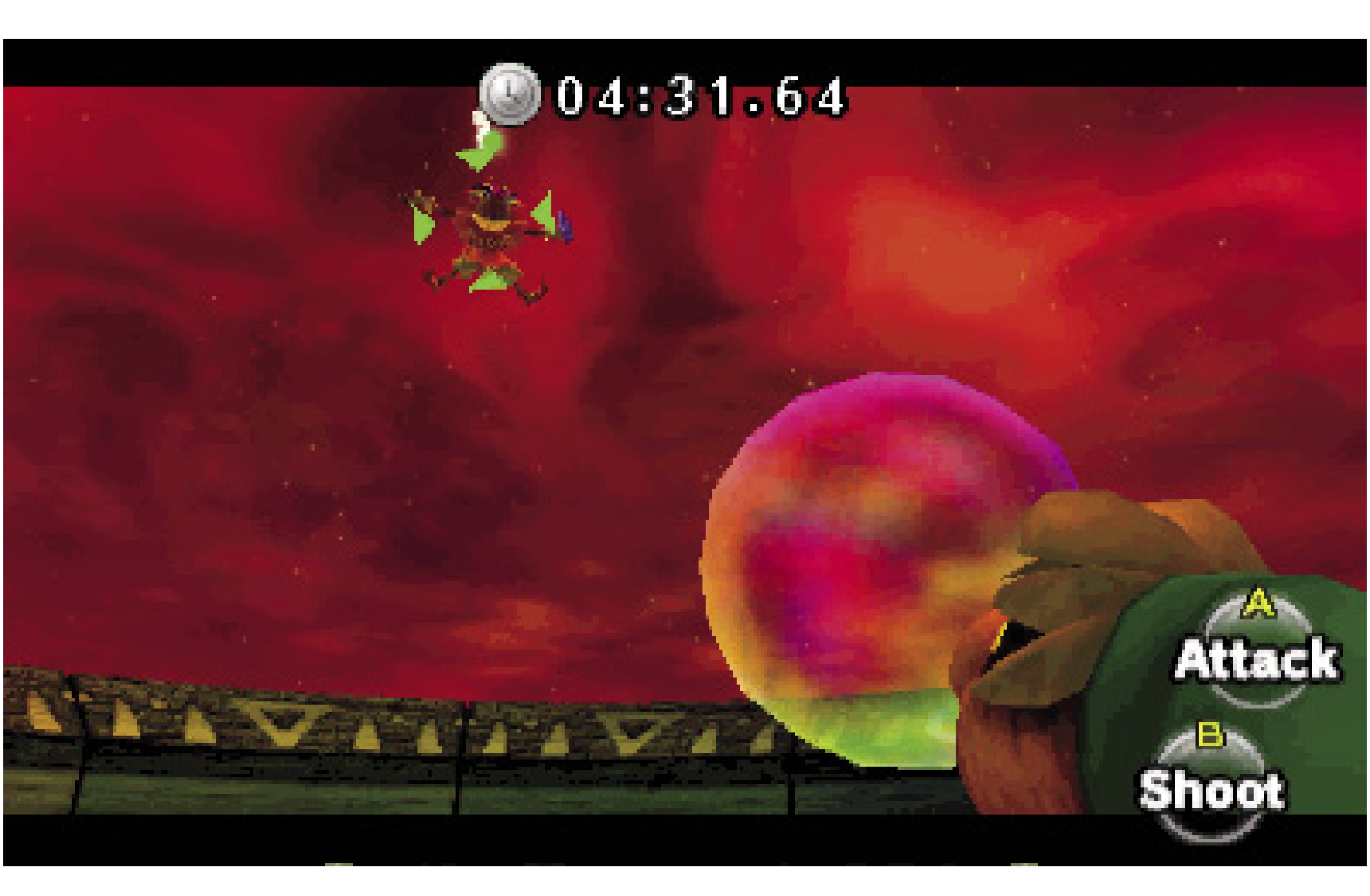


Chapter 1: The Mischievous Skull Kid

Boss Battle: Skull Kid

That awful Skull Kid must be stopped! But the truth is that you're no match for him in your current form. Still, all is not lost. L -Target the Skull Kid, and then hold B to blow a bubble. Release B to shoot the bubble at the Skull Kid, and you'll knock the Ocarina of Time from his grasp.

Nice shot! Now hurry over and collect the Ocarina of Time; it's your only hope!



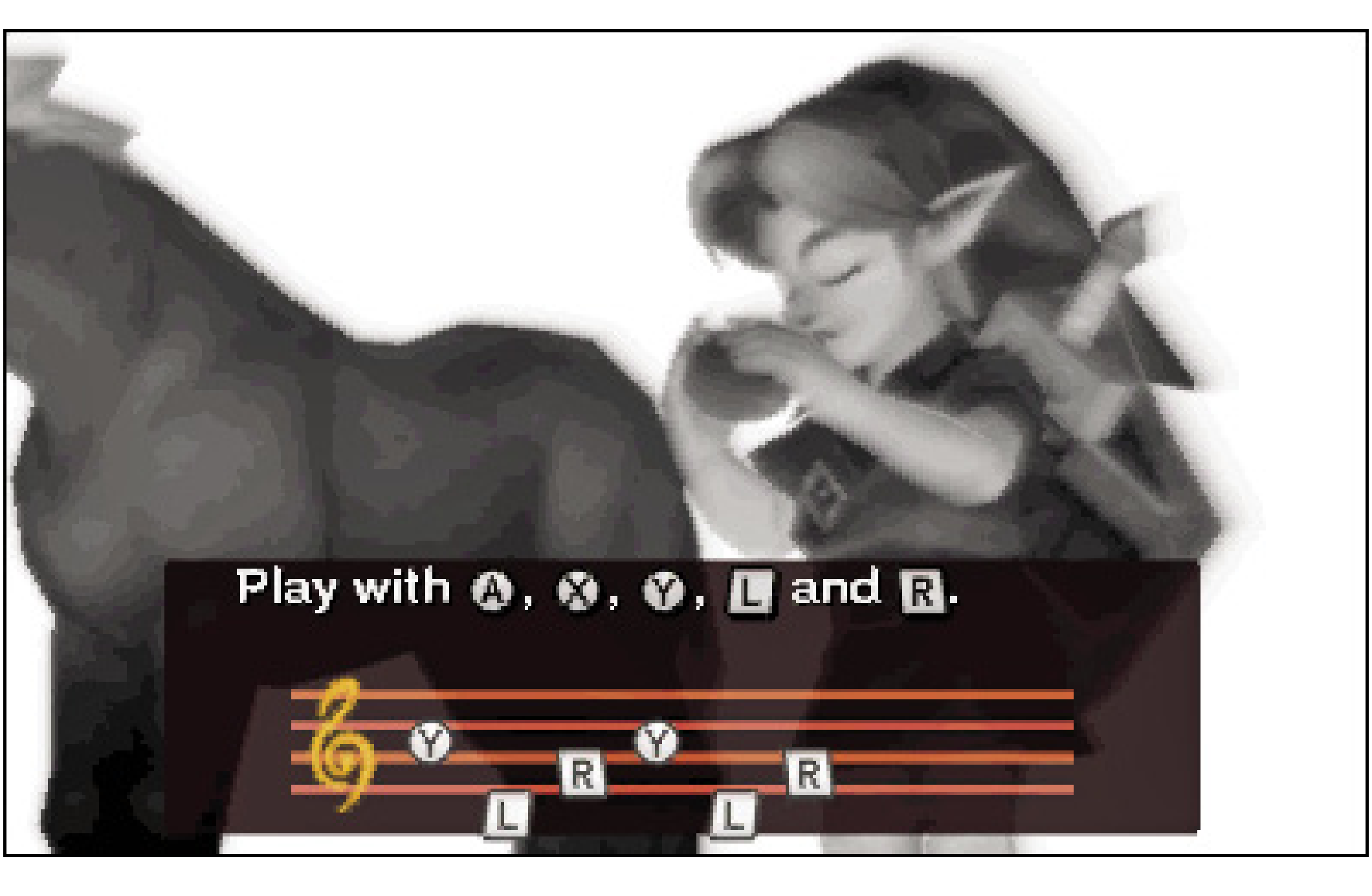
Ocarina of Time

You got the Ocarina of Time back! Princess Zelda gave you this precious instrument. Equip it, and play it.

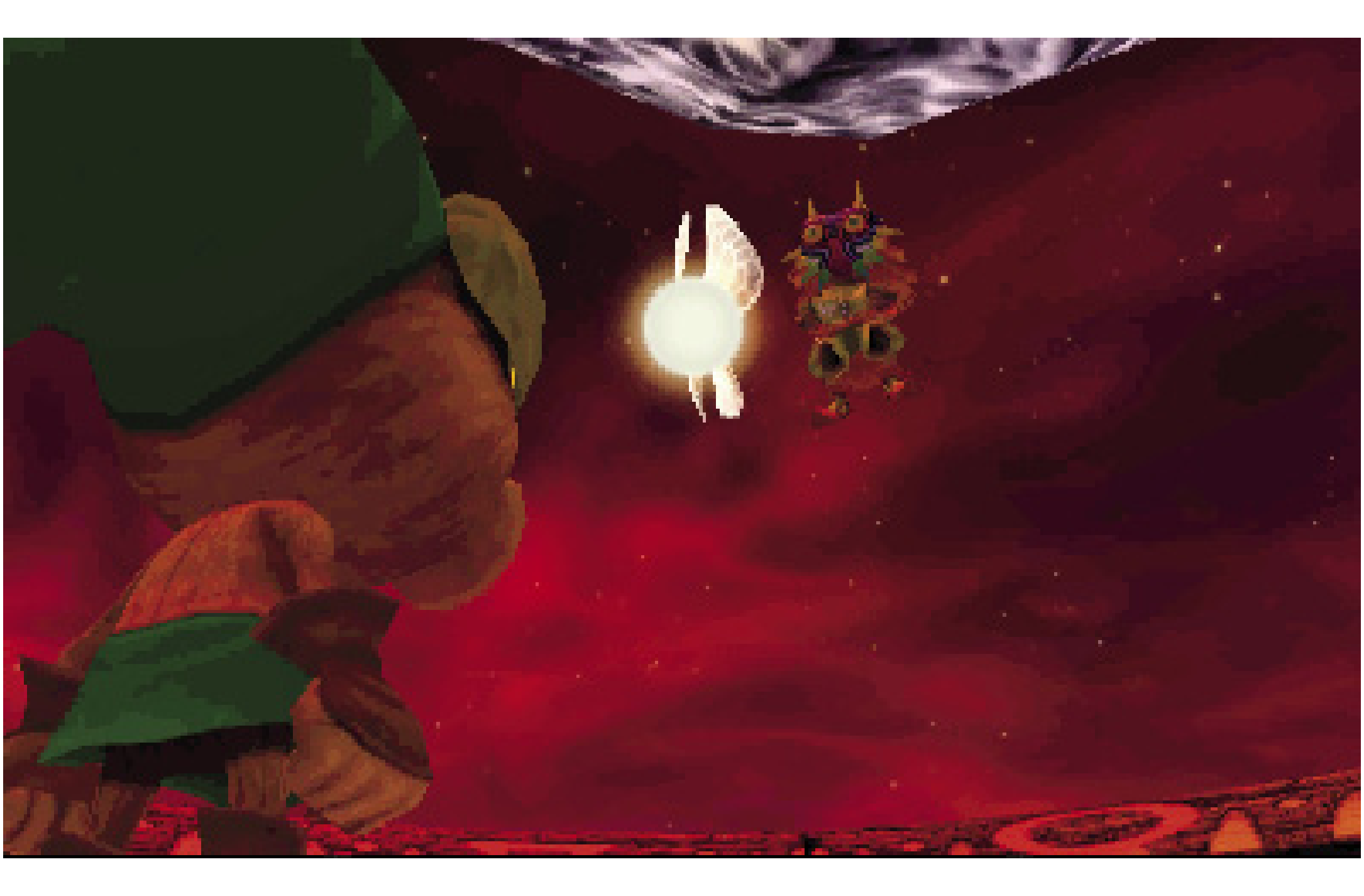
Musical Interlude

Upon reclaiming the Ocarina of Time, Link is overwhelmed by a vision of his recent past. He recalls the day that he left Hyrule, the same day that Princess Zelda gave him the ocarina to keep. The Princess taught him an important song that day: the Song of Time.

Follow Zelda's instructions during Link's vision to play the Song of Time. Just press Y, L, R, Y, L, R. Once you play it, present-day Link will recall the tune.



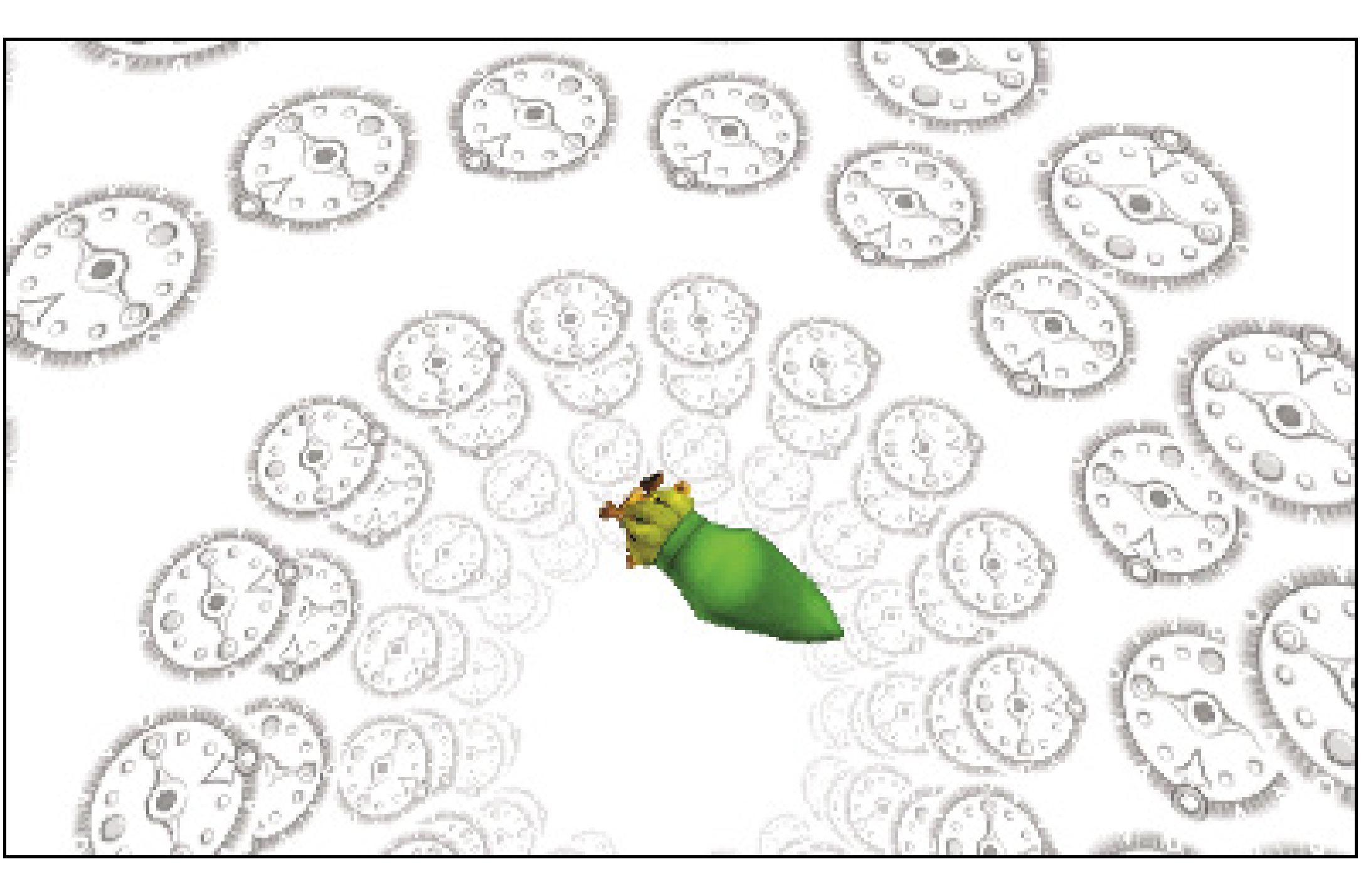
Turning back Time



Back in the real world, the Skull Kid still seeks to bring the moon crashing down. Your bubbles can't harm him—in fact, there's nothing you can do to stop him. If only you had more time...

Wait a minute, that's it: the Ocarina of Time! Somehow aware of Link's curse, the magical instrument has adapted itself to become a set of blaring Deku Pipes. Pull out the Deku Pipes by tapping the Deku Pipes button, which now appears in the bottom-left corner of the Touch Screen. Then, play the Song of Time that Zelda taught you (Y, L, R, Y, L, R).

Back to the Past



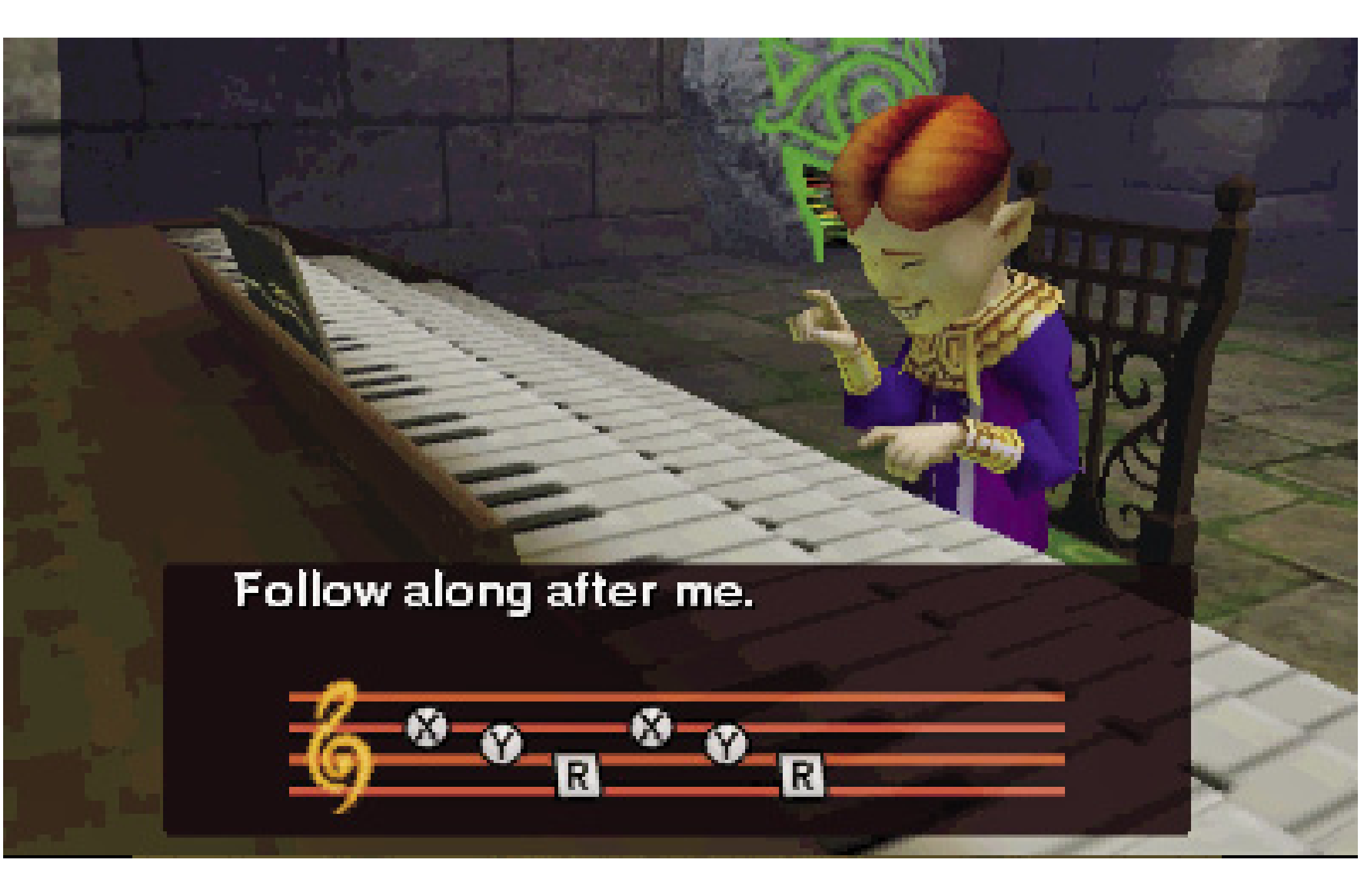
Playing the Song of Time calls forth the magic of the Goddess of Time. After a disorienting flash of memories and visions, Link finds himself back in Clock Town. Sure enough, it's the Dawn of the First Day again. The whole town has returned to its original state, and the moon is back in its original position. Everything is as it was when Link first arrived. What a trip!

Where's My Stuff?

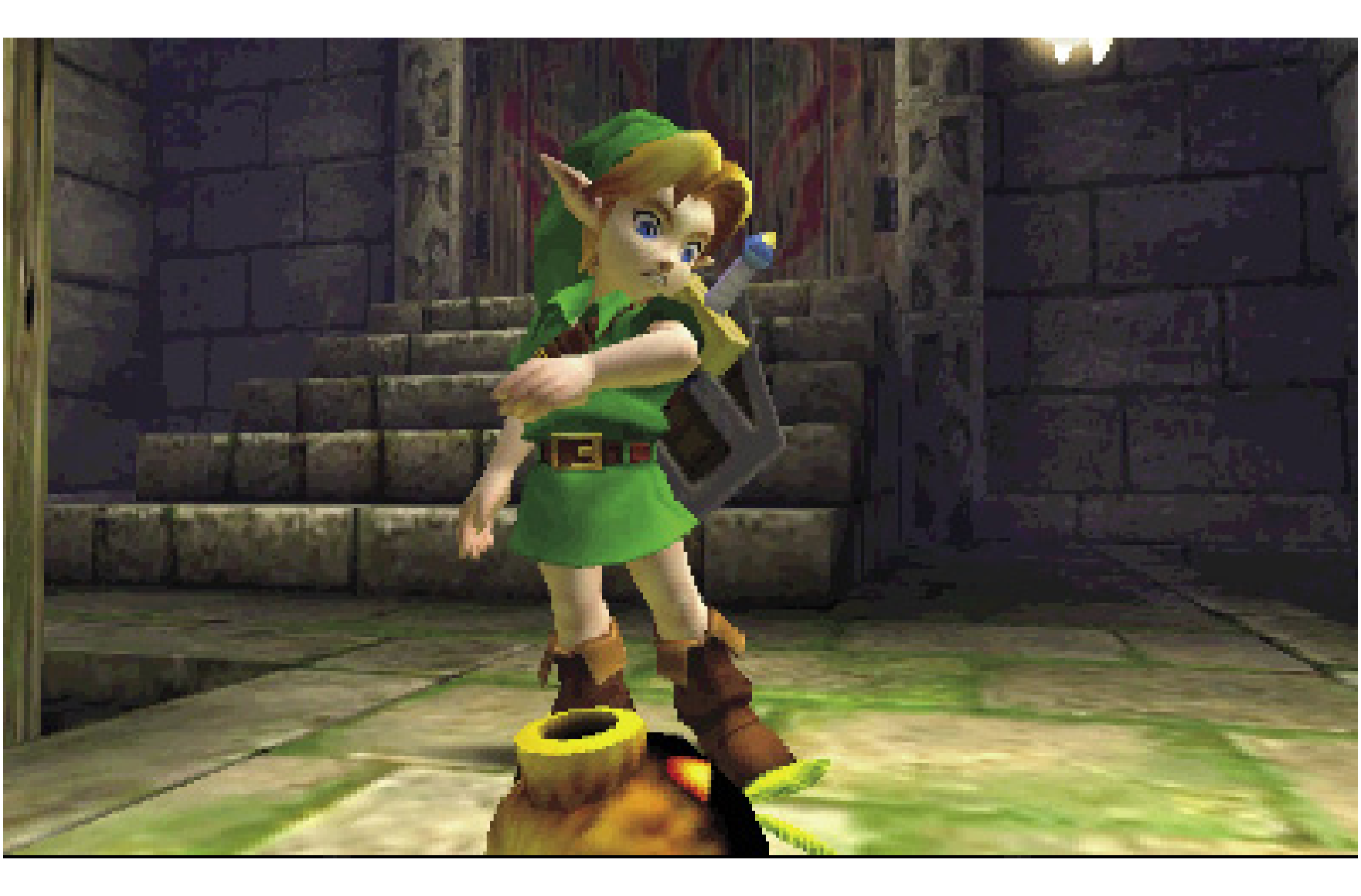
Have you noticed that Link's wallet is now empty? Some items, like Rupees and Deku Nuts, don't carry over when you play the Song of Time. You can't do much about items like Deku Nuts, but any Rupees that you've deposited into Link's bank account will still be there after he travels back in time.

Breaking Link's Curse

Shocked and disoriented, Tatl can hardly believe what has happened. Recovering from her amazement, the little fairy reminds Link that the mask salesman they met inside the Clock Tower promised to return Link to human form if he recovered the Ocarina of Time. That's right, he did!

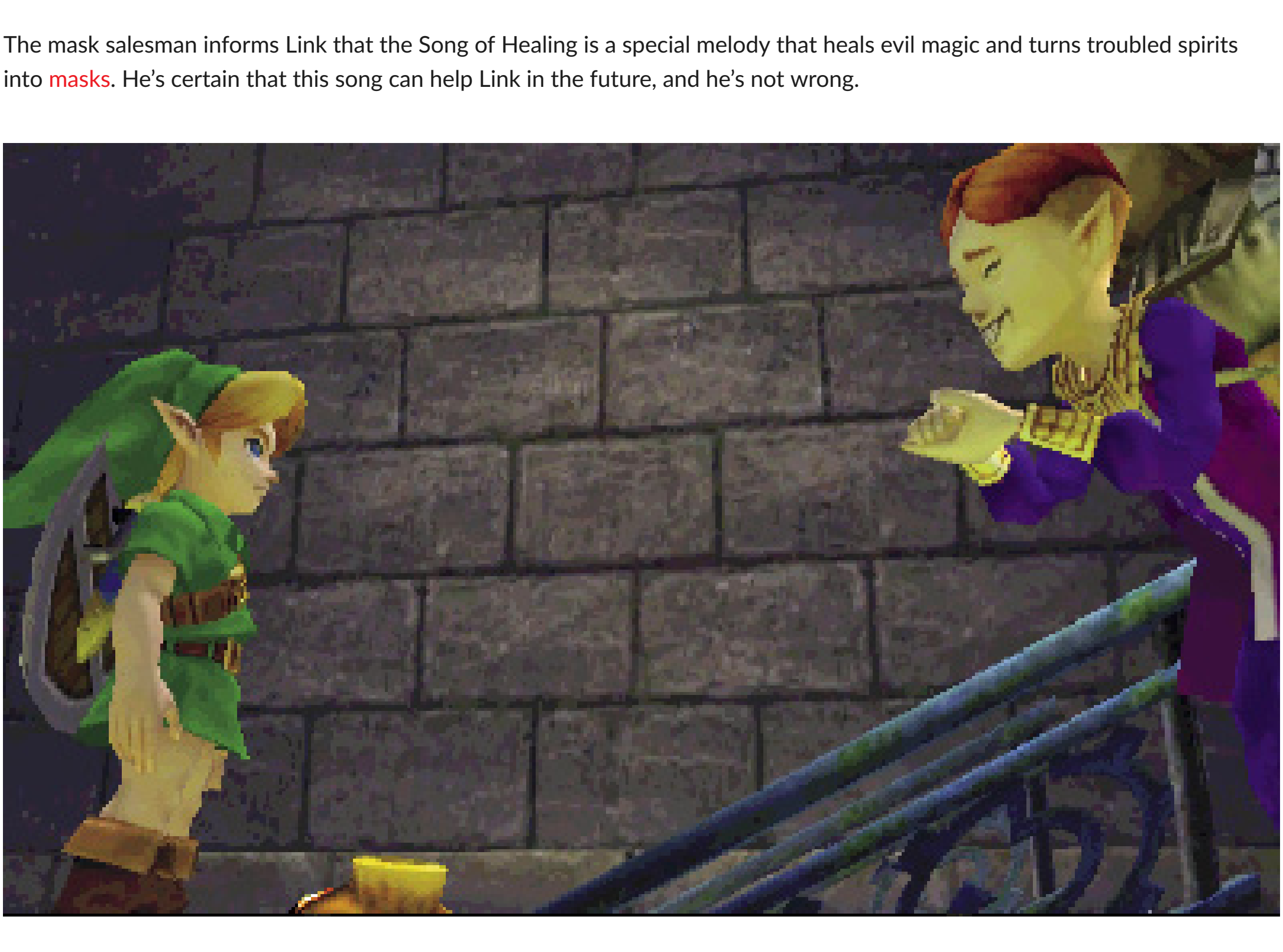


The Clock Tower is close nearby, so head inside and speak with the mask salesman. Thrilled at Link's success, the unusual man wastes no time in teaching our hero a new song: the Song of Healing.

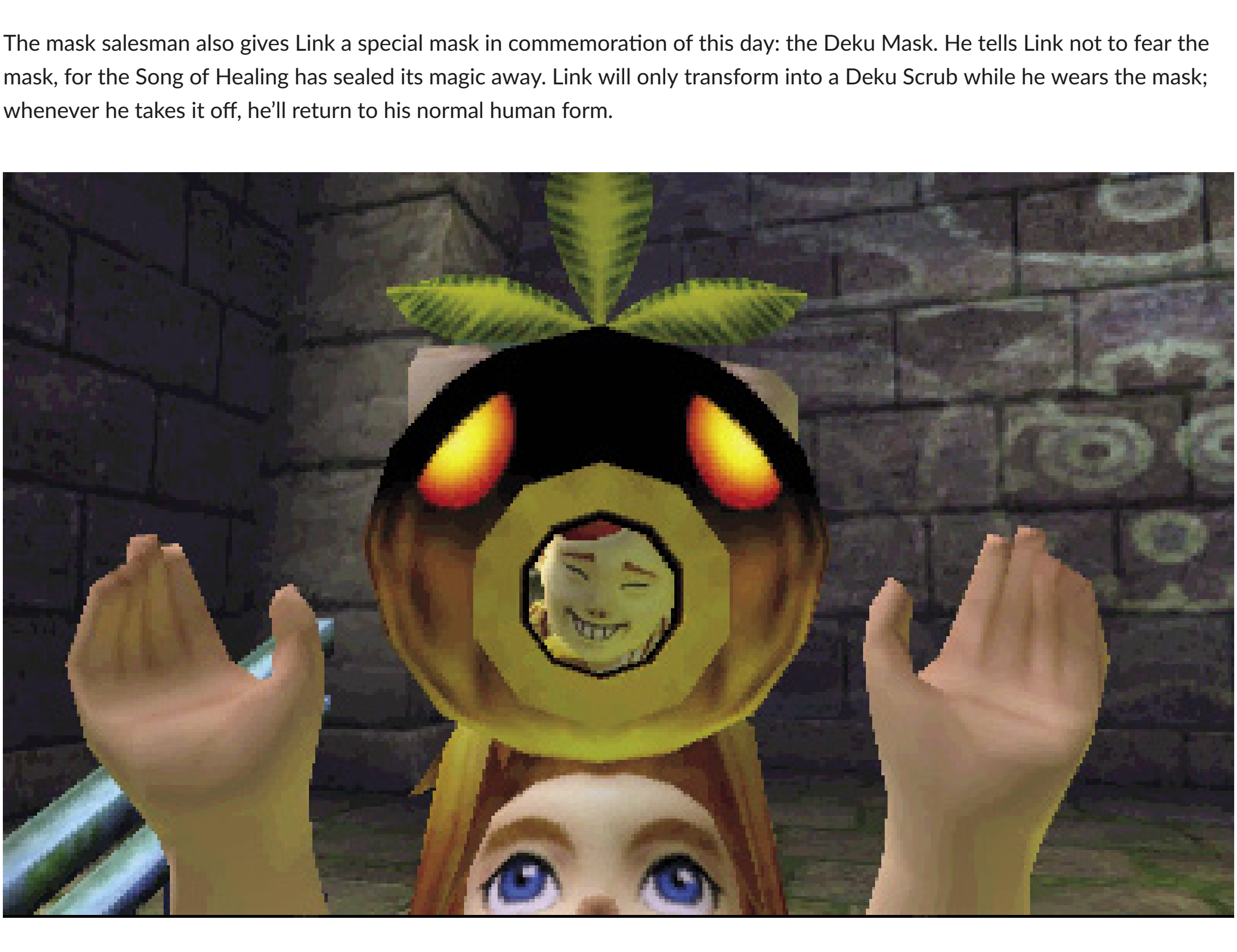


Follow the mask salesman's instructions, and play the Song of Healing by pressing X, Y, R, X, Y, R. Once played, Link's curse is at last broken, and he returns to his normal heroic form.

The mask salesman informs Link that the Song of Healing is a special melody that heals evil magic and turns troubled spirits into masks. He's certain that this song can help Link in the future, and he's not wrong.



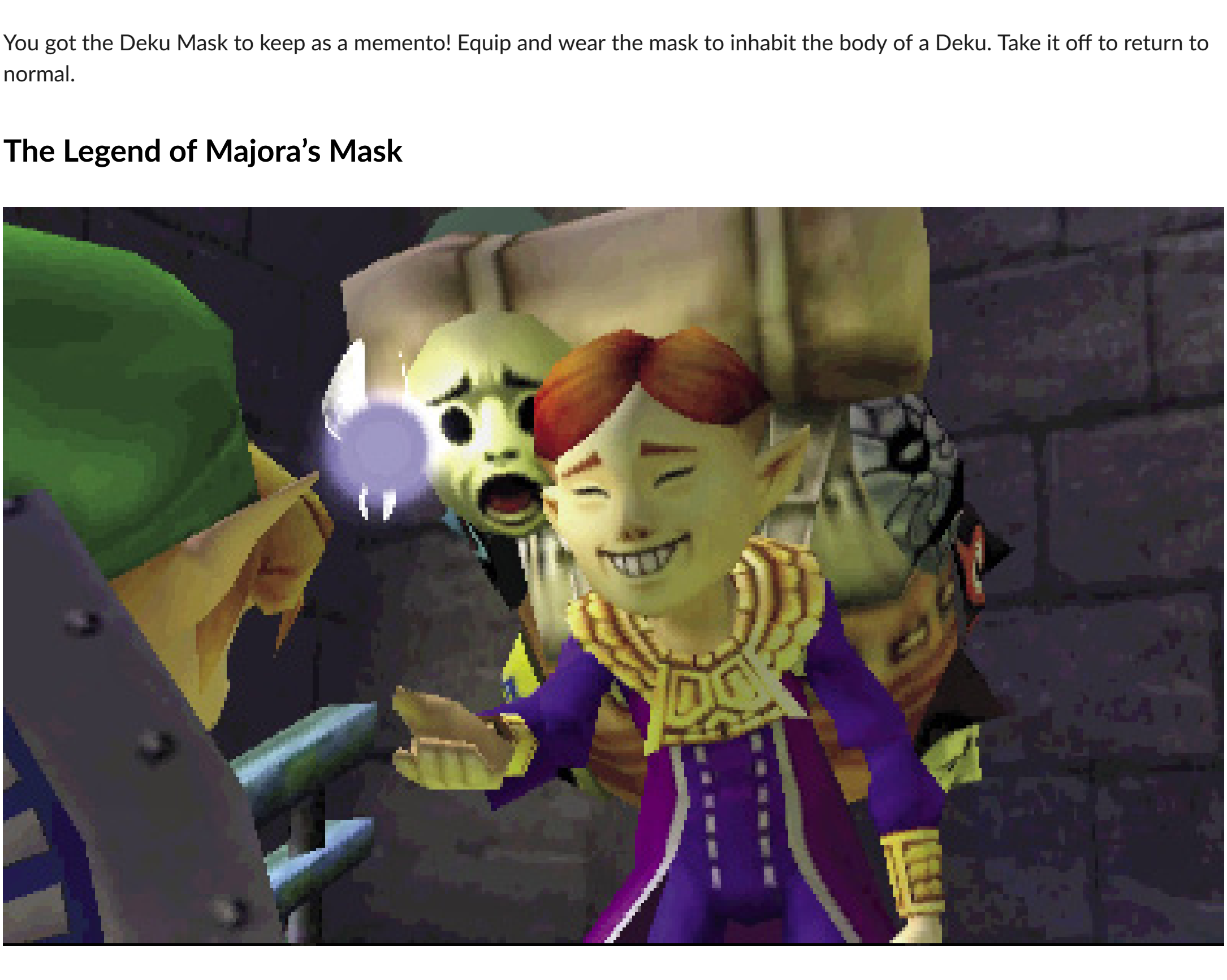
The mask salesman also gives Link a special mask in commemoration of this day: the Deku Mask. He tells Link not to fear the mask, for the Song of Healing has sealed its magic away. Link will only transform into a Deku Scrub while he wears the mask; whenever he takes it off, he'll return to his normal human form.



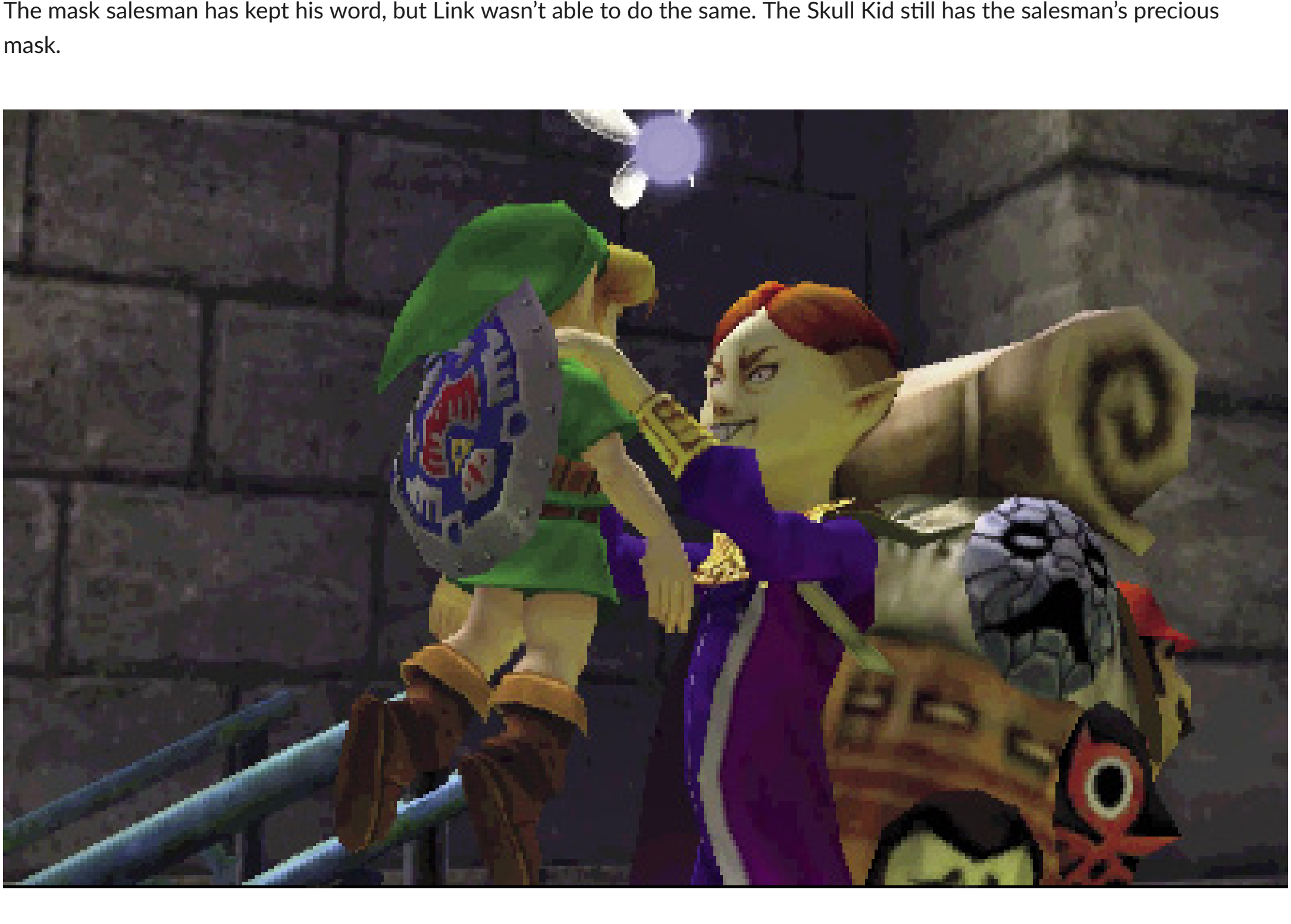
Deku Mask

You got the Deku Mask to keep as a memento! Equip and wear the mask to inhabit the body of a Deku. Take it off to return to normal.

The Legend of Majora's Mask



The mask salesman has kept his word, but Link wasn't able to do the same. The Skull Kid still has the salesman's precious mask.



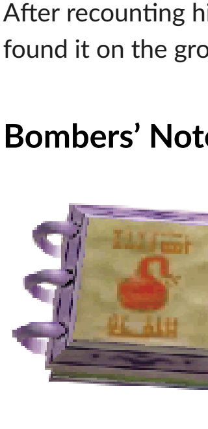
Horrified, the mask salesman informs Link that the Skull Kid has stolen none other than Majora's Mask, an accursed item used by an ancient tribe during hexing rituals. It is said that an evil and wicked power is bestowed upon the one who wears Majora's Mask. Legends say that the mask was sealed away to prevent its misuse, but the tribe that once used the mask has vanished. None remains who know the true nature and extent of its power.

Clearly, reclaiming Majora's Mask is of the utmost importance, but the mask salesman has no further advice to give. Link is on his own now. Still, the mask salesman believes that our hero is up to the task. Let's hope so!

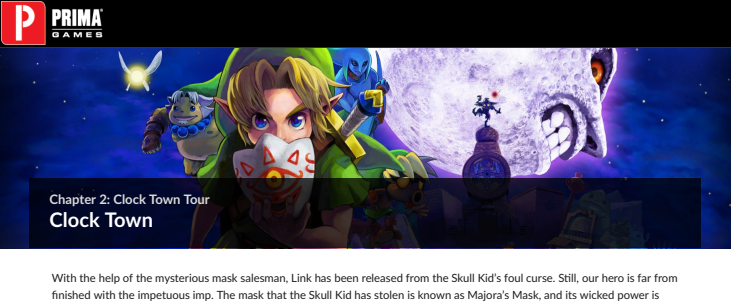
Bombers' Notebook

After recounting his troubling tale, the mask salesman gives Link one final gift: the Bombers' Notebook. The mask salesman found it on the ground and hopes it may be of some use.

Bombers' Notebook



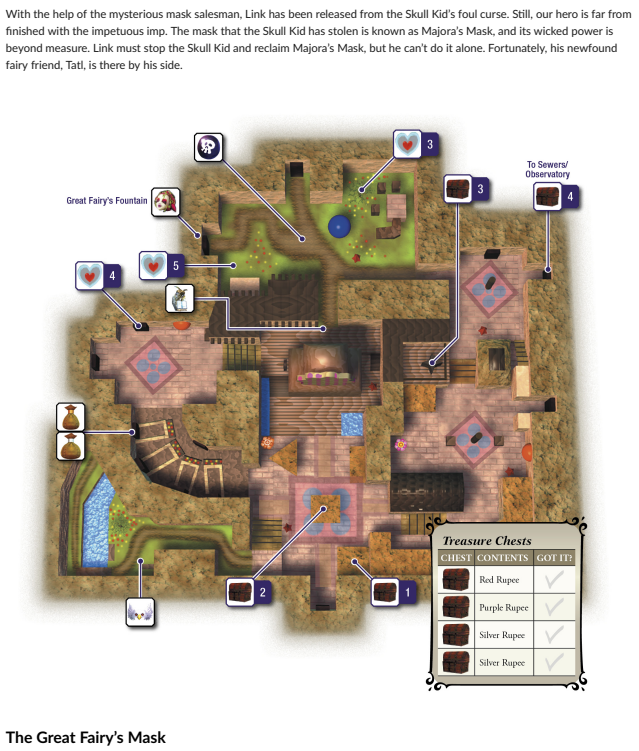
You got the Bombers' Notebook! It allows you to keep track of people's schedules. Press START or Select to access the Event Notes screen, then touch the Schedule button on the Touch Screen to read it.



Chapter 2: Clock Town Tour

Clock Town

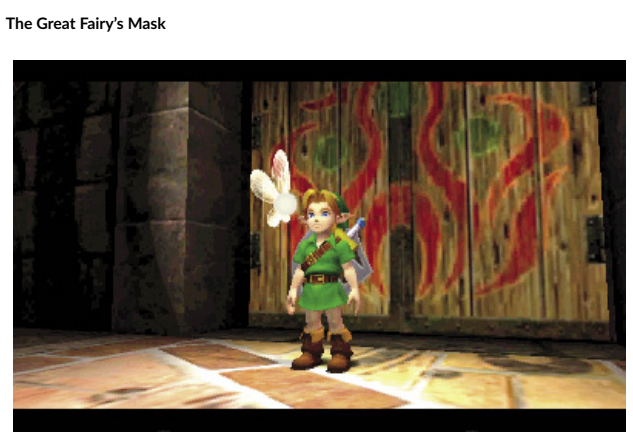
With the help of the mysterious mask salesman, Link has been released from the Skull Kid's foul curse. Still, our hero is far from finished with the impetuous imp. The mask that the Skull Kid has stolen is known as Majora's Mask, and its wicked power is beyond measure. Link must stop the Skull Kid and reclaim Majora's Mask, but he can't do it alone. Fortunately, his newfound fairy friend, Tatl, is there by his side.

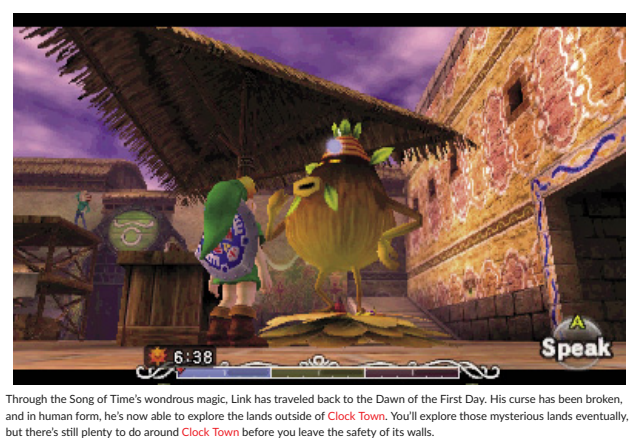


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	
	Purple Rupee	
	Silver Rupee	
	Silver Rupee	

The Great Fairy's Mask



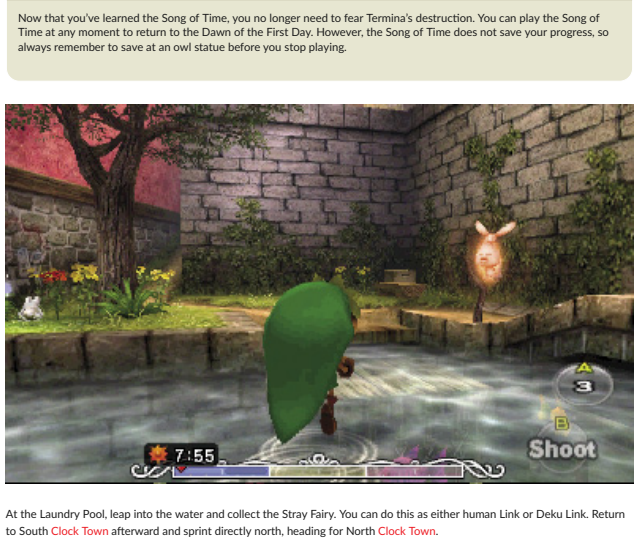


Through the Song of Time's wondrous magic, Link has traveled back to the Dawn of the First Day. His curse has been broken, and in human form, he's now able to explore the lands outside of Clock Town. You'll explore those mysterious lands eventually, but there's still plenty to do around Clock Town before you leave the safety of its walls.

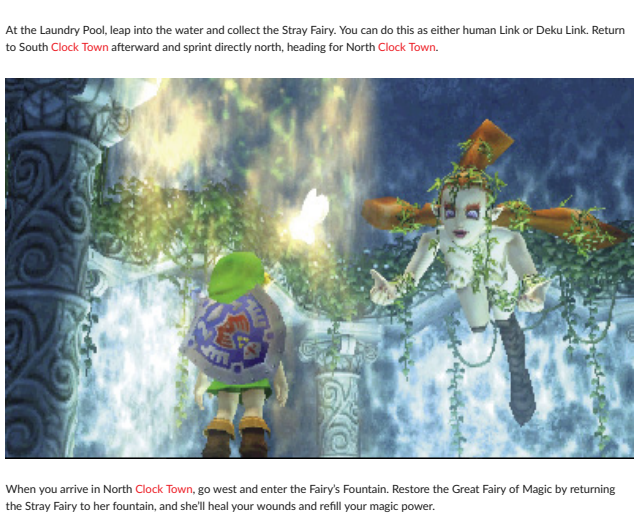
Begin by heading to the Laundry Pool, which is located in Clock Town's southwest corner. Inspect the Deku Flower along the way, and that pesky Business Scrub returns to shoo you away. That's right: it's the Dawn of the First Day again, and everything in town has been reset. You'll need to obtain the Moon's Tear from the Astral Observatory if you want to use the Business Scrub's Deku Flower again.

Time's on Your Side

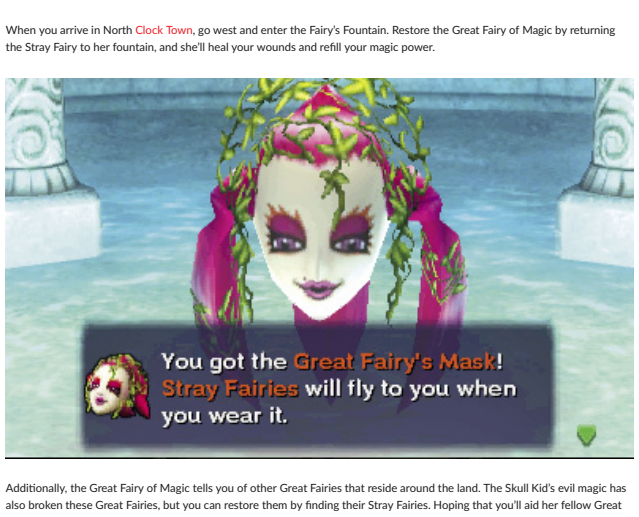
Now that you've learned the Song of Time, you no longer need to fear Termina's destruction. You can play the Song of Time at any moment to return to the Dawn of the First Day. However, the Song of Time does not save your progress, so always remember to save at an owl statue before you stop playing.



At the Laundry Pool, leap into the water and collect the Stray Fairy. You can do this as either human Link or Deku Link. Return to South Clock Town afterward and sprint directly north, heading for North Clock Town.



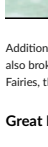
When you arrive in North Clock Town, go west and enter the Fairy's Fountain. Restore the Great Fairy of Magic by returning the Stray Fairy to her fountain, and she'll heal your wounds and refill your magic power.



You got the Great Fairy's Mask! Stray Fairies will fly to you when you wear it.

Additionally, the Great Fairy of Magic tells you of other Great Fairies that reside around the land. The Skull Kid's evil magic has also broken these Great Fairies, but you can restore them by finding their Stray Fairies. Hoping that you'll aid her fellow Great Fairies, the Great Fairy of Magic gives you a special mask that attracts Stray Fairies: the Great Fairy's Mask.

Great Fairy's Mask

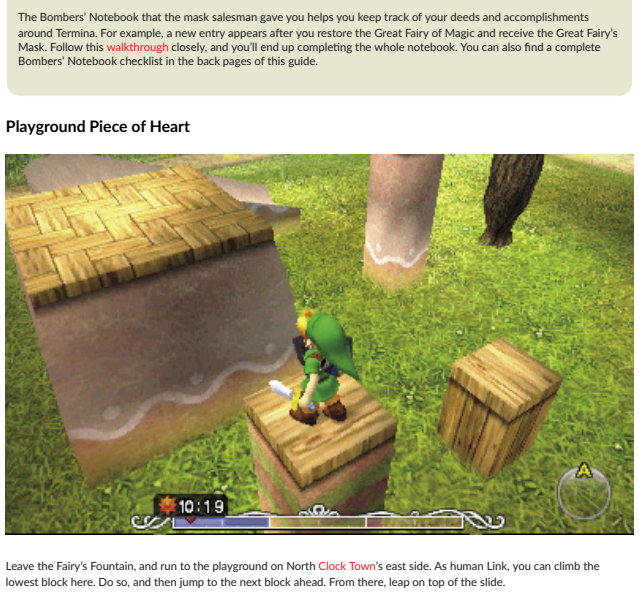


You got the Great Fairy's Mask! Stray Fairies fly to you when you wear it. You'll know you're close to a Stray Fairy lost in a temple if the mask's hair begins to shimmer.

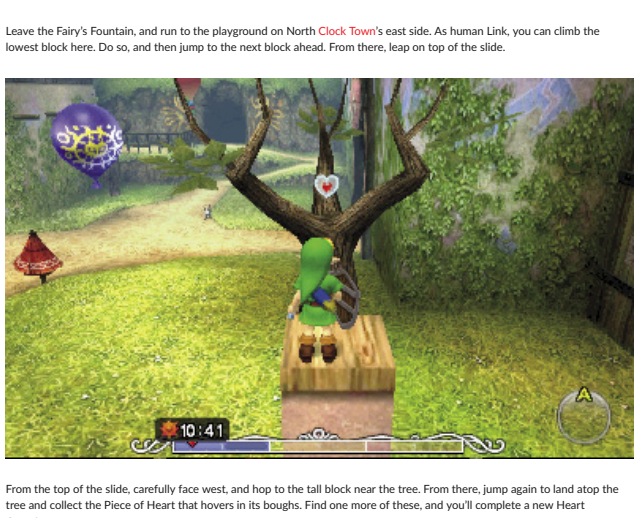
Bombers' Notebook Updates

The Bombers' Notebook that the mask salesman gave you helps you keep track of your deeds and accomplishments around Termina. For example, a new entry appears after you restore the Great Fairy of Magic and receive the Great Fairy's Mask. Follow this walkthrough closely, and you'll end up completing the whole notebook. You can also find a complete Bombers' Notebook checklist in the back pages of this guide.

Playground Piece of Heart

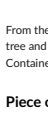


Leave the Fairy's Fountain, and run to the playground on North Clock Town's east side. As human Link, you can climb the lowest block here. Do so, and then jump to the next block ahead. From there, leap on top of the slide.



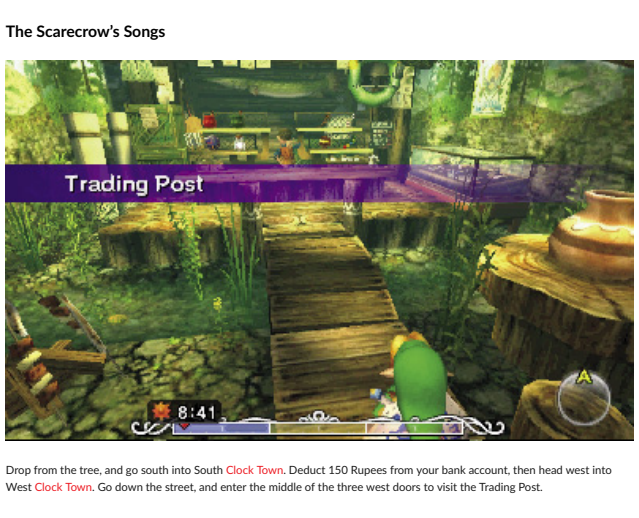
From the top of the slide, carefully face west, and hop to the tall block near the tree. From there, jump again to land atop the tree and collect the Piece of Heart that hovers in its boughs. Find one more of these, and you'll complete a new Heart Container.

Piece of Heart #3

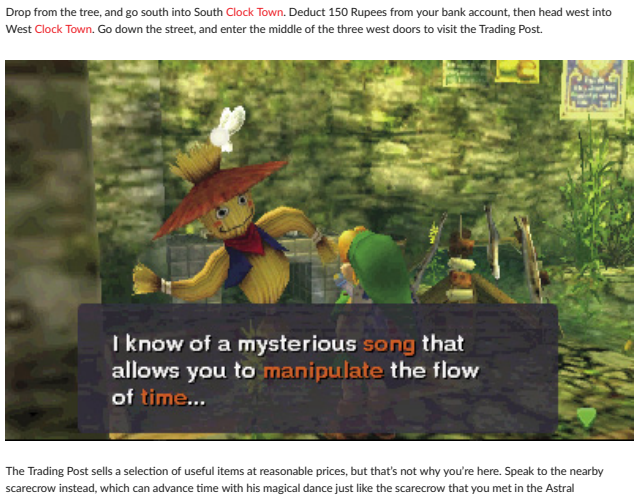


You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

The Scarecrow's Songs

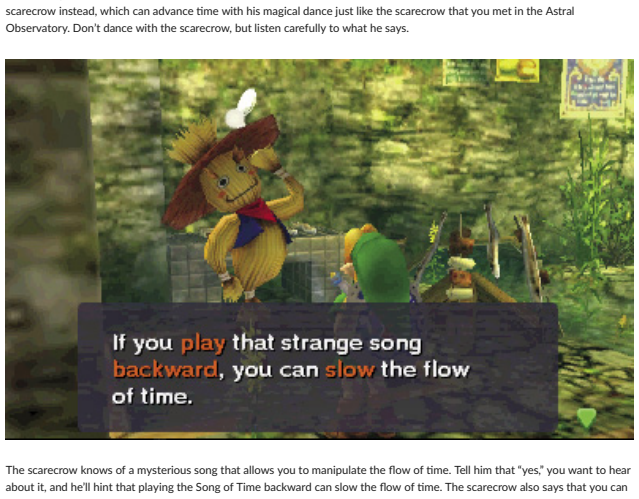


Drop from the tree, and go south into South Clock Town. Deduct 150 Rupees from your bank account, then head west into West Clock Town. Go down the street, and enter the middle of the three west doors to visit the Trading Post.



I know of a mysterious song that allows you to manipulate the flow of time...

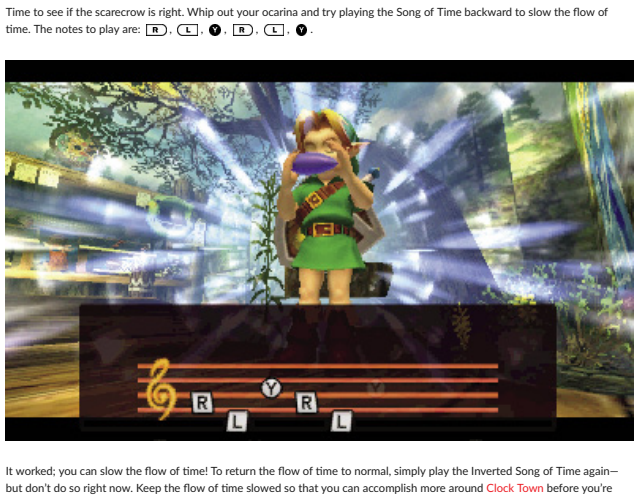
The Trading Post sells a selection of useful items at reasonable prices, but that's not why you're here. Speak to the nearby scarecrow instead, which can advance time with his magical dance just like the scarecrow that you met in the Astral Observatory. Don't dance with the scarecrow, but listen carefully to what he says.



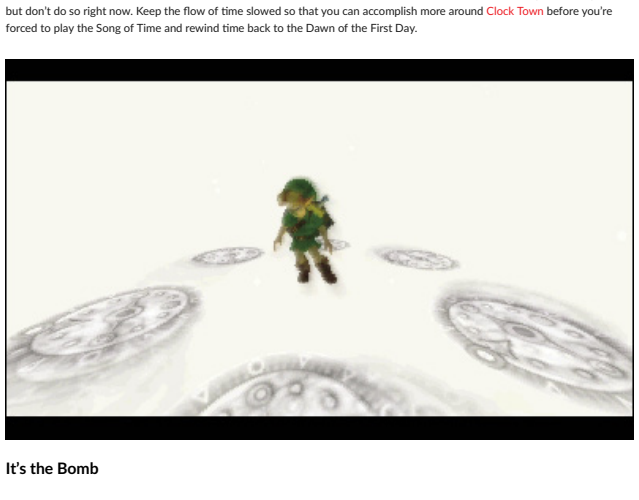
If you play that strange song backward, you can slow the flow of time.

The scarecrow knows of a mysterious song that allows you to manipulate the flow of time. Tell him that "yes," you want to hear about it, and he'll hint that playing the Song of Time backward can slow the flow of time. The scarecrow also says that you can move forward through time by playing each note of the Song of Time twice in a row.

Time to see if the scarecrow is right. Whip out your ocarina and try playing the Song of Time backward to slow the flow of time. The notes to play are: R, L, Y, R, L, Y.

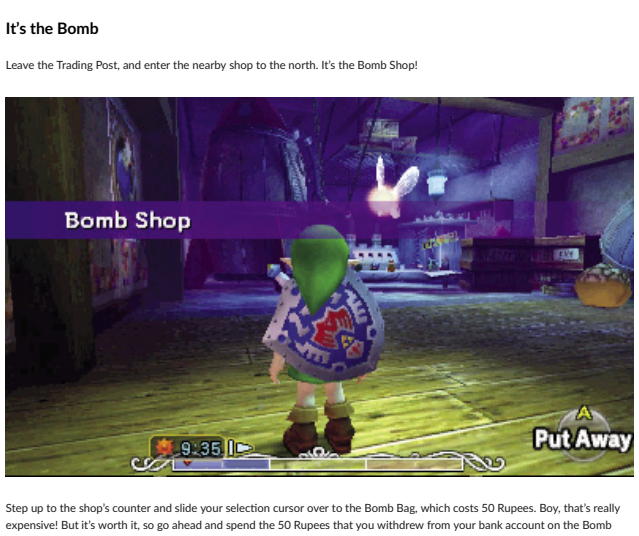


It worked; you can slow the flow of time! To return the flow of time to normal, simply play the Inverted Song of Time again—but don't do so right now. Keep the flow of time slowed so that you can accomplish more around Clock Town before you're forced to play the Song of Time and rewind time back to the Dawn of the First Day.

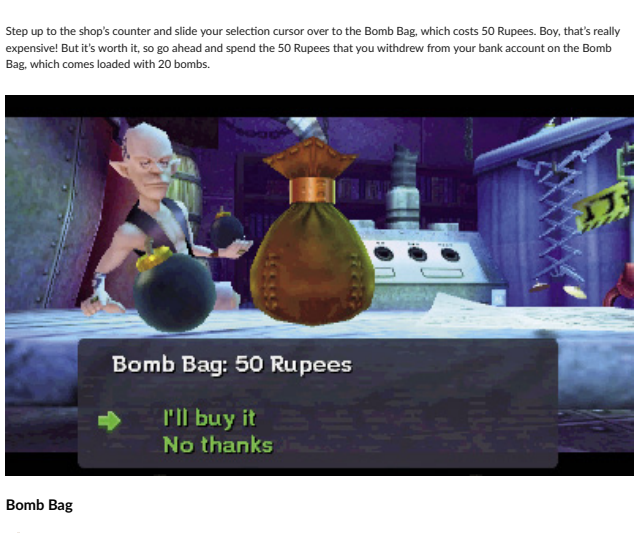


It's the Bomb

Leave the Trading Post, and enter the nearby shop to the north. It's the Bomb Shop!



Step up to the shop's counter and slide your selection cursor over to the Bomb Bag, which costs 50 Rupees. Boy, that's really expensive! But it's worth it, so go ahead and spend the 50 Rupees that you withdrew from your bank account on the Bomb Bag, which comes loaded with 20 bombs.

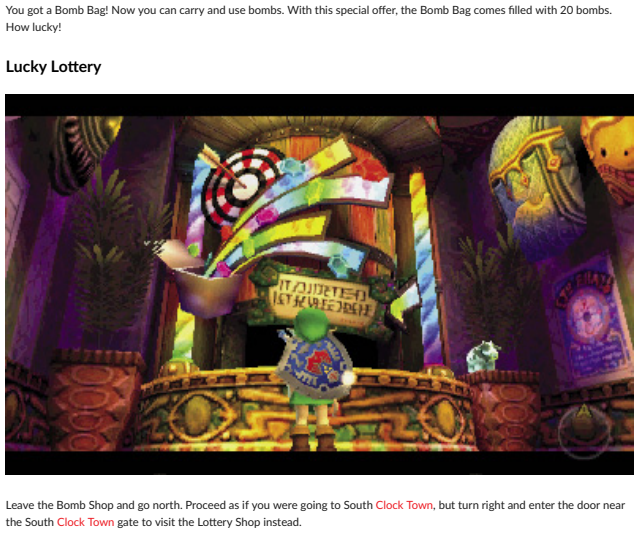


Bomb Bag: 50 Rupees
I'll buy it
No thanks

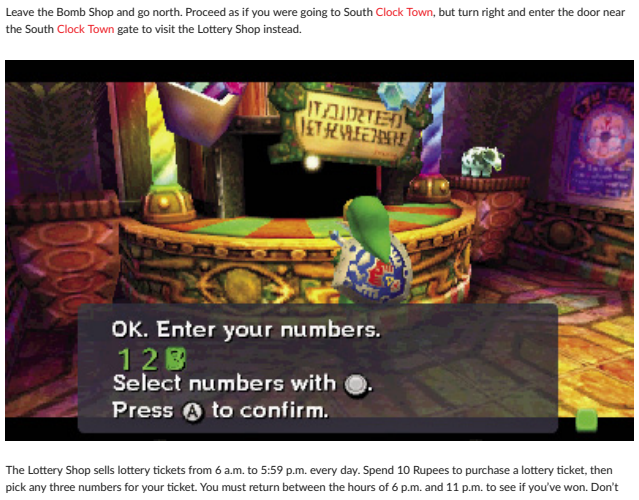
Bomb Bag

You got a Bomb Bag! Now you can carry and use bombs. With this special offer, the Bomb Bag comes filled with 20 bombs. How lucky!

Lucky Lottery



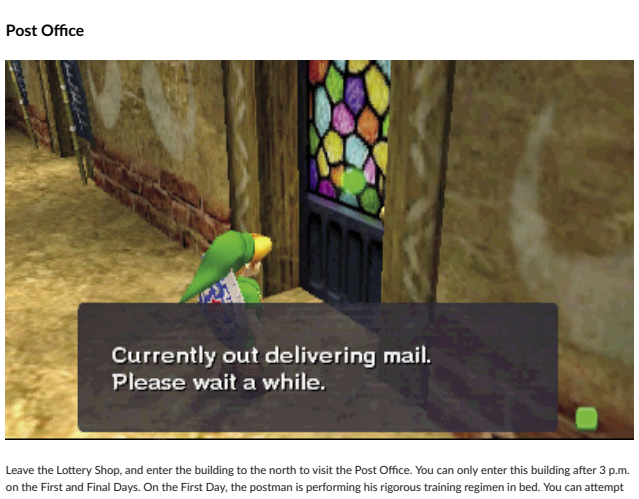
Leave the Bomb Shop and go north. Proceed as if you were going to South Clock Town, but turn right and enter the door near the South Clock Town gate to visit the Lottery Shop instead.



OK. Enter your numbers.
12
Select numbers with ◉.
Press Ⓐ to confirm.

The Lottery Shop sells lottery tickets from 6 a.m. to 5:59 p.m. every day. Spend 10 Rupees to purchase a lottery ticket, then pick any three numbers for your ticket. You must return between the hours of 6 p.m. and 11 p.m. to see if you've won. Don't worry: this guide reminds you!

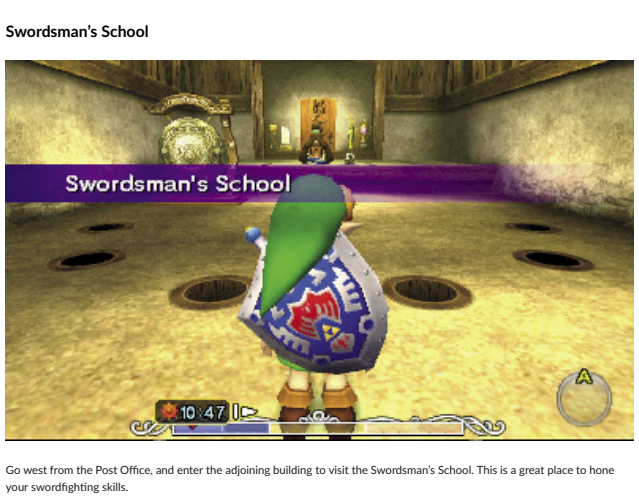
Post Office



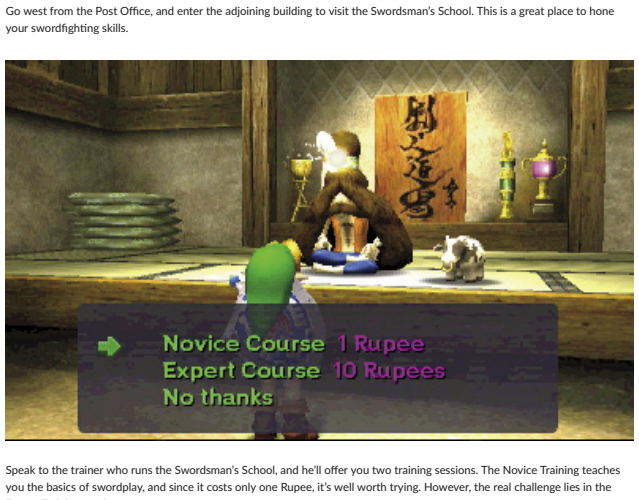
Currently out delivering mail.
Please wait a while.

Leave the Lottery Shop, and enter the building to the north to visit the Post Office. You can only enter this building after 3 p.m. on the First and Final Days. On the First Day, the postman is performing his rigorous training regimen in bed. You can attempt his training challenge if you like, but you'll find it nearly impossible to win until you obtain a special mask. Save this little event for later; you'll be informed when the time is right.

Swordsman's School

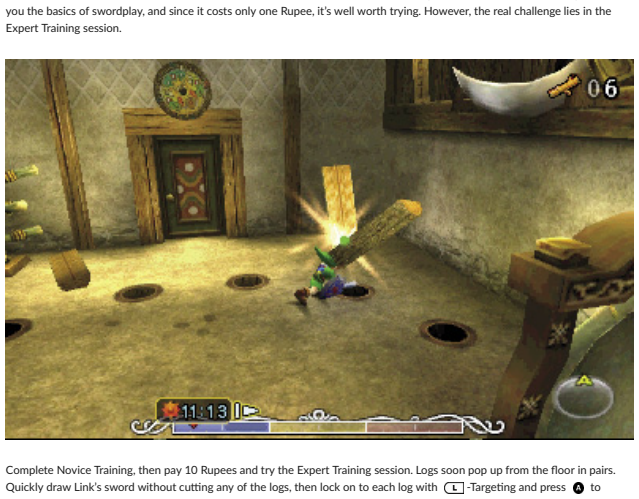


Go west from the Post Office, and enter the adjoining building to visit the Swordsman's School. This is a great place to hone your swordfighting skills.

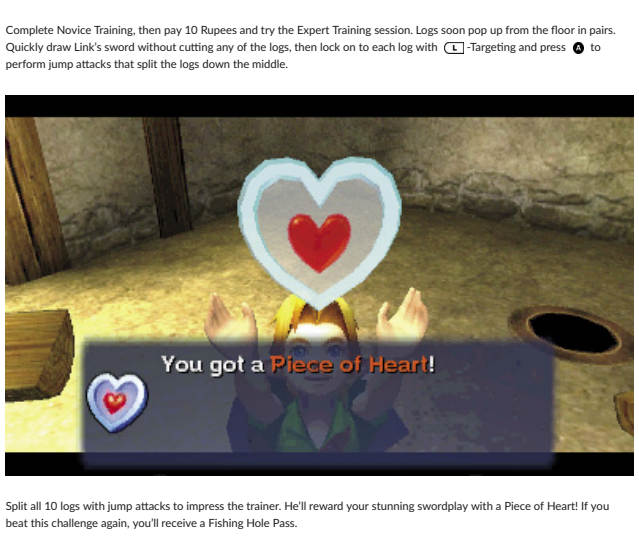


Novice Course 1 Rupee
Expert Course 10 Rupees
No thanks

Speak to the trainer who runs the Swordsman's School, and he'll offer you two training sessions. The Novice Training teaches you the basics of swordplay, and since it costs only one Rupee, it's well worth trying. However, the real challenge lies in the Expert Training session.



Complete Novice Training, then pay 10 Rupees and try the Expert Training session. Logs soon pop up from the floor in pairs. Quickly draw Link's sword without cutting any of the logs, then lock on to each log with L-Targeting and press ● to perform jump attacks that split the logs down the middle.



You got a Piece of Heart!

Split all 10 logs with jump attacks to impress the trainer. He'll reward your stunning swordplay with a Piece of Heart! If you beat this challenge again, you'll receive a Fishing Hole Pass.

Piece of Heart #4

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Deku Scrub Playground

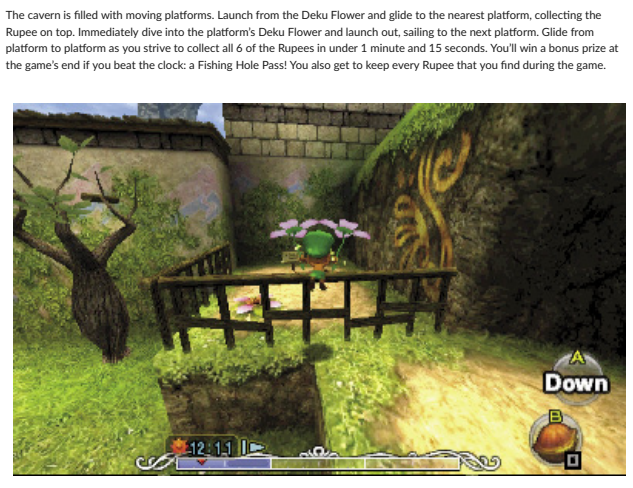
Jump
Shoot
12:07

Leave the Swordsman's School, and save your game at the owl statue behind the Clock Tower. Afterward, make your way back up to North Clock Town and head toward the Fairy's Fountain, but don't go inside. Instead, locate a nearby Deku Flower. Slap on the Deku Mask, and dive into this Deku Flower as Deku Link.

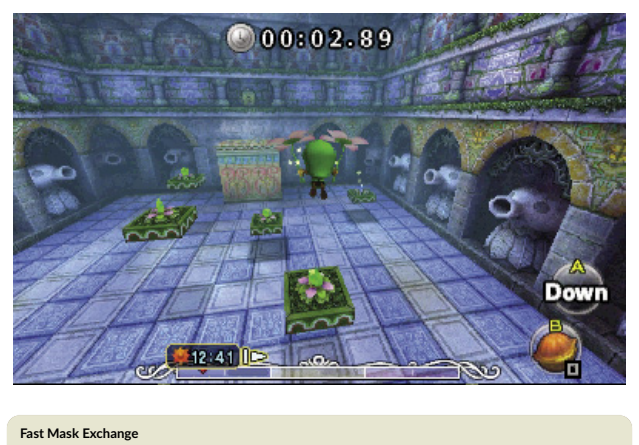
Face the fence near the Fairy's Fountain, and then pop out of the Deku Flower. Glide past the fence and land on the other side (you can just barely make it). Drop down the small hole you discover beyond the fence to land in an underground cavern.

The cavern is home to some friendly Deku Scrubs that run a fun mini-game. Pay either of the Scrubs 10 Rupees, and he'll let you use his Deku Flower to play their game.

The cavern is filled with moving platforms. Launch from the Deku Flower and glide to the nearest platform, collecting the Rupee on top. Immediately dive into the platform's Deku Flower and launch out, sailing to the next platform. Glide from platform to platform as you strive to collect all 6 of the Rupees in under 1 minute and 15 seconds. You'll win a bonus prize at the game's end if you beat the clock: a Fishing Hole Pass! You also get to keep every Rupee that you find during the game.



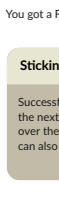
Speak
Shoot
12:23



Fast Mask Exchange

Tired of watching Link's uncomfortable mask transformations? Press any button while he's transforming to speed things up.

Fishing Hole Pass



You got a Fishing Hole Pass! Present one of these passes at a Fishing Hole in exchange for one free Fishing Rod rental.

Sticking the Landings

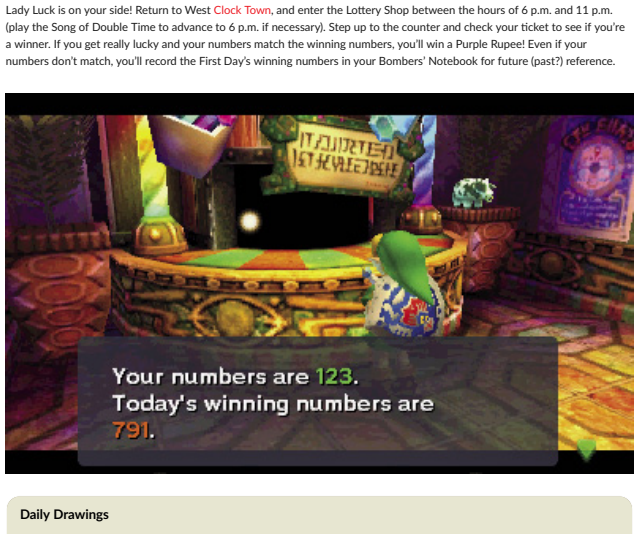
Successfully gliding from platform to platform takes a bit of practice. While tucked inside of a platform's Deku Flower, face the next platform that you want to reach, and then launch out when your platform starts moving downward. As you glide over the platform, press ● to drop and land on it, noting that Link's momentum carries him forward a bit as he falls. You can also hold R to change your view and see what's directly below you as you glide.

Paid to Play

You don't need to beat the Dekus' record on your first attempt—you can take your time and keep playing until you collect all of the Rupees. Don't worry about the timer at first; just focus on collecting all of the Rupees. That way, you'll recoup your 10-Rupee entry fee so that you can play again for free. Once you're feeling comfortable with gliding, go for speed and break the record! You'll not only win a Fishing Hole Pass, but you'll also be on your way to winning something really good that you can only win if you beat the Dekus' game on all three days without resetting time. (This guide reminds you to return for more Deku Scrub Playground action during the Second and Final Days.)

Big Winner

By this point, it's likely some time between 6 p.m. and 11 p.m. on the First Day. Time to pop by the Lottery Shop and see if Lady Luck is on your side! Return to West Clock Town, and enter the Lottery Shop between the hours of 6 p.m. and 11 p.m. (play the Song of Double Time to advance to 6 p.m. if necessary). Step up to the counter and check your ticket to see if you're a winner. If you get really lucky and your numbers match the winning numbers, you'll win a Purple Rupee! Even if your numbers don't match, you'll record the First Day's winning numbers in your Bombers' Notebook for future (past?) reference.



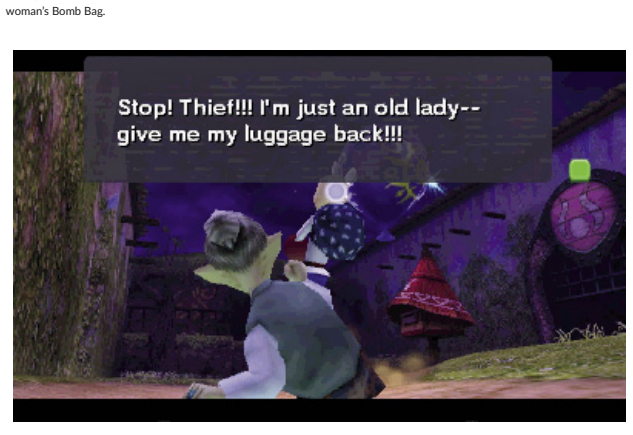
Your numbers are 123.
Today's winning numbers are
791.

Daily Drawings

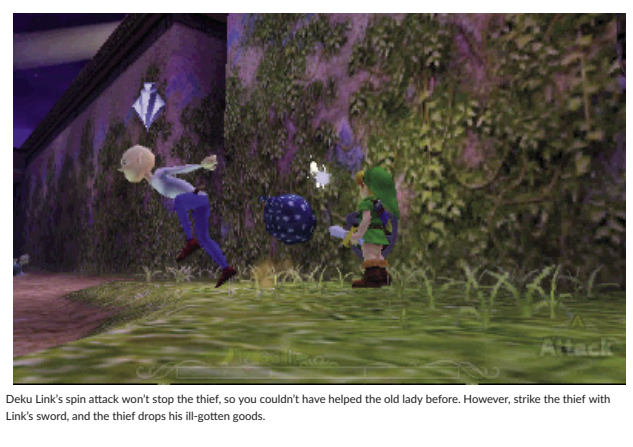
The Lottery Shop always draws the same winning numbers each day. Once you know the winning numbers, you can't lose. You'll be reminded to play the lottery each day during this tour of Clock Town. After you reset time, you'll know all of the winning numbers, so you can easily win the lottery whenever you like.

Creepy Thief

A special event plays out in North Clock Town around midnight of the First Day. Go to North Clock Town and hang out there until midnight rolls around, playing the Song of Double Time to advance to midnight if necessary. Between the hours of midnight and 1 a.m. on the First Day, a despicable man robs a helpless little old lady. He's a thief, and he's stolen the poor woman's Bomb Bag.



Stop! Thief!!! I'm just an old lady-- give me my luggage back!!!



Deku Link's spin attack won't stop the thief, so you couldn't have helped the old lady before. However, strike the thief with Link's sword, and the thief drops his ill-gotten goods.

The thief flees the scene, but at least he hasn't stolen anything. Grateful for Link's help, the old woman hands the lad the Blast Mask. What a wonderful gift!

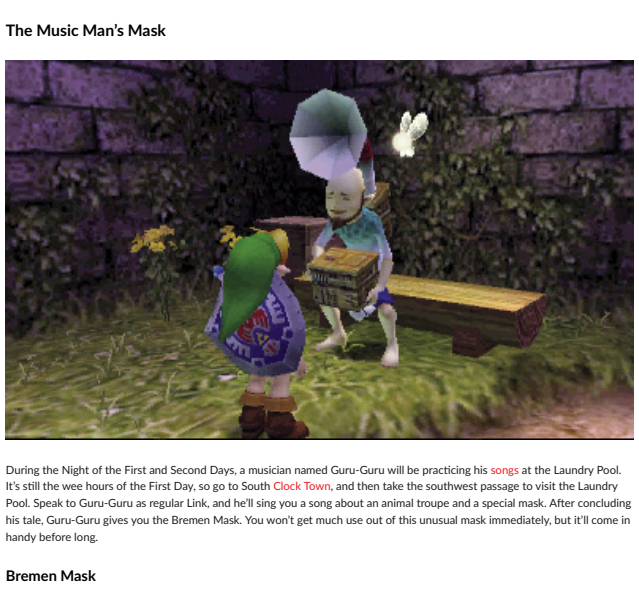
Blast Mask

You got the Blast Mask! Wear it and have a blast with ●, although you'll lose life energy in the process.

Blocking out the Blast

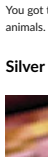
The Blast Mask is a good substitute for bombs when you need to blast something. Each use harms Link for 1/2 Heart of damage, just like a bomb would. But you can prevent Link from suffering any harm by holding R to raise his shield before pressing ● to explode. After each use, there's a brief cooldown period before you can use the Blast Mask again.

The Music Man's Mask



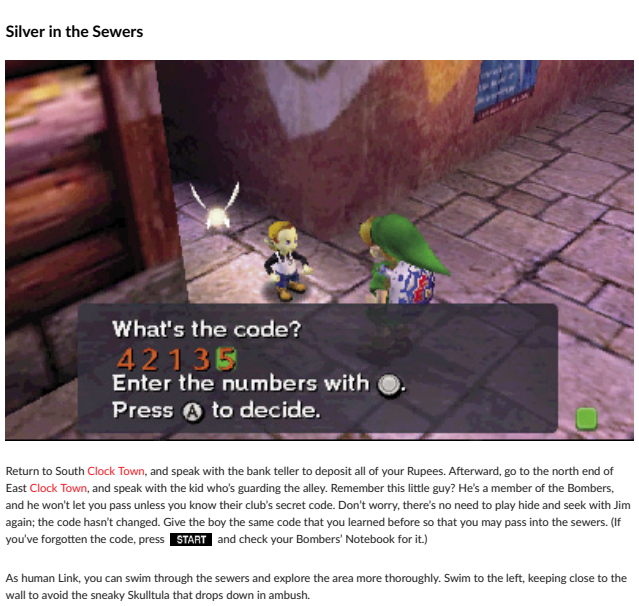
During the Night of the First and Second Days, a musician named Guru-Guru will be practicing his songs at the Laundry Pool. It's still the wee hours of the First Day, so go to South Clock Town, and then take the southwest passage to visit the Laundry Pool. Speak to Guru-Guru as regular Link, and he'll sing you a song about an animal troupe and a special mask. After concluding his tale, Guru-Guru gives you the Bremen Mask. You won't get much use out of this unusual mask immediately, but it'll come in handy before long.

Bremen Mask



You got the Bremen Mask! This mask belonged to the leader of the animal troupe. Try parading it around tiny, young animals.

Silver in the Sewers

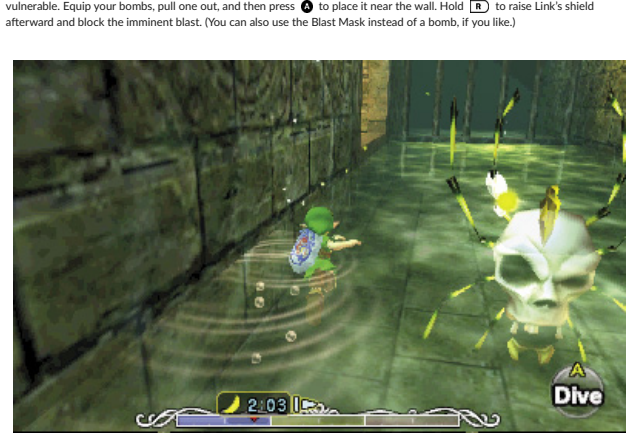


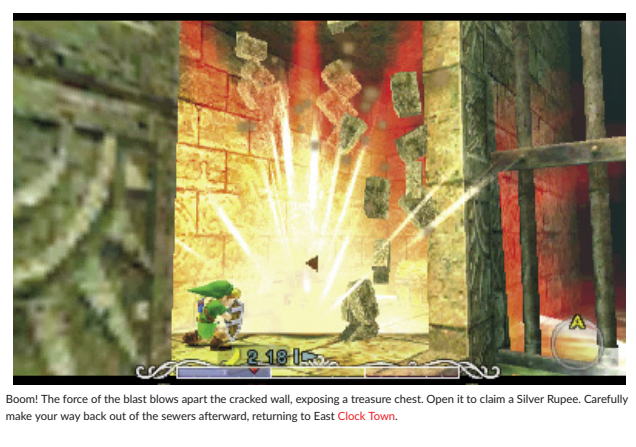
What's the code?
42135
Enter the numbers with ◉.
Press Ⓐ to decide.

Return to South Clock Town, and speak with the bank teller to deposit all of your Rupees. Afterward, go to the north end of East Clock Town, and speak with the kid who's guarding the alley. Remember this little guy? He's a member of the Bombers, and he won't let you pass unless you know their club's secret code. Don't worry, there's no need to play hide and seek with Jim again; the code hasn't changed. Give the boy the same code that you learned before so that you may pass into the sewers. (If you've forgotten the code, press START and check your Bombers' Notebook for it.)

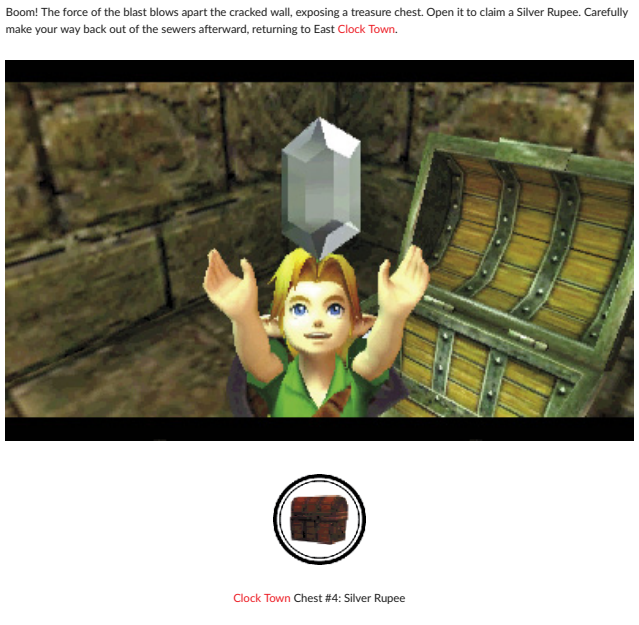
As human Link, you can swim through the sewers and explore the area more thoroughly. Swim to the left, keeping close to the wall to avoid the sneaky Skulltula that drops down in ambush.

Slip past the Skulltula, and climb out of the water to reach a small alcove with a torch. The nearby wall is cracked and seems vulnerable. Equip your bombs, pull one out, and then press ● to place it near the wall. Hold R to raise Link's shield afterward and block the imminent blast. (You can also use the Blast Mask instead of a bomb, if you like.)



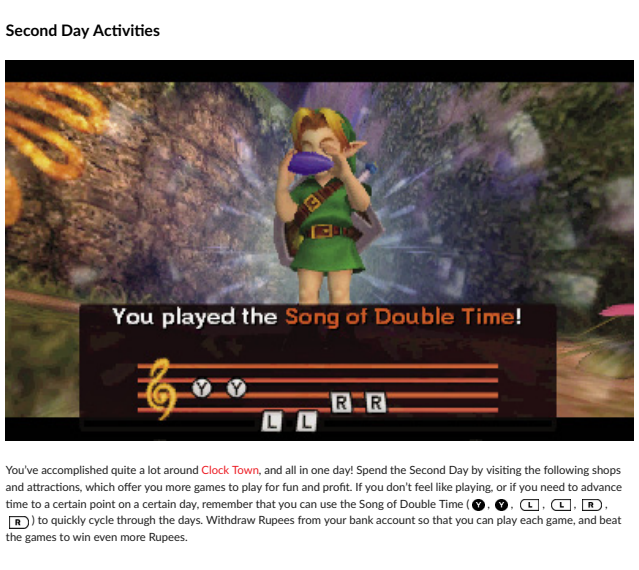


Boom! The force of the blast blows apart the cracked wall, exposing a treasure chest. Open it to claim a Silver Rupee. Carefully make your way back out of the sewers afterward, returning to East Clock Town.



Clock Town Chest #4: Silver Rupee

Second Day Activities

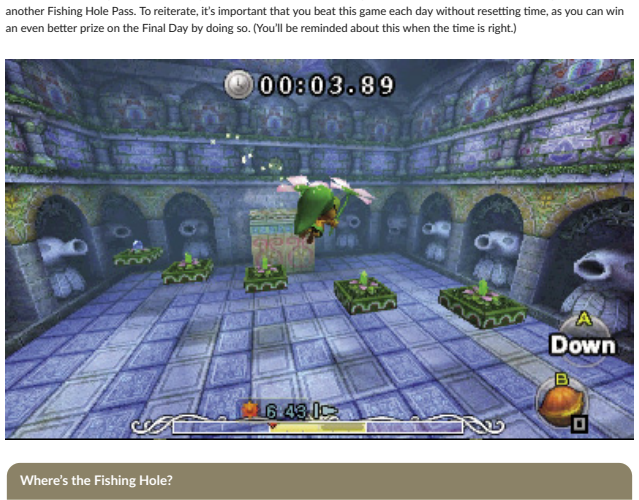


You played the Song of Double Time!

You've accomplished quite a lot around Clock Town, and all in one day! Spend the Second Day by visiting the following shops and attractions, which offer you more games to play for fun and profit. If you don't feel like playing, or if you need to advance time to a certain point on a certain day, remember that you can use the Song of Double Time (Y, Y, L, L, R, R) to quickly cycle through the days. Withdraw Rupees from your bank account so that you can play each game, and beat the games to win even more Rupees.

Deku Scrub Playground — Second Day Prizes

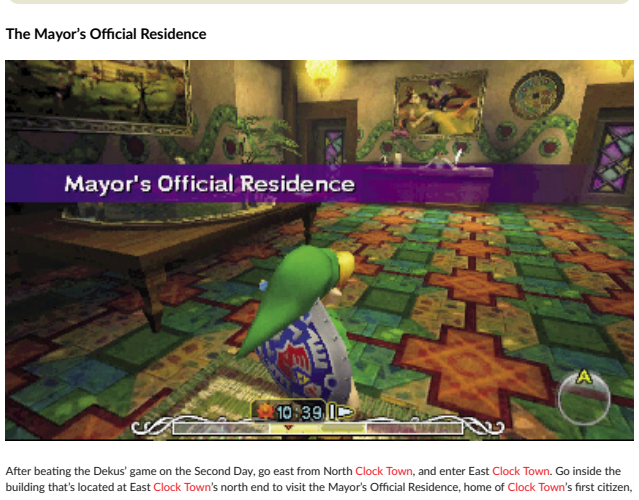
Return to the Deku Scrub Playground in North Clock Town after the Dawn of the Second Day, and you'll find that the game has become more challenging. The platforms now move side to side instead of up and down. It still costs just 10 Rupees to play, but you'll have a tougher time collecting all of those Rupees. Beat the high score of 1 minute and 15 seconds again to receive another Fishing Hole Pass. To reiterate, it's important that you beat this game each day without resetting time, as you can win an even better prize on the Final Day by doing so. (You'll be reminded about this when the time is right.)



Where's the Fishing Hole?

Oh, right, about those Fishing Holes. There are actually two Fishing Holes around Termina. One's near the Southern Swamp, and the other's near the Great Bay Coast. You'll be visiting both of them eventually, but for now, just keep collecting those Fishing Hole Passes, which aren't lost when you reset to the Dawn of the First Day.

The Mayor's Official Residence

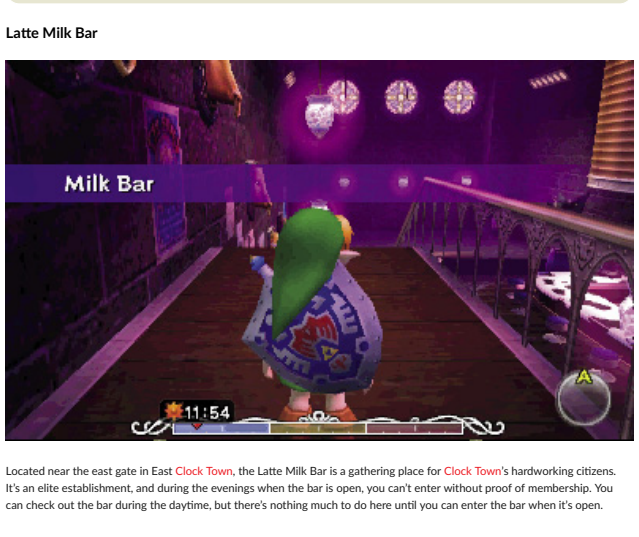


After beating the Dekus' game on the Second Day, go east from North Clock Town, and enter East Clock Town. Go inside the building that's located at East Clock Town's north end to visit the Mayor's Official Residence, home of Clock Town's first citizen, Mayor Dotour. There's little to accomplish here currently besides meeting Mayor Dotour and Madame Aroma, but it's worth a look.

Madame Aroma's Mask

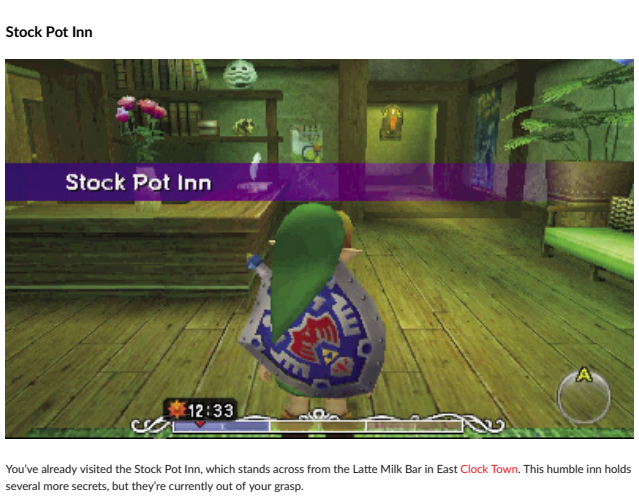
Madame Aroma, the heavyset woman who sits in the mayor's drawing room, gives you a special mask if you tell her that you'll help her find her lost son, Kafei. This begins a lengthy side quest that you can't fully complete for quite some time. Don't worry about Madame Aroma for now; you'll learn more about her quest later.

Latte Milk Bar



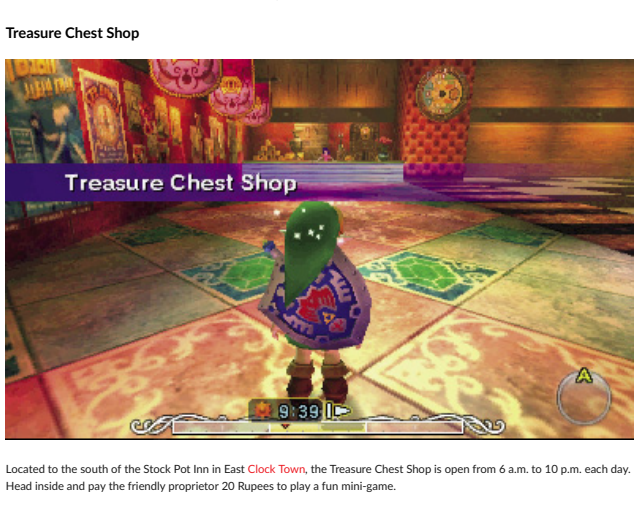
Located near the east gate in East Clock Town, the Latte Milk Bar is a gathering place for Clock Town's hardworking citizens. It's an elite establishment, and during the evenings when the bar is open, you can't enter without proof of membership. You can check out the bar during the daytime, but there's nothing much to do here until you can enter the bar when it's open.

Stock Pot Inn



You've already visited the Stock Pot Inn, which stands across from the Latte Milk Bar in East Clock Town. This humble inn holds several more secrets, but they're currently out of your grasp.

Treasure Chest Shop

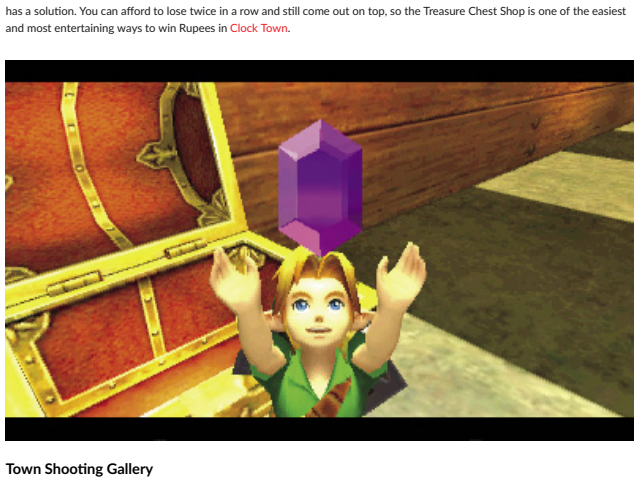


Located to the south of the Stock Pot Inn in East Clock Town, the Treasure Chest Shop is open from 6 a.m. to 10 p.m. each day. Head inside and pay the friendly proprietor 20 Rupees to play a fun mini-game.

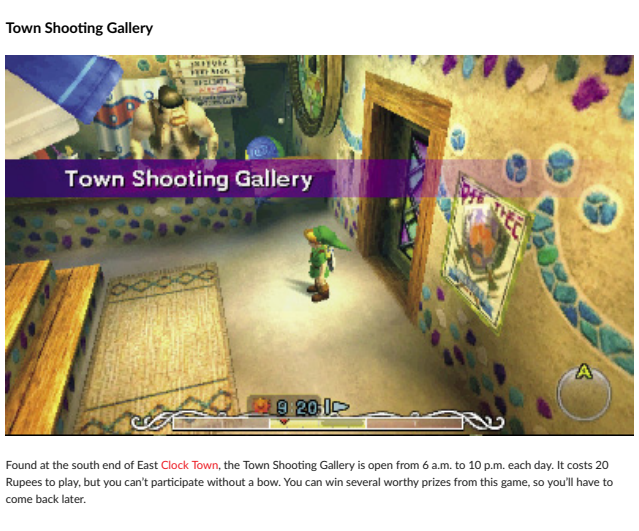
00:38.14
Roll

A treasure chest appears at the far end of the room, and you must race to open it. As you go, big blocks rise from the checkered floor, creating a maze that slows you down. Find your way through the maze, and reach the chest before time runs out.

The chest always contains a Purple Rupee, and you always have 45 seconds to reach it. However, the location of the chest and the maze that's created by the rising blocks vary with each game. Some games are more challenging than others, but each one has a solution. You can afford to lose twice in a row and still come out on top, so the Treasure Chest Shop is one of the easiest and most entertaining ways to win Rupees in Clock Town.

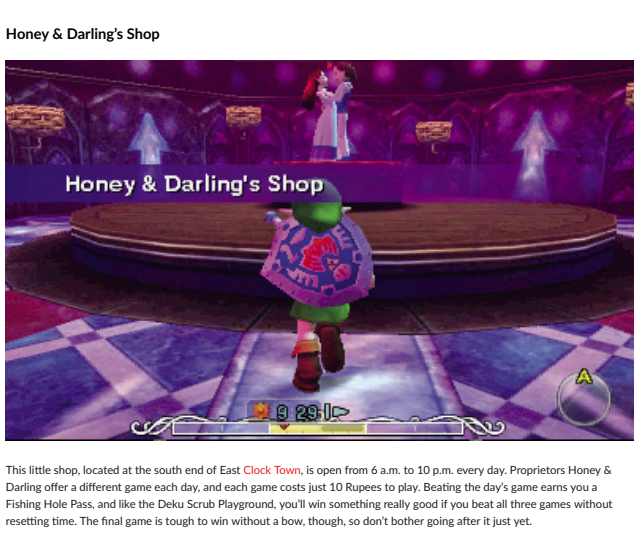


Town Shooting Gallery



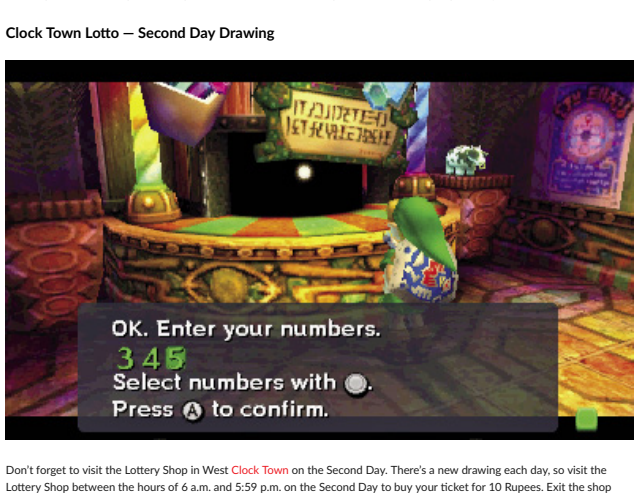
Found at the south end of East Clock Town, the Town Shooting Gallery is open from 6 a.m. to 10 p.m. each day. It costs 20 Rupees to play, but you can't participate without a bow. You can win several worthy prizes from this game, so you'll have to come back later.

Honey & Darling's Shop



This little shop, located at the south end of East Clock Town, is open from 6 a.m. to 10 p.m. every day. Proprietors Honey & Darling offer a different game each day, and each game costs just 10 Rupees to play. Beating the day's game earns you a Fishing Hole Pass, and like the Deku Scrub Playground, you'll win something really good if you beat all three games without resetting time. The final game is tough to win without a bow, though, so don't bother going after it just yet.

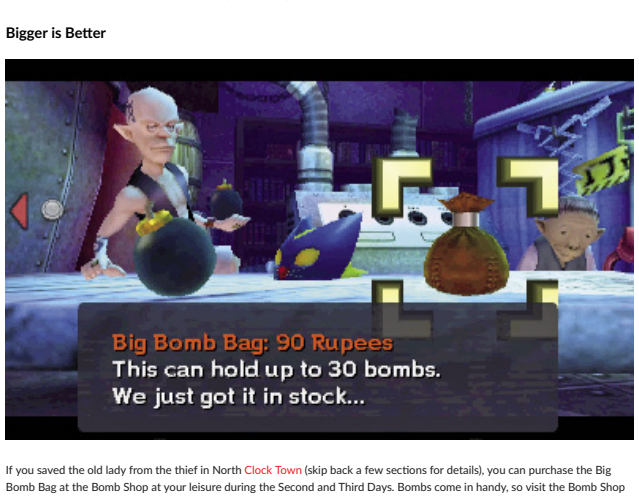
Clock Town Lotto — Second Day Drawing



OK. Enter your numbers.
345
Select numbers with ◉.
Press Ⓐ to confirm.

Don't forget to visit the Lottery Shop in West Clock Town on the Second Day. There's a new drawing each day, so visit the Lottery Shop between the hours of 6 a.m. and 5:59 p.m. on the Second Day to buy your ticket for 10 Rupees. Exit the shop afterward, and play the Song of Double Time to advance to the Night of the Second Day (any time between 6 p.m. and 11 p.m.). Then, go back to the Lottery Shop and see if you've won. Again, it's OK if you lose. The day's winning numbers get recorded in your Bombers' Notebook, helping you win big after you reset time.

Bigger is Better



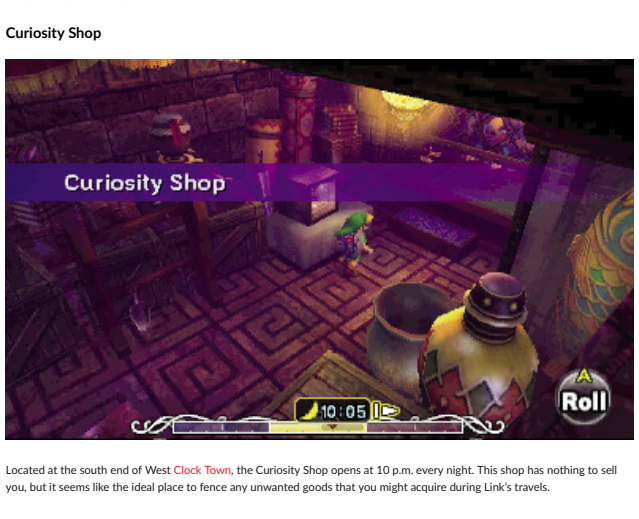
Big Bomb Bag: 90 Rupees
This can hold up to 30 bombs.
We just got it in stock...

If you saved the old lady from the thief in North Clock Town (skip back a few sections for details), you can purchase the Big Bomb Bag at the Bomb Shop at your leisure during the Second and Third Days. Bombs come in handy, so visit the Bomb Shop in West Clock Town and purchase the Big Bomb Bag for 90 Rupees.

Big Bomb Bag

You got a Big Bomb Bag! Now you can hold up to 30 bombs.

Curiosity Shop



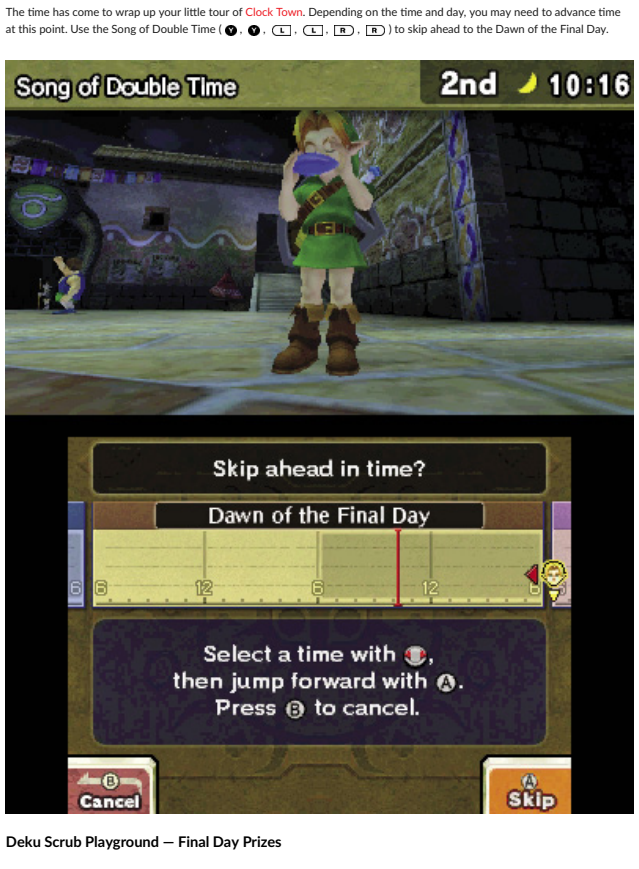
Located at the south end of West Clock Town, the Curiosity Shop opens at 10 p.m. every night. This shop has nothing to sell you, but it seems like the ideal place to fence any unwanted goods that you might acquire during Link's travels.

Caught in the Act

If you don't stop the thief from robbing the old woman in North Clock Town during the Night of the First Day, you can watch him fence his ill-gotten goods. Hang out near the Curiosity Shop as the clock nears midnight on the Second Day, and watch as the thief sells the stolen Bomb Bag to the shop owner. You'll also be able to purchase the Big Bomb Bag from the Curiosity Shop during the Night of the Final Day, but it'll run you 100 Rupees. That's a 10-Rupee markup from what you paid at the Bomb Shop — and you got the Blast Mask, to boot!

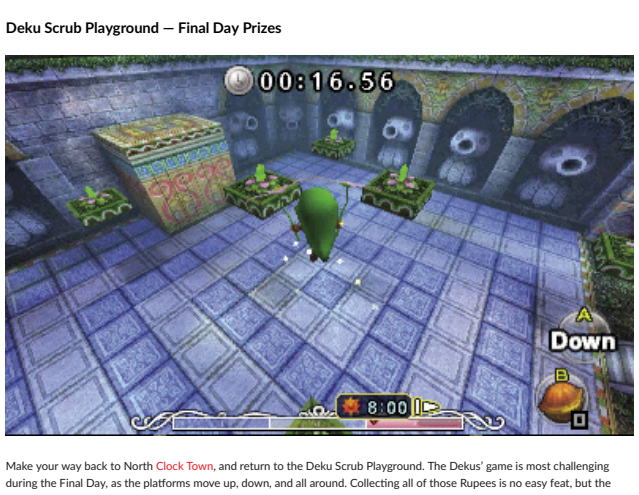
Final Day Deeds

The time has come to wrap up your little tour of Clock Town. Depending on the time and day, you may need to advance time at this point. Use the Song of Double Time (Y, Y, L, L, R, R) to skip ahead to the Dawn of the Final Day.

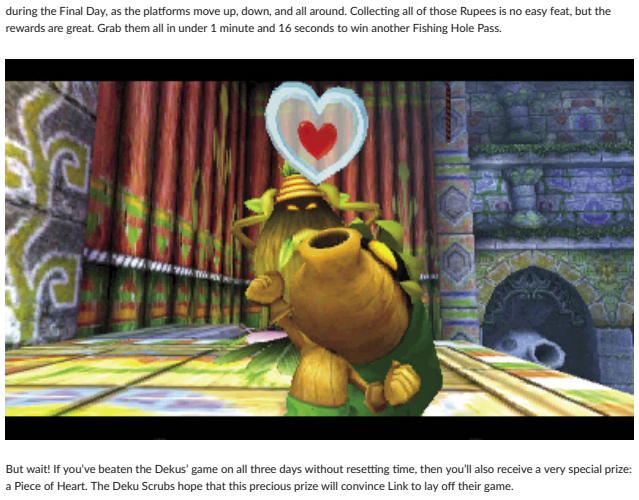


Skip ahead in time?
Dawn of the Final Day
Select a time with ◉,
then jump forward with Ⓐ.
Press Ⓑ to cancel.

Deku Scrub Playground — Final Day Prizes



Make your way back to North Clock Town, and return to the Deku Scrub Playground. The Dekus' game is most challenging during the Final Day, as the platforms move up, down, and all around. Collecting all of those Rupees is no easy feat, but the rewards are great. Grab them all in under 1 minute and 16 seconds to win another Fishing Hole Pass.

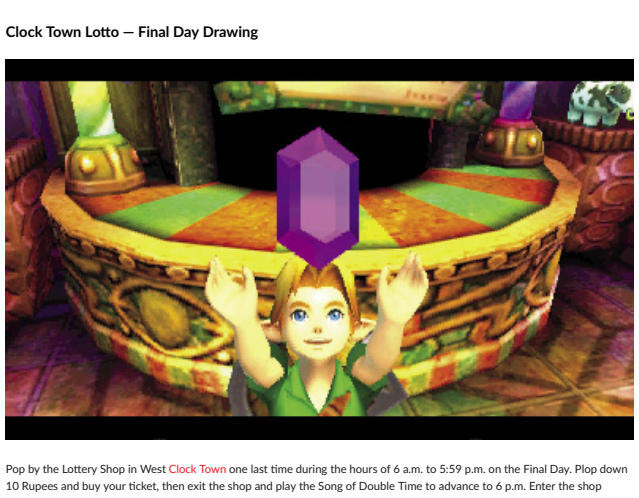


But wait! If you've beaten the Dekus' game on all three days without resetting time, then you'll also receive a very special prize: a Piece of Heart. The Deku Scrubs hope that this precious prize will convince Link to lay off their game.

Piece of Heart #5

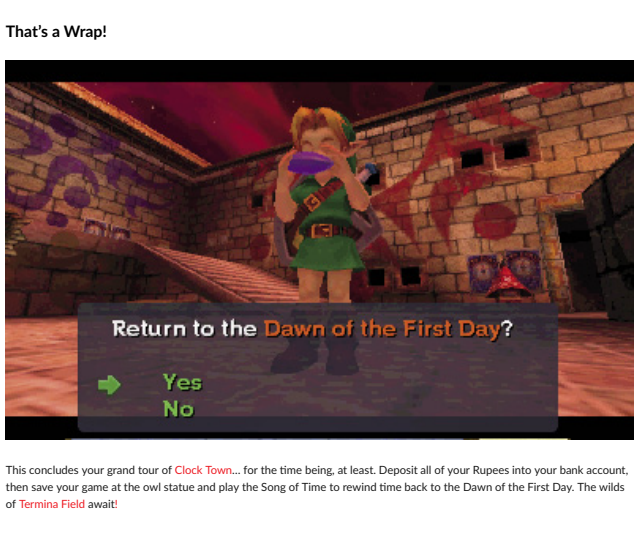
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Clock Town Lotto — Final Day Drawing



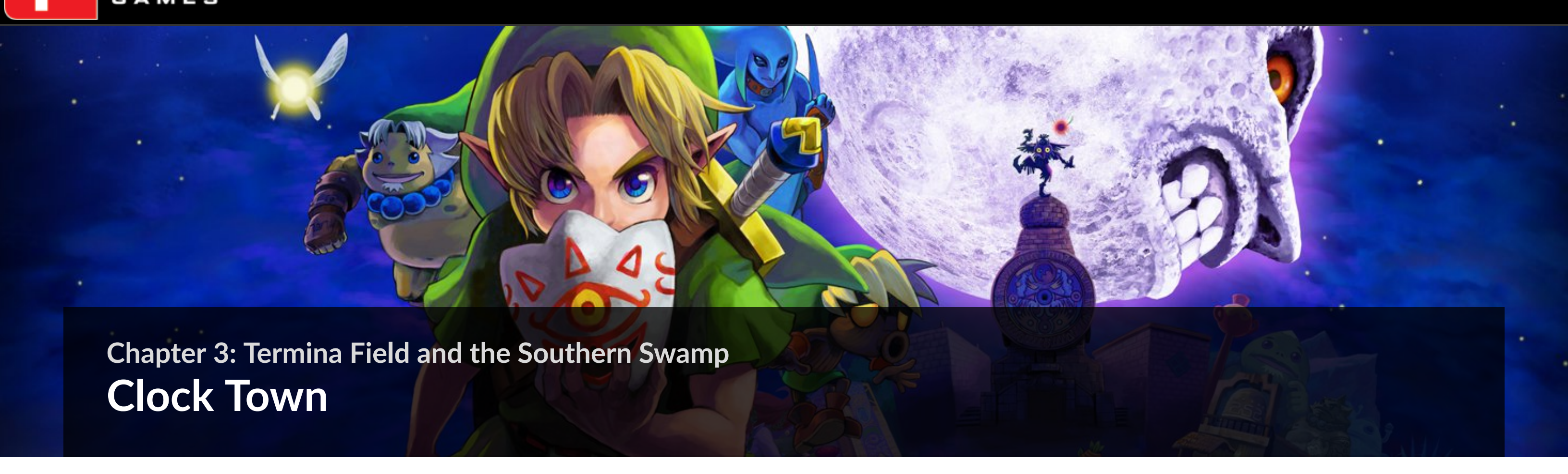
Pop by the Lottery Shop in West Clock Town one last time during the hours of 6 a.m. to 5:59 p.m. on the Final Day. Plop down 10 Rupees and buy your ticket, then exit the shop and play the Song of Double Time to advance to 6 p.m. Enter the shop again, and see if you've won. Whether or not you win, you'll record the winning digits in your Bombers' Notebook for future reference.

That's a Wrap!



Return to the Dawn of the First Day?
Yes
No

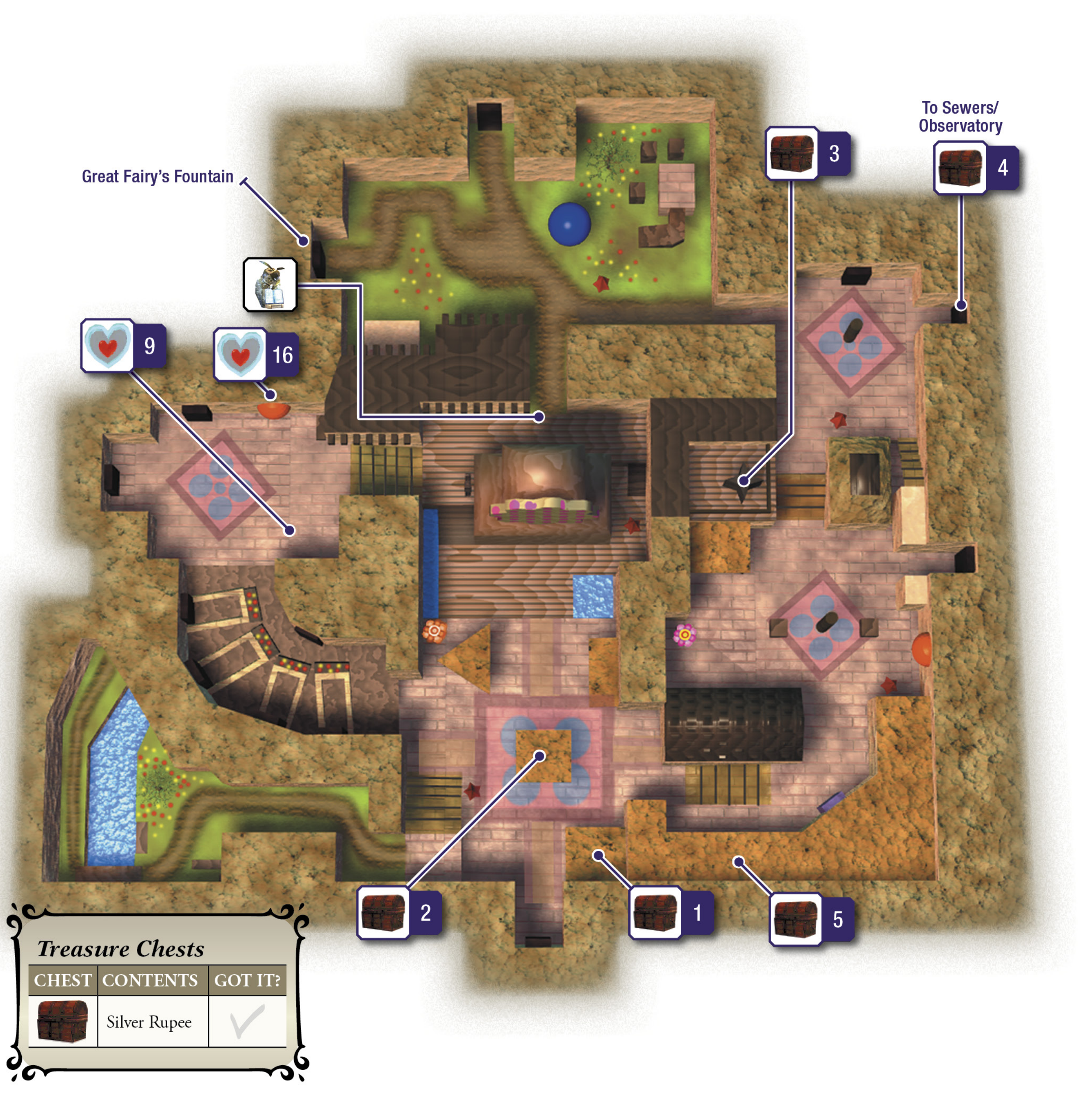
This concludes your grand tour of Clock Town... for the time being, at least. Deposit all of your Rupees into your bank account, then save your game at the owl statue and play the Song of Time to rewind time back to the Dawn of the First Day. The wilds of Termina Field await!



Chapter 3: Termina Field and the Southern Swamp

Clock Town

Having fully explored Clock Town's every nook and cranny, Link has obtained several useful masks and items, and he's also gained total mastery over the flow of time. Now our hero must turn his attention to exploring the lands that lie beyond Clock Town's towering walls. The answers that he seeks are out there, but so is grave danger. Every ounce of Link's courage and skill will be put to the test as he ventures into the wilds of Termina Field.

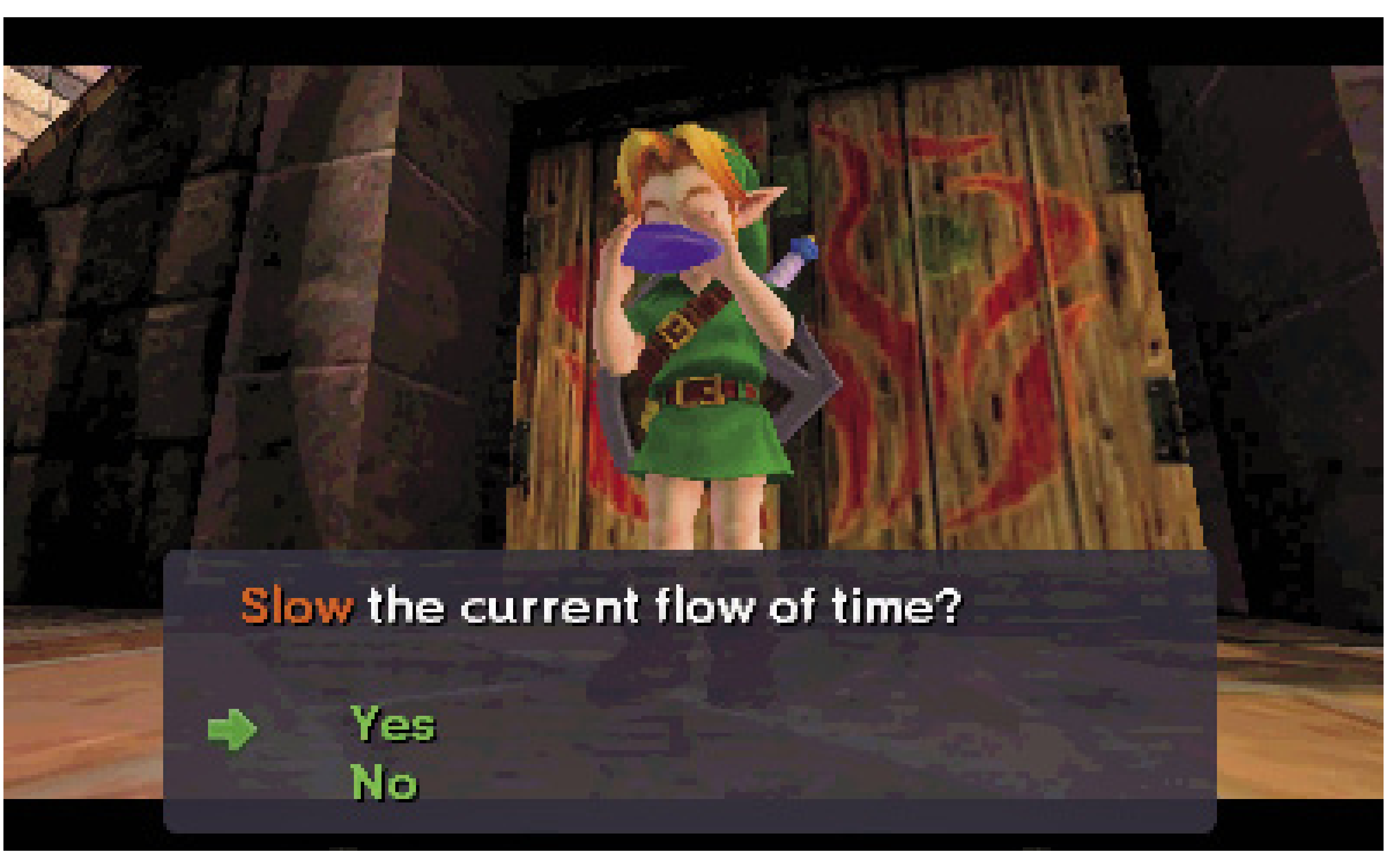


Treasure Chests

CHEST	CONTENTS	GOT IT?
🧰	Silver Rupee	✓

Take It Slow

If you haven't yet done so, play the Song of Time to return to the Dawn of the First Day. The flow of time returns to normal each time you play the Song of Time, so immediately play the Inverted Song of Time to slow the flow of time again. This is an important practice, as it gives you much more time to explore.



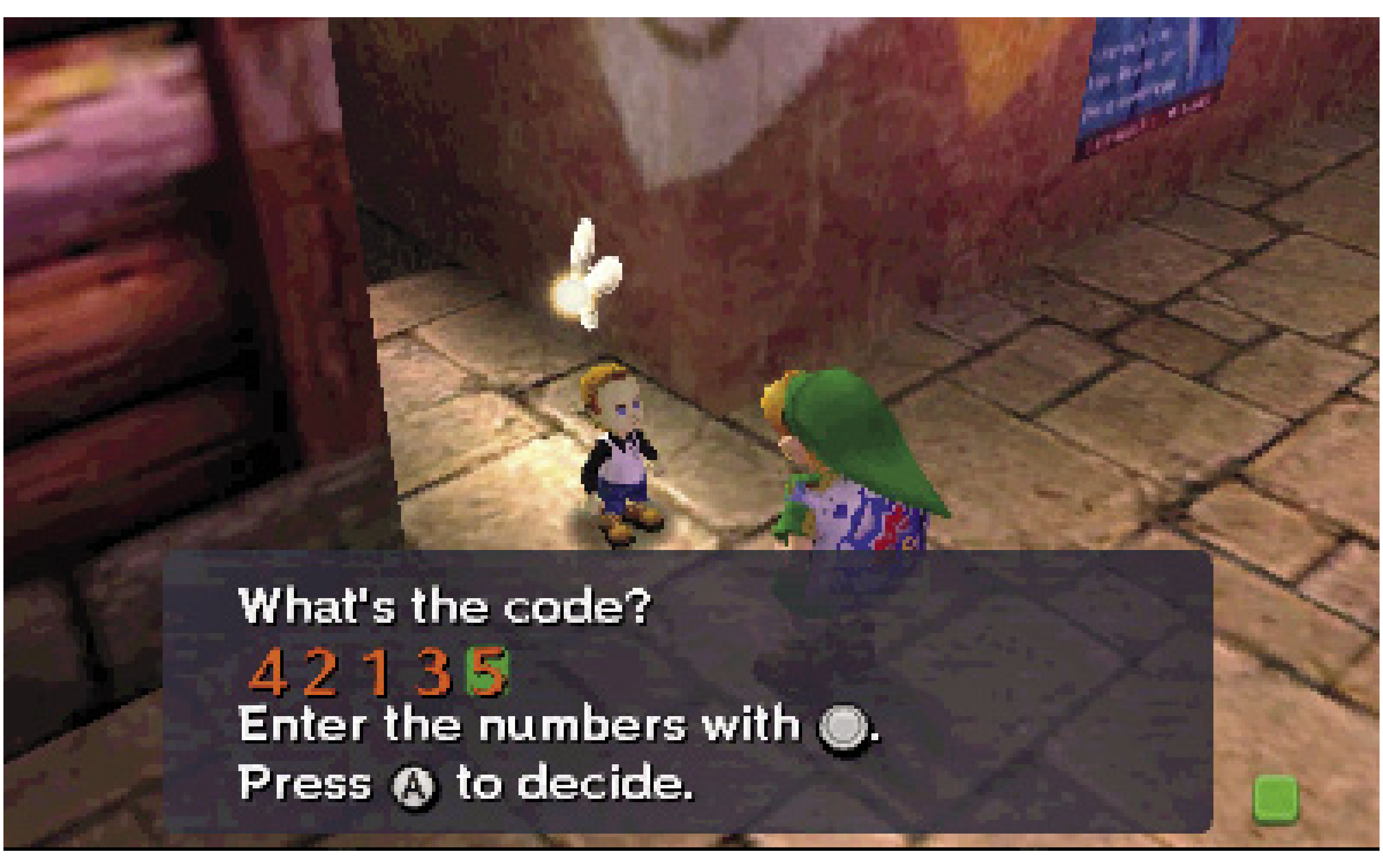
Slow the current flow of time?
Yes
No

Name That Tune

Having trouble recalling the notes to a certain song? Tap the music sheet button that appears at the bottom-right corner of the Touch Screen whenever Link is holding an instrument, and a list of songs will appear. Select the song that you want to play, and then simply play the notes as shown.

Do the Deed

Before leaving Clock Town, take a moment to reacquire the Town Title Deed. Do this as you've done previously: tell the Bomber guard in East Clock Town the secret code so you can enter the sewers and visit the Astral Observatory.

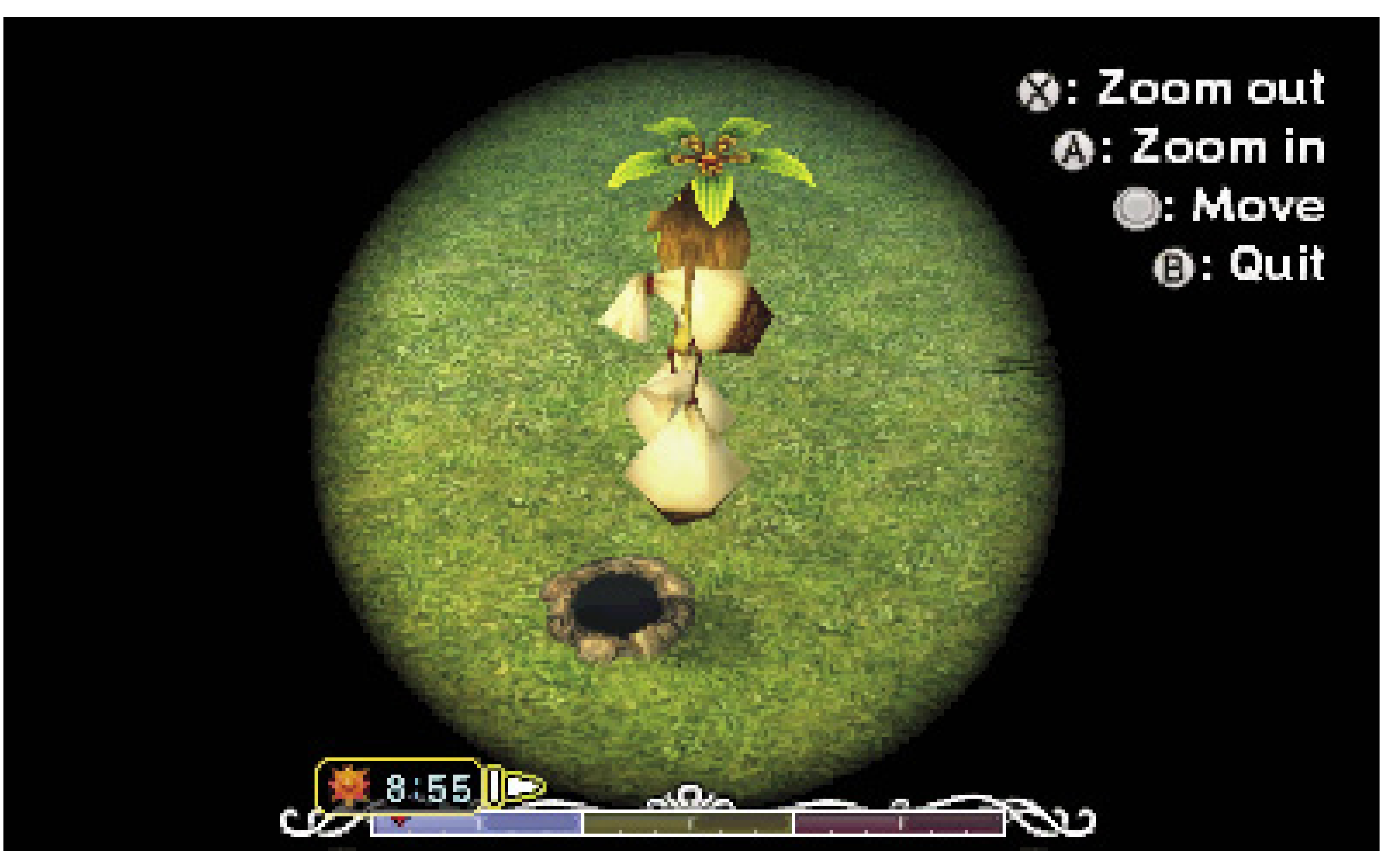


What's the code?
4 2 1 3 5
Enter the numbers with ●.
Press Ⓐ to decide.

Snatch Some Silver

As you pass through the sewers, use the Blast Mask (your bombs are gone) to destroy the cracked wall in the west alcove and uncover the hidden Silver Rupee chest (Clock Town Chest #4) as you did before. Time has been reset, so the Silver Rupee has returned. Open the chest and collect it; you'll soon be needing those 100 Rupees!

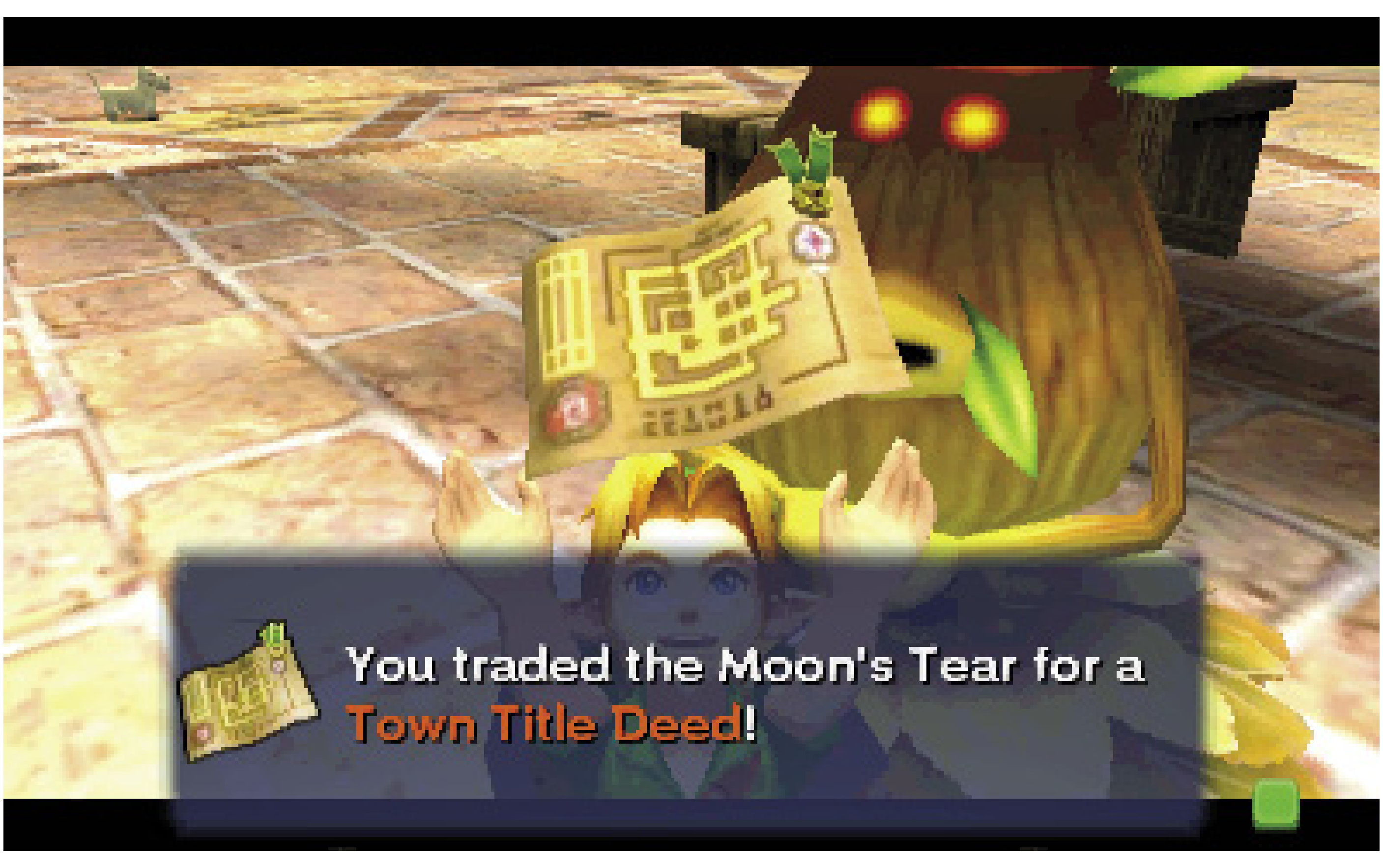
The Business Scrub's Stash



When you reach the observatory, gaze at the Skull Kid through the telescope, and watch the Moon's Tear fall from the moon. Afterward, keep looking through the telescope, and wait for a Business Scrub to fly up from Clock Town. The scrub then flies around the field and eventually dives into a hole in the ground near the observatory. It's important that you watch the Business Scrub enter this hole, so don't miss him!

Hole-some Advice

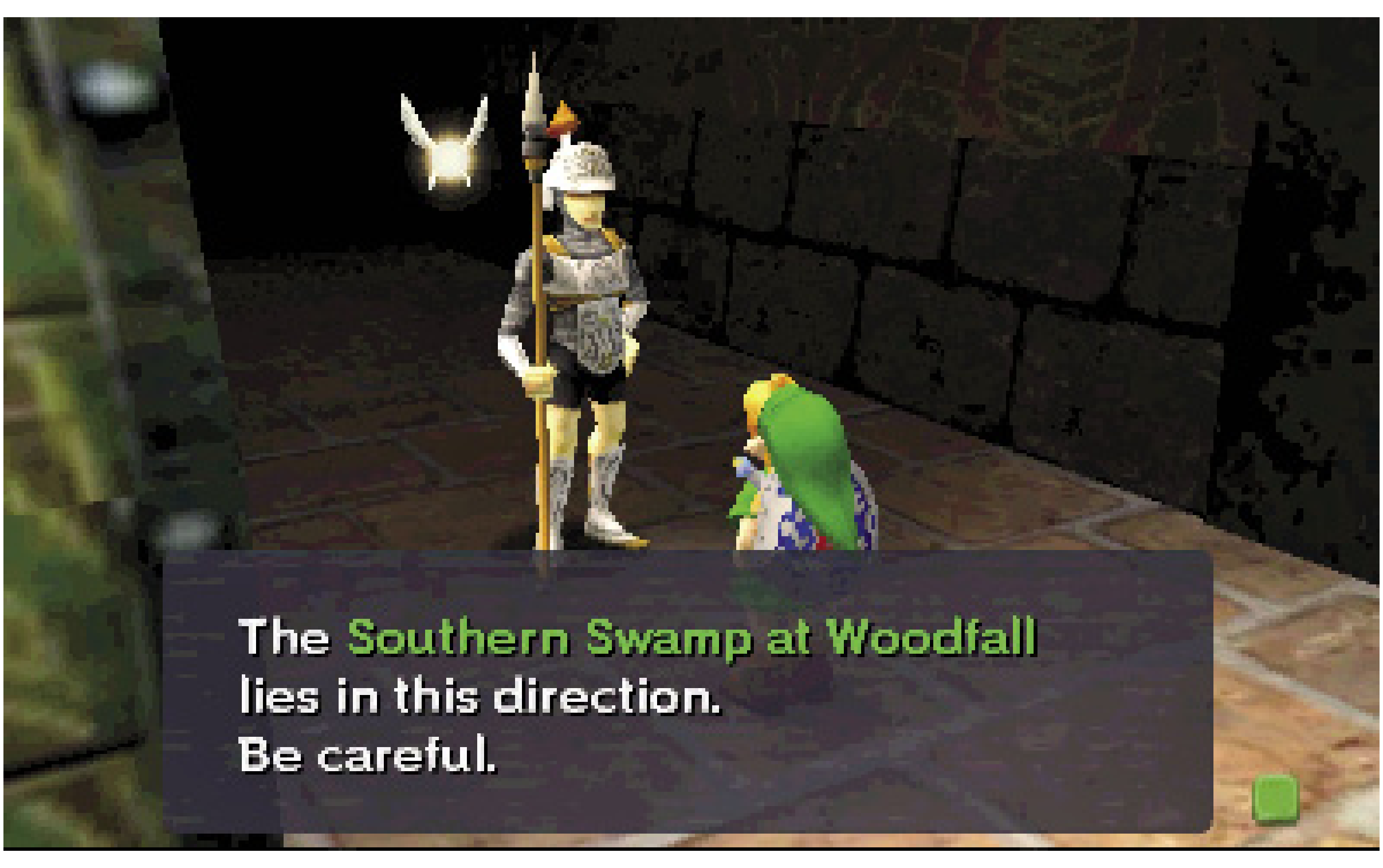
If you're having trouble following the Business Scrub around, just keep your view centered on the hole and wait for him to fly inside.



You traded the Moon's Tear for a Town Title Deed!

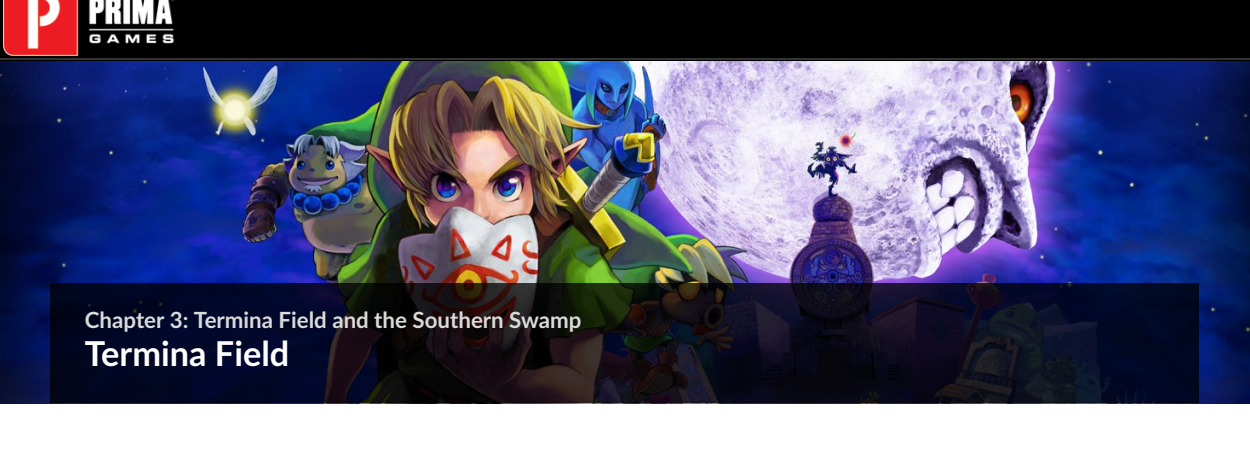
After watching the Business Scrub disappear into the hole, step outside and grab the Moon's Tear. Next, backtrack through the sewers and return to South Clock Town. Give the Moon's Tear to the Business Scrub in the Deku Flower to receive the Town Title Deed in trade.

Leaving Town



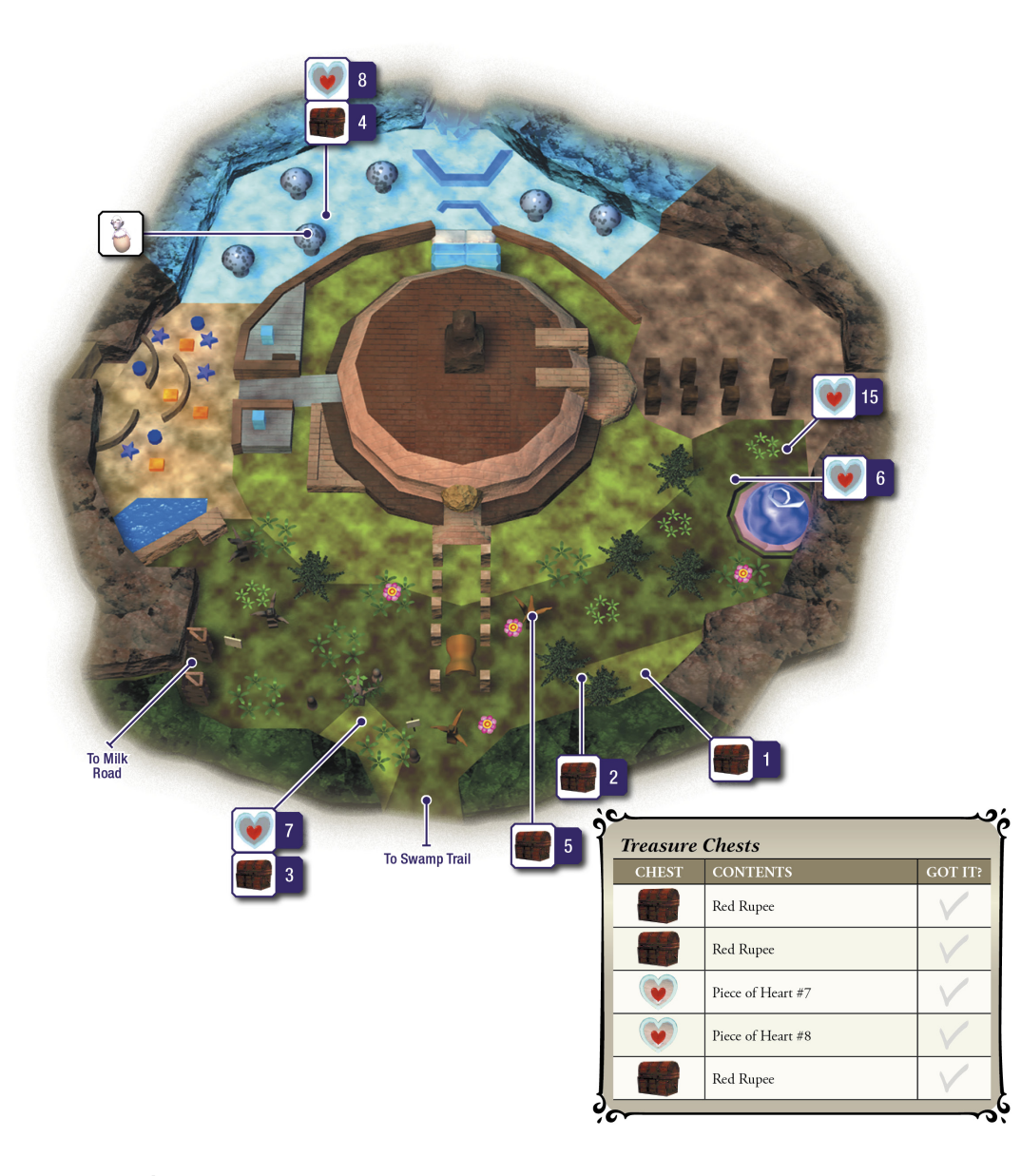
The Southern Swamp at Woodfall
lies in this direction.
Be careful.

Now that you've got the Town Title Deed and at least 100 Rupees in your wallet, you're ready to leave Clock Town. As normal Link, speak to the soldier who guards the south gate in South Clock Town. After noticing that Link is armed with a sword, the soldier deems it fit to let him pass. Leave Clock Town through the south gate, and begin your explorations of Termina Field.



Chapter 3: Termina Field and the Southern Swamp

Termina Field



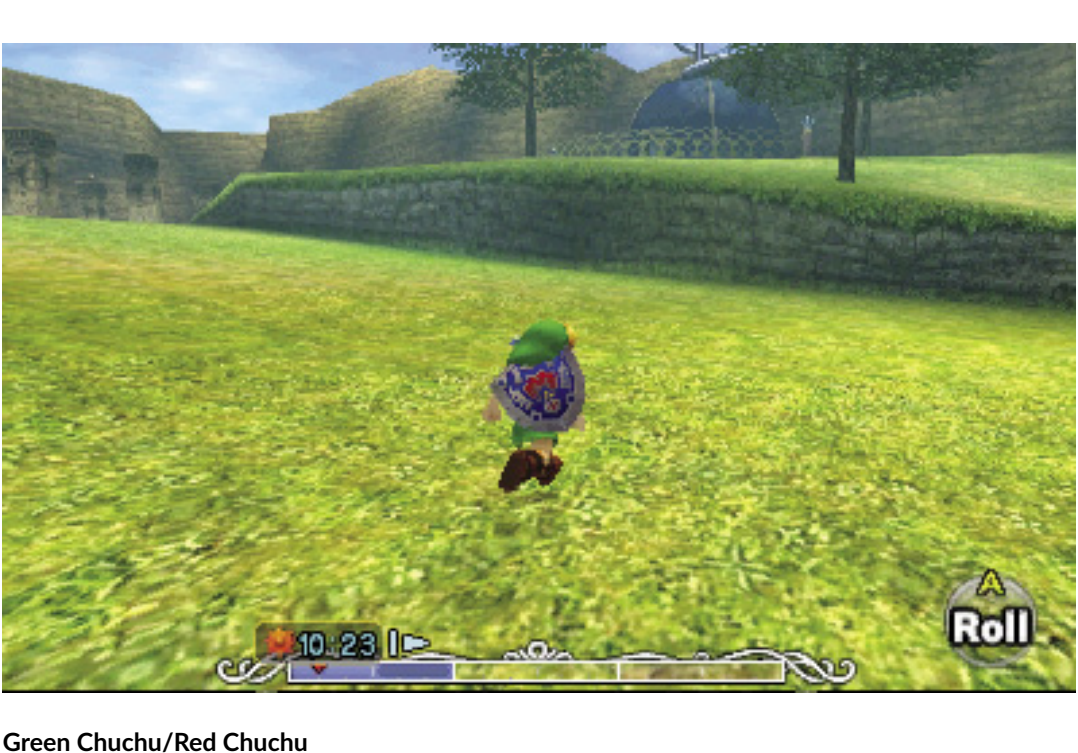
Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Red Rupee	✓
	Piece of Heart #7	✓
	Piece of Heart #8	✓
	Red Rupee	✓

Hearty Haggler

Remember the Business Scrub that you saw through the astronomer's telescope? The one that dropped into the hole near the Astral Observatory? Go pay him a visit. As you exit Clock Town through the south gate, turn left and run east, heading toward the observatory (it's the big blue dome-shaped building on the east hill). Depending on the time of day, you must either battle or avoid the common monsters noted below along the way. They'll just keep coming back if you slay them, so it's best to avoid these threats. Daytime (6 a.m. to 5:59 p.m.): Green Chuchus, Red Chuchus, and Real Bombchus

Nighttime (6 p.m. to 5:59 a.m.): Blue Bubbles



Green Chuchu/Red Chuchu

Damage: 1/4 Heart

These big blobs bounce toward Link, hoping to batter him with their bulk. They carry useful items in their gelatinous bellies, and a single swipe of Link's sword easily defeats them. Block a Chuchu's bounces with Link's shield, and then counter with cold steel!

Real Bombchu

Damage: 1/2 Heart

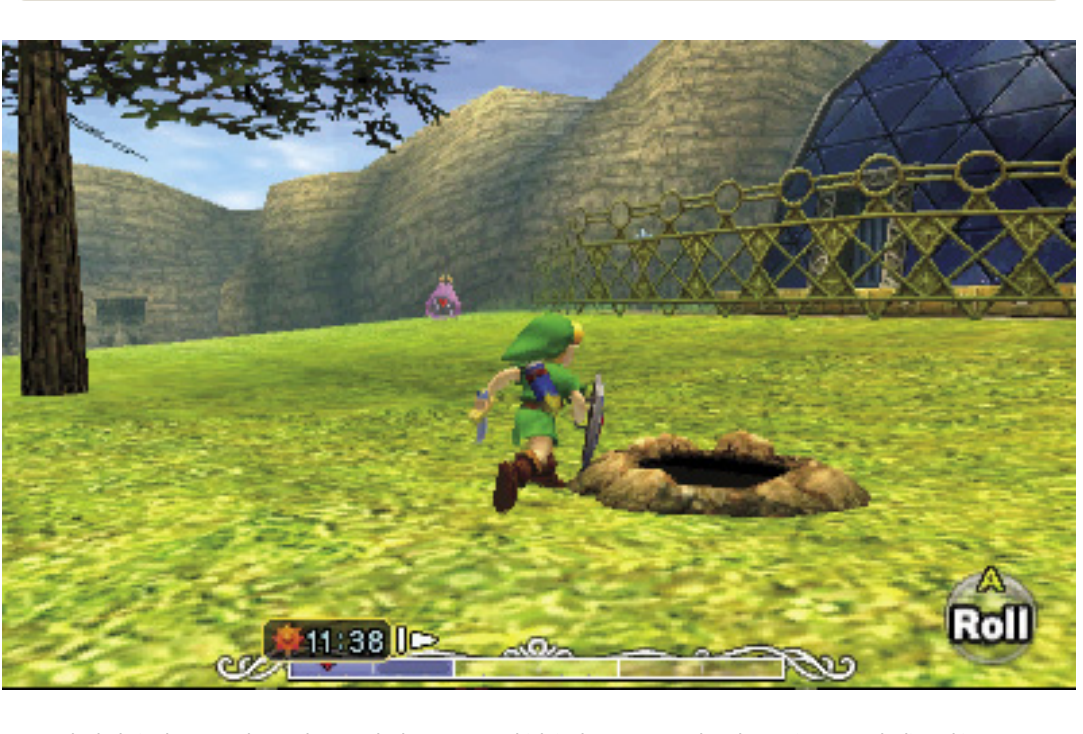
Although you can buy imitation Bombchus at the Trading Post in West Clock Town, these ones are the real deal. These crazy rats carry bombs and race toward Link, aiming to blow him to heroic bits. Bombchus can be tough to defeat before they go boom, so simply block their charge with Link's shield to avoid taking damage as they self-destruct.

Blue Bubble

Damage: 1/2 Heart

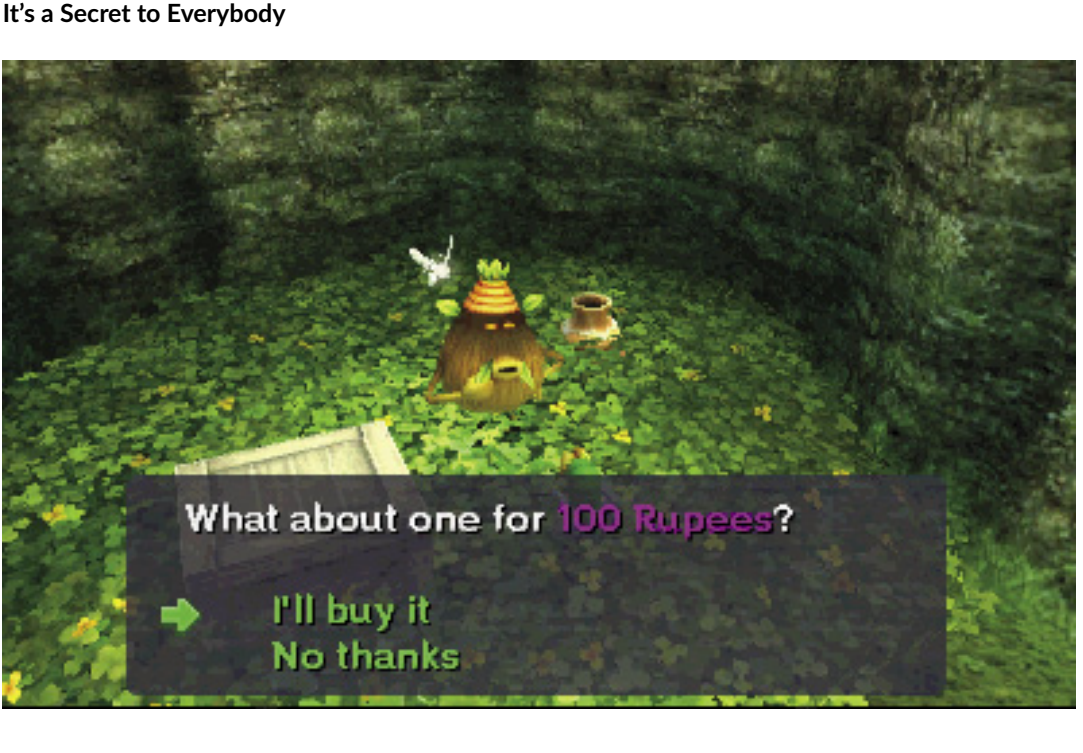
These foul, flying skulls are engulfed in an eerie blue flame. Blue Bubbles chase after Link and curse him if they bump into him. Once cursed, Link cannot use his sword for quite some time (about a minute of real-world time). Blue Bubbles are best avoided until you've acquired some form of effective ranged weaponry.

> **Taming the Wilds**
>
> Cut down all of the bushes you see on your way to the observatory. You'll find useful items such as Rupees, Recovery Hearts, Magic Vials, and bombs.



Locate the hole in the ground near the Astral Observatory, which is the same one that the Business Scrub slipped into. Go ahead and drop inside.

It's a Secret to Everybody



What about one for 100 Rupees?

I'll buy it
No thanks

Sure enough, the Business Scrub is hiding in the underground cavern. It seems that you've found the Scrub's secret storage. The Scrub is worried that you'll tell people about his hideout, and in exchange for keeping his secret, he offers you a Piece of Heart for 150 Rupees. Don't accept the Scrub's offer, though—he drops his asking price to 100 Rupees if you turn down his initial offer of 150. That's as low as he'll bargain, so go ahead and buy the Piece of Heart for 100 Rupees.

Piece of Heart #6

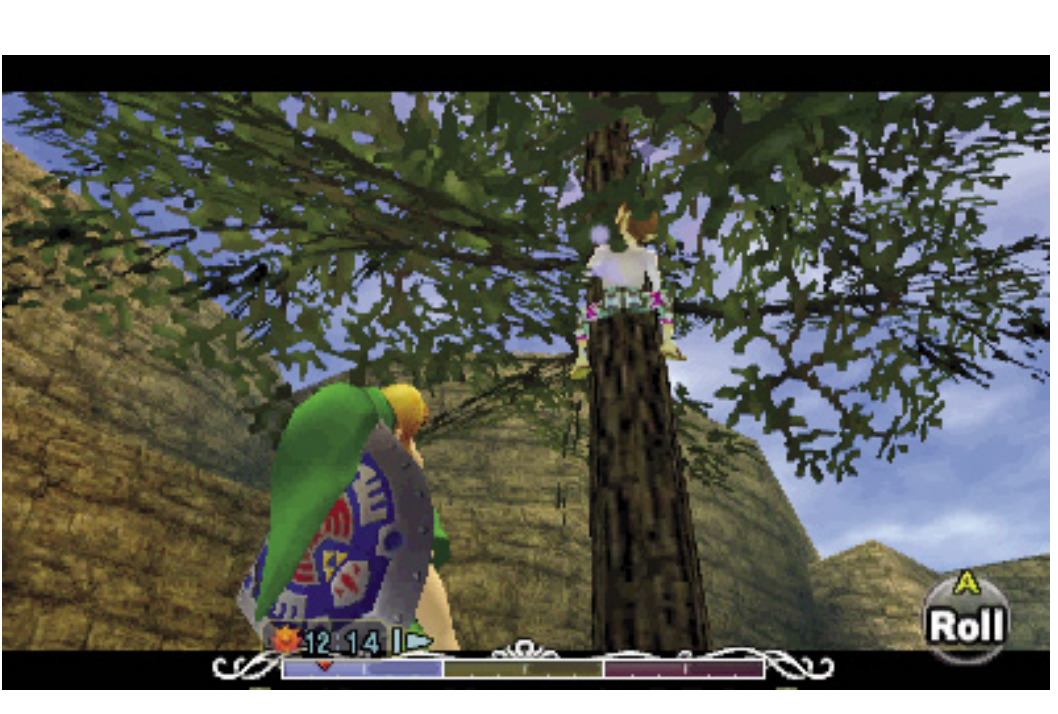
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

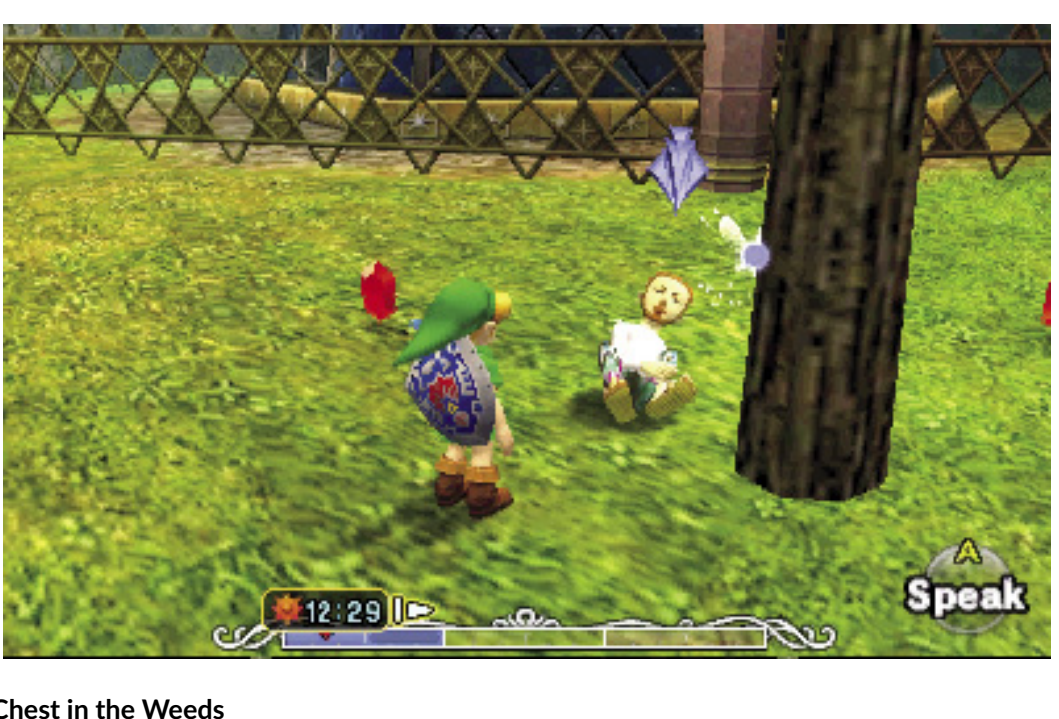
> **Where's the Scrub?**
>
> In order to meet the Business Scrub in the underground cavern near the Astral Observatory, you must first use the astronomer's telescope to spy on him. Watch the Scrub fly up from Clock Town, circle around Termina Field, and drop into the hole near the observatory, as detailed at the start of this chapter.

Crazy Climber

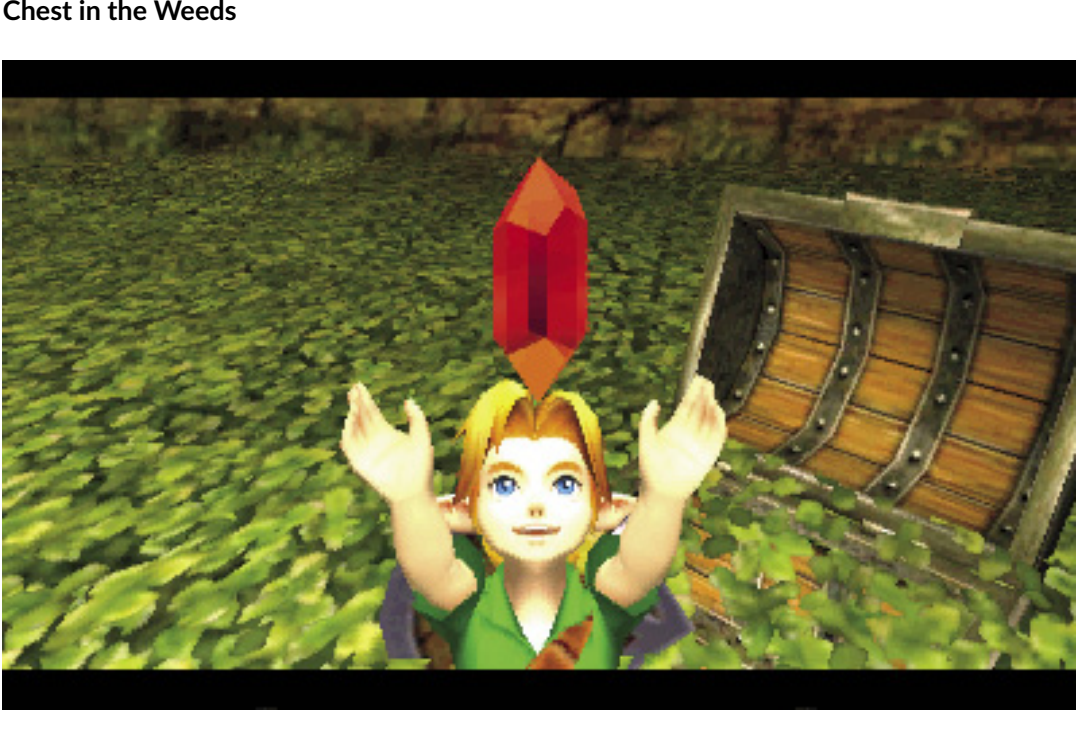
Emerge from the Business Scrub's secret storage, and scope out the nearby tree. Hey, some guy is climbing it!

Run toward the tree, and press Ⓐ to roll into it. If you do it correctly, you'll knock down the climber, along with a pair of Red Rupees. The climber had been trying to snag those glimmering gemstones, but they're yours for the taking now.





Chest in the Weeds



Travel southwest from the climber's tree, keeping close to the field's outside wall and using your map to track down a chest that's partially covered in the southern weeds. Cut down the dangerous Deku Baba that sprouts up from the weeds, then flip the chest's lid to pad your wallet with another Red Rupee.

Termina Field Chest #1: Red Rupee

Deku Baba

Damage: 1/2 Heart

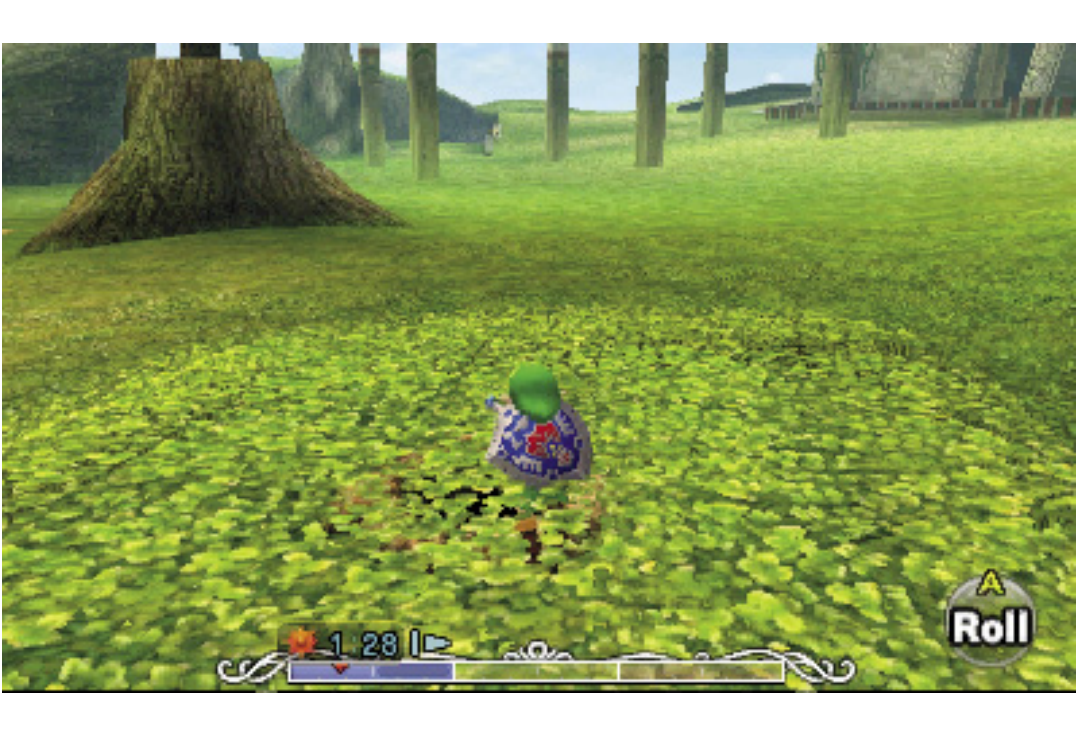
These big-mouthed plants pop up from tall grass, hoping to make a meal out of Link. Evade a Deku Baba's lunging attacks with Link's shield causing it to miss Link completely, and then strike it with Link's sword as it chomps at nothing to make it stand straight up. Strike a standing Deku Baba with Link's sword again to slay it and make it drop a valuable Deku Stick. If you slay a Deku Baba while it isn't standing straight up, it drops a Deku Nut instead.

Deku Stick

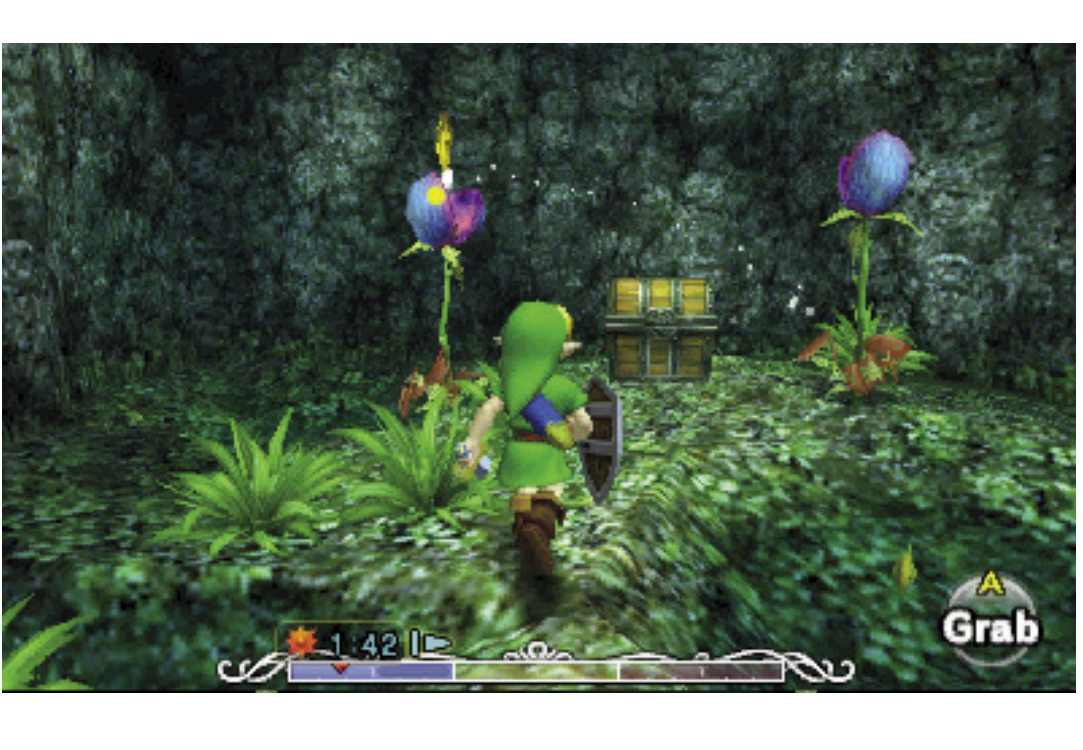
You got a Deku Stick! These sticks burn well. Pull one out, and you can swing it. You can carry only 10 Deku Sticks, so use them wisely.

Hidden Hole

Trudge westward through the weeds, heading toward another chest that's shown on your map. Before you leave the weeds, drop into a hidden hole to reach a secret underground cavern.



Two more Deku Babas guard another treasure chest down below. There's a less-threatening Mini Baba present, as well. Chop down the monsters for Deku Nuts and Deku Sticks, and then open the chest to collect another Red Rupee.



Termina Field Chest #2:Red Rupee

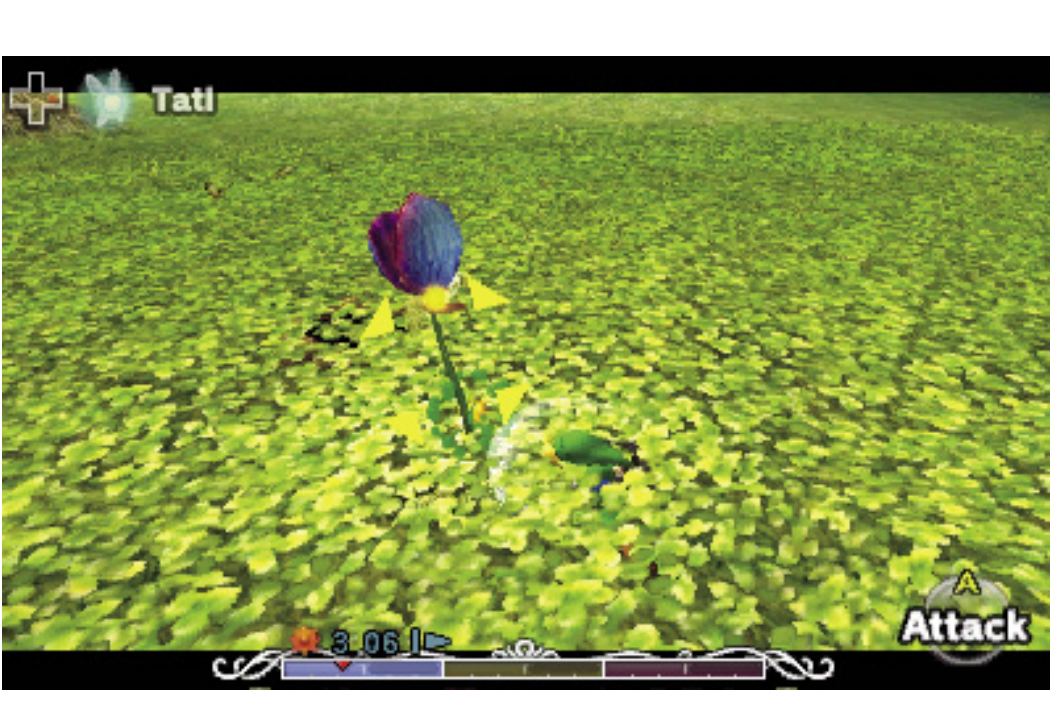
Mini Baba

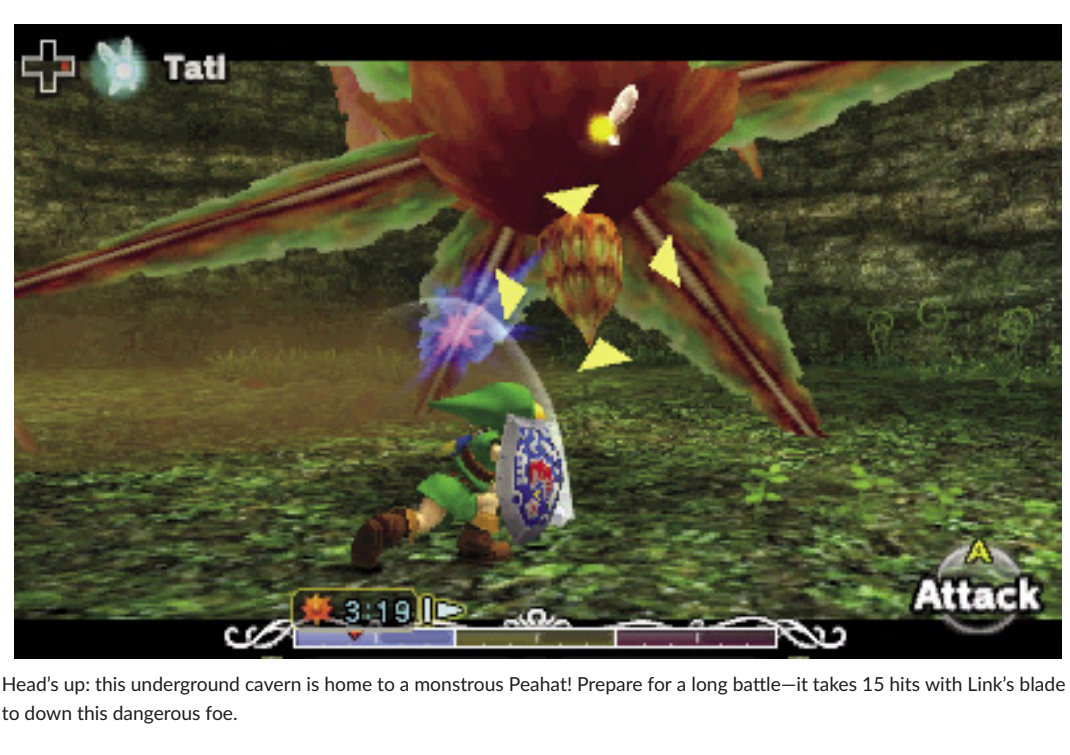
Damage: 1/4 Heart

These bite-sized Babas are too young to lunge at Link. They pose little threat, unless Link stumbles into their ever-chopping jaws. Get close—but not too close—and slice up Mini Babas with a swing of Link's sword. Like Deku Babas, Mini Babas often drop useful Deku Nuts.

Peahat'sHeart

Pop out of the underground cavern, and continue heading west. You can't yet reach the chest atop the large nearby tree stump, so move past it and search the weeds to the west for another hidden hole that lands you in another underground cavern. (The hole is near the Deku Baba that pops up from the weeds.)





Head's up: this underground cavern is home to a monstrous Peahat! Prepare for a long battle—it takes 15 hits with Link's blade to down this dangerous foe.

Peahat

Damage: 1 Heart

These giant fliers remain burrowed in the ground until Link approaches, then they burst up and pursue him with their razor-sharp propellers. A Peahat's only weakness is the small root on its bottom. Use Link's shield to block the Peahat's whirling propellers as you seek to strike its vulnerable root. Peahats can take a lot of punishment, so don't give up the fight!

You got a Piece of Heart! You've collected three pieces so far. Collect one more to extend your life energy!

Fight hard to defeat the Peahat, and your heroism will be justly rewarded. A chest appears in the cavern; open it to obtain a Piece of Heart.

Termina Field Chest #3: Piece of Heart #7

Piece of Heart #7

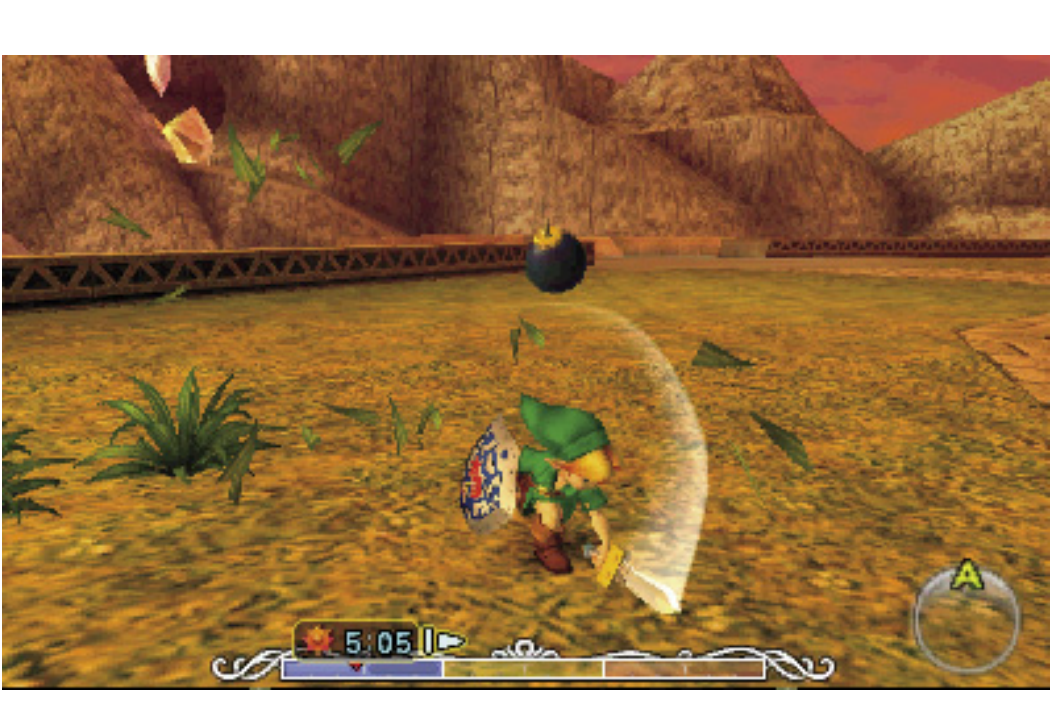
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

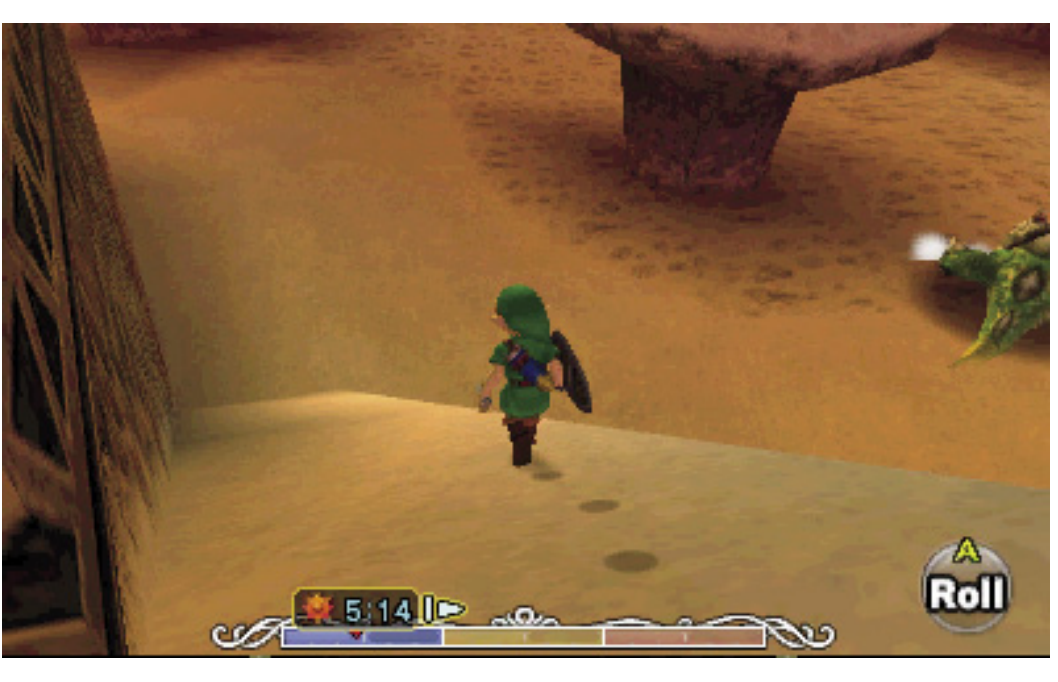
Dodongo Duo

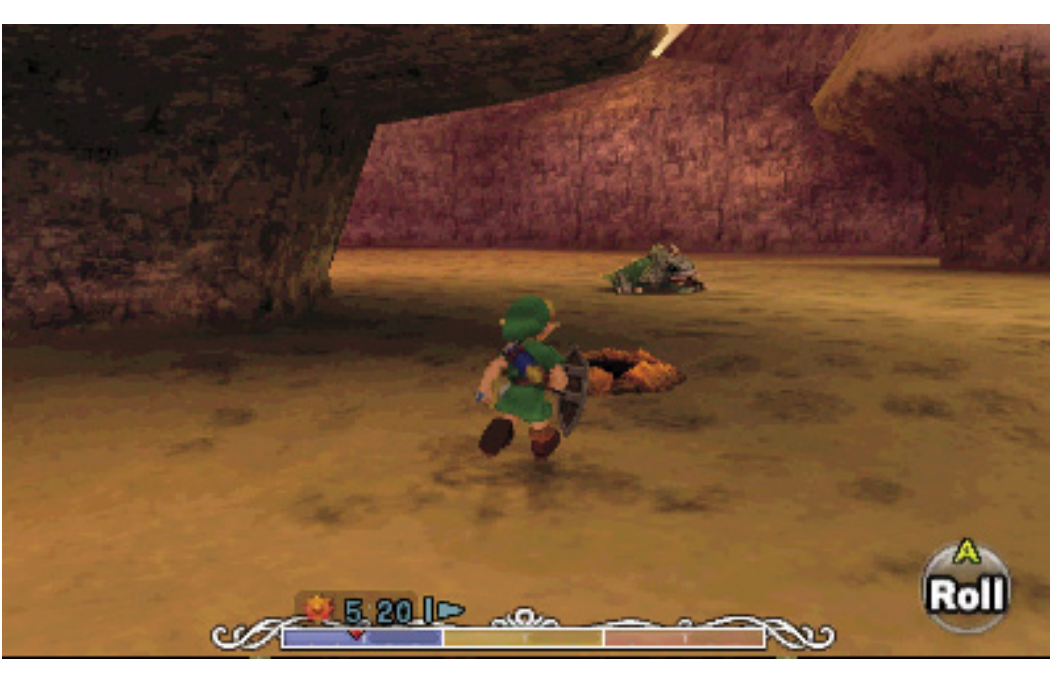
That's as far as you'll go in this direction for the moment; the chest to the west is underwater and can't be opened yet. Make your way north, heading for the snowfield to the north of Clock Town. Along the way, cut down the patches of tall grass just to the west of Clock Town to find some bombs.

Go directly north from Clock Town's north gate to locate a snowy slope. Go down the slope to reach a lower snowfield.

After descending the snowy slope, sprint directly toward the large, oddly shaped rock formation. As you head for the hole in the ground near the base of this rock formation, beware the monstrous Dodongos that roam the frosty field. (If it's nighttime, you may face Eenos here instead.) Equip your bombs, and drop into the hole.







Dodongo

Damage: 1 Heart

These large lizards are covered in thick scales that deflect Link's attacks. Dodongos breathe searing fire that you can't block, making them dangerous to approach from the front. Keep your distance, and toss bombs at Dodongos to blast them from afar instead.

If bombs aren't an option, exploit a Dodongo's slow movements by circling around the monster as it begins to breathe fire. Once you're behind a Dodongo, strike its vulnerable tail only once, and then immediately raise Link's shield to block the monster's tail-whip counterattack. Keep it up until the great lizard finally falls.

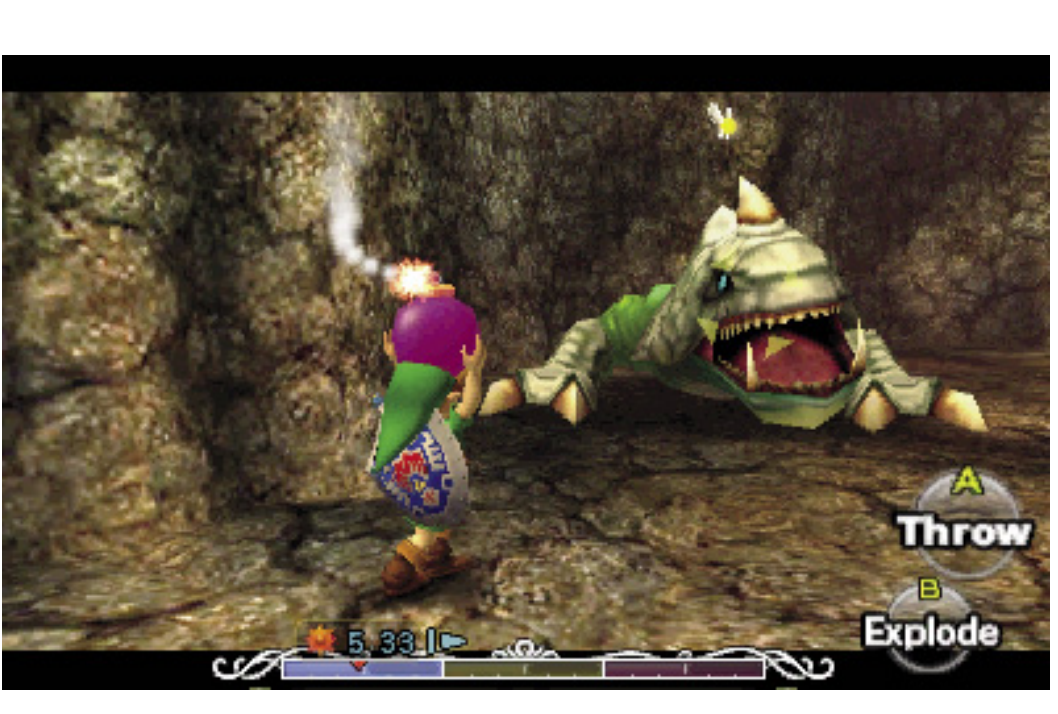
Dodongos commonly leave precious Rupees behind, making them worthy (albeit dangerous) prey.

Eeno

Damage: 1 Heart (Big Eeno), 1/4 Heart (Small Eeno)

Take care when you notice snow shifting about, for a dangerous Eeno is likely lurking beneath the powder. Lock on to these frosty foes, and block the snowballs that they throw. Link's sword can cut Eenos down to size, but only after they've emerged from the white. Avoid these dangerous foes until you obtain a long-range weapon—preferably one with some sizzle!

The underground cavern is home to a pair of giant Dodongos. Keep your distance, and toss bombs at these monstrous foes to obliterate them from afar. (Press Ⓐ or Ⓑ while moving forward to throw a bomb after pulling one out.) It takes several bombs to defeat Dodongos of this size, so just keep blasting away, rolling to escape the Dodongos as needed.



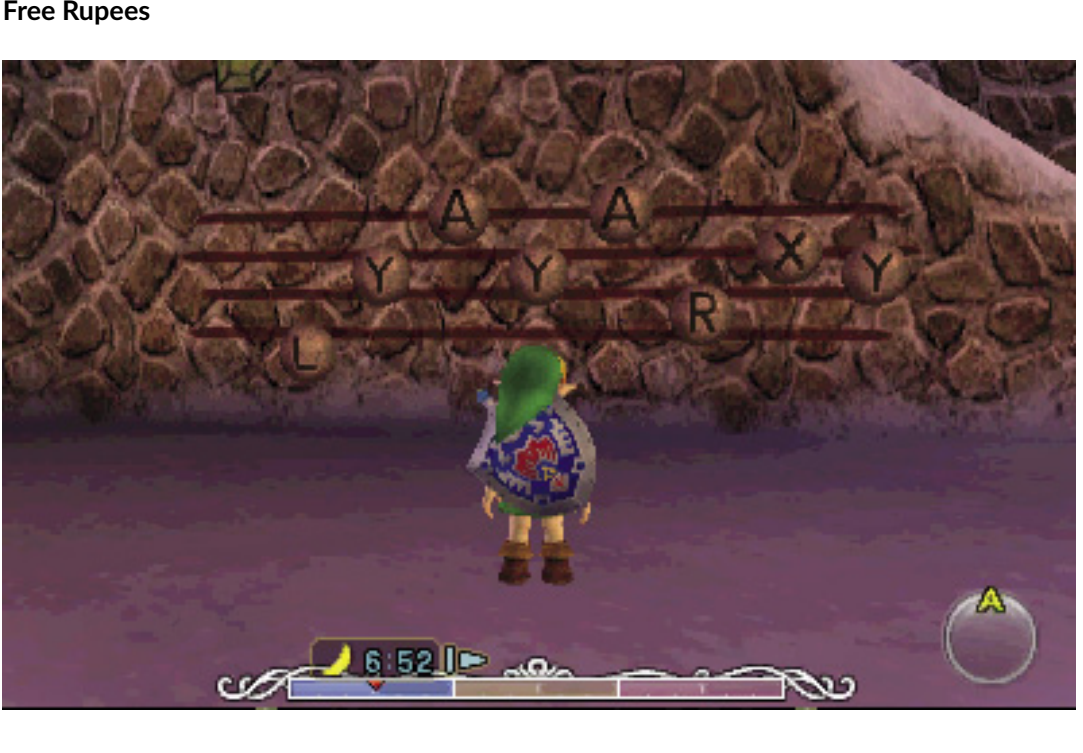
The battle becomes much easier after one of the Dodongos falls. Defeat the remaining Dodongo, and a chest will appear in the cavern. Flip its lid to claim another Piece of Heart.

Termina Field Chest #4: Piece of Heart #8

Piece of Heart #8

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Free Rupees



Giant Dodongos drop Purple Rupees, so your wallet is likely near bursting by now. If it isn't quite full yet, exit the cavern and backtrack toward the snowy slope you used to get down here. See the notes that appear on the side of the slope? Play them to make a few Rupees pop out of the wall.

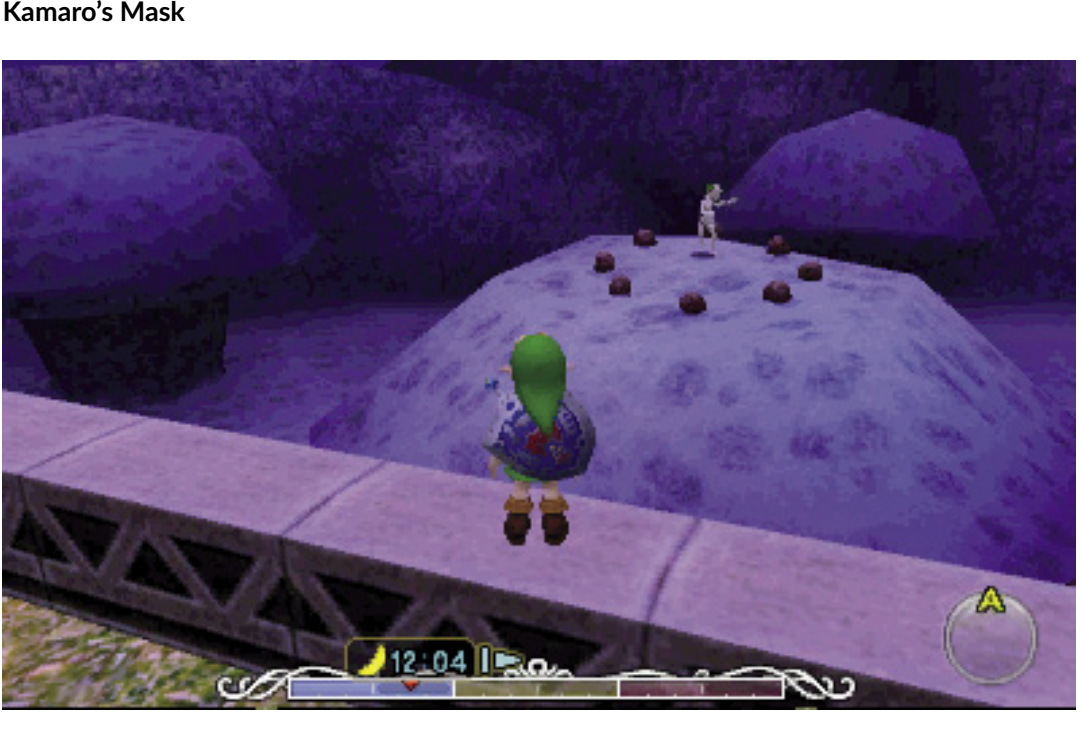
A Quick Deposit

Really? Are you actually depositing 200 Rupees?

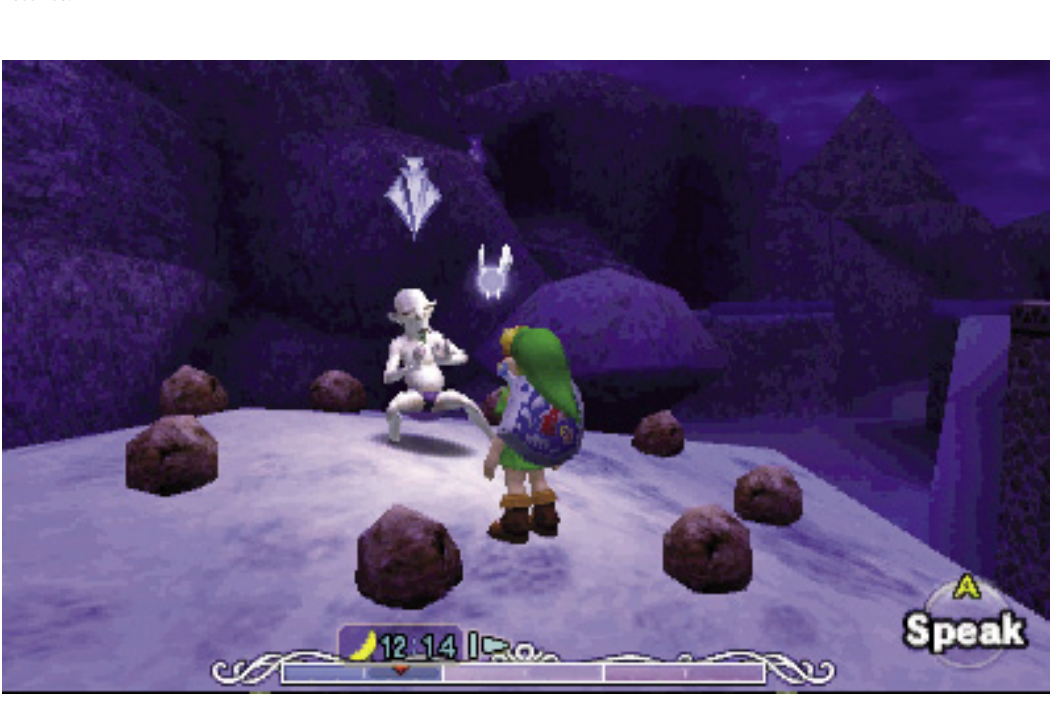
Yes
No

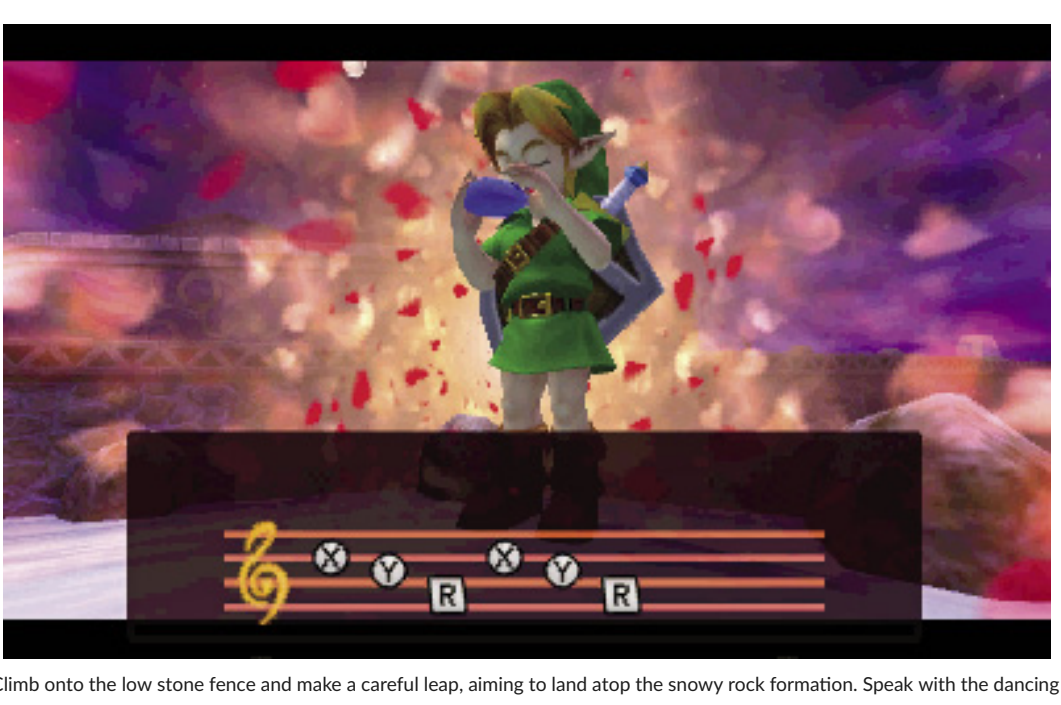
Trek back to Clock Town, and deposit your funds. You have some time to pass now, as the next event won't occur until midnight. Feel free to play games around Clock Town or battle enemies in Termina Field to fill your wallet, making additional deposits into your bank account. You can never have too many Rupees in your savings.

Kamaro's Mask



When the clock nears midnight, exit Clock Town through its north gate, and run toward the snowy slope. Don't go down the slope, but remain on the high ground and follow the low stone fence around to the left (west). As you go, look for a circle of stones atop one of the snowy rock formations to the north. At precisely midnight, a dancing spirit will appear amidst this circle of stones.





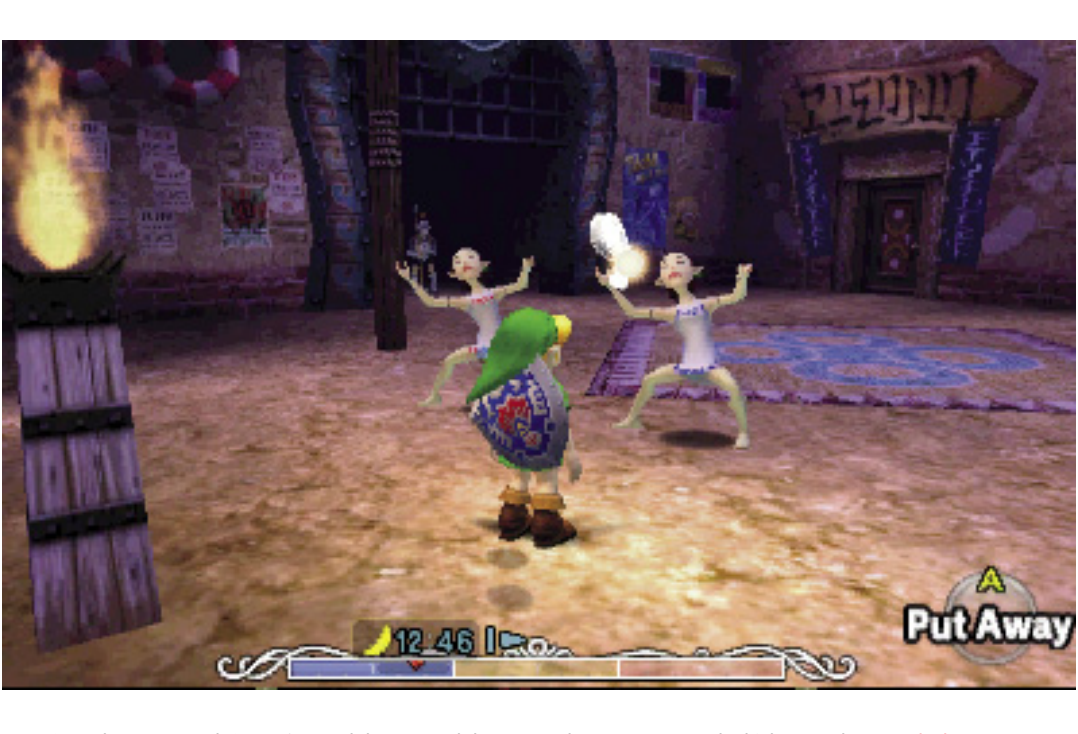
Climb onto the low stone fence and make a careful leap, aiming to land atop the snowy rock formation. Speak with the dancing spirit, whose name is Kamaro, to add him to your Bombers' Notebook.

After speaking with Kamaro, whip out your Ocarina of Time and play the Song of Healing. (Tap the music sheet button on the bottom-right corner of the Touch Screen to look up the notes.) The song's magical melody traps Kamaro's spirit, transforming it into a mask.

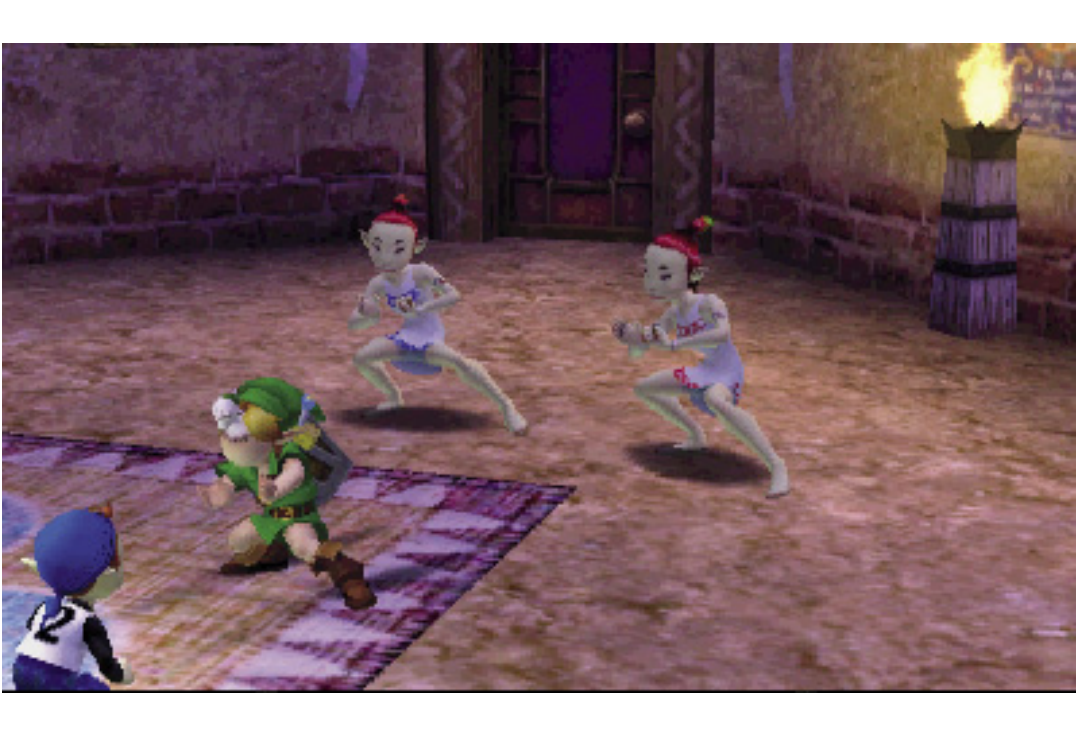
Kamaro's Mask

You got Kamaro's Mask! Use it to teach his dance to the world so his moves can become as popular as he hoped they'd be.

Dance Master Link



Drop from the snowy rock formation, and then ascend the snowy slope to return to the high ground. Enter Clock Town through the north gate, and head to the north end of West Clock Town. A pair of dancers known as the Rosa Sisters are practicing their act for the upcoming carnival.

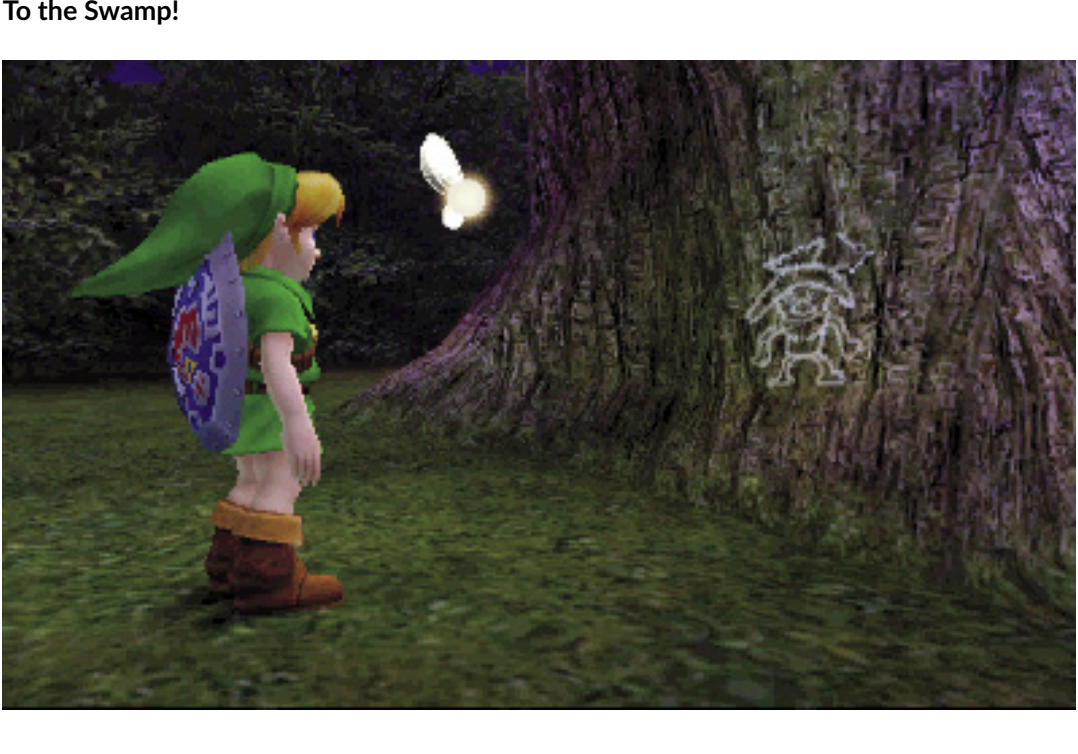


Put on Kamaro's Mask, stand before the Rosa Sisters, and press Ⓑ to perform Kamaro's dance. Link's hypnotic moves will steal their heart, literally. The Rosa Sisters part with a Piece of Heart as thanks for Link's epic dance lesson.

Piece of Heart #9

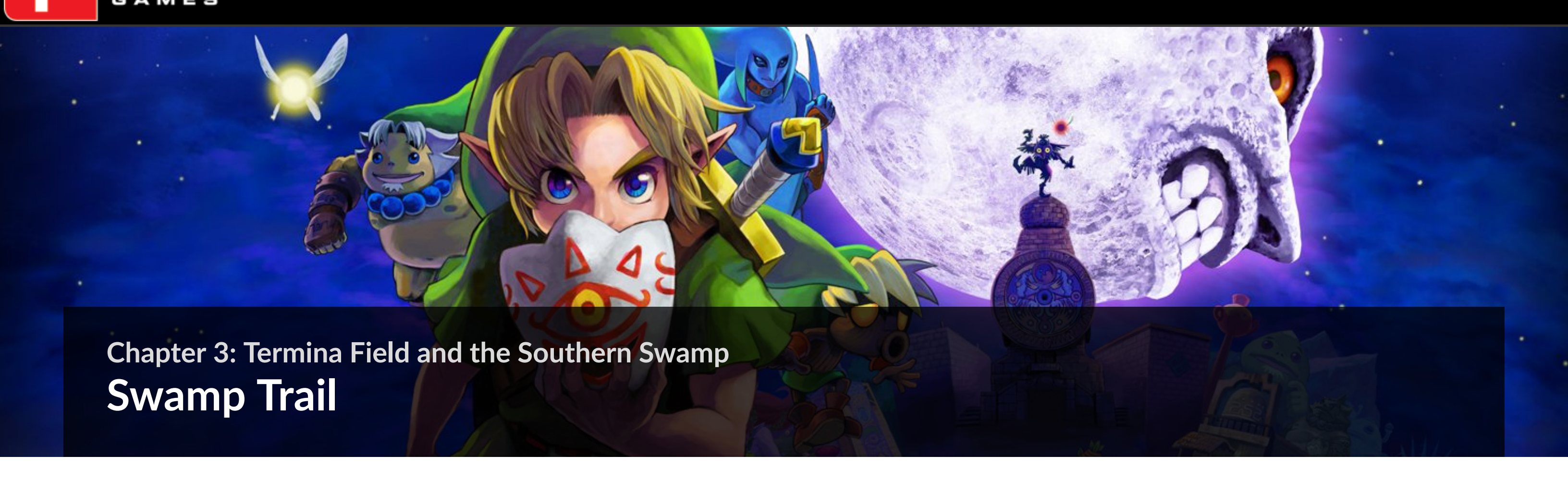
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

To the Swamp!

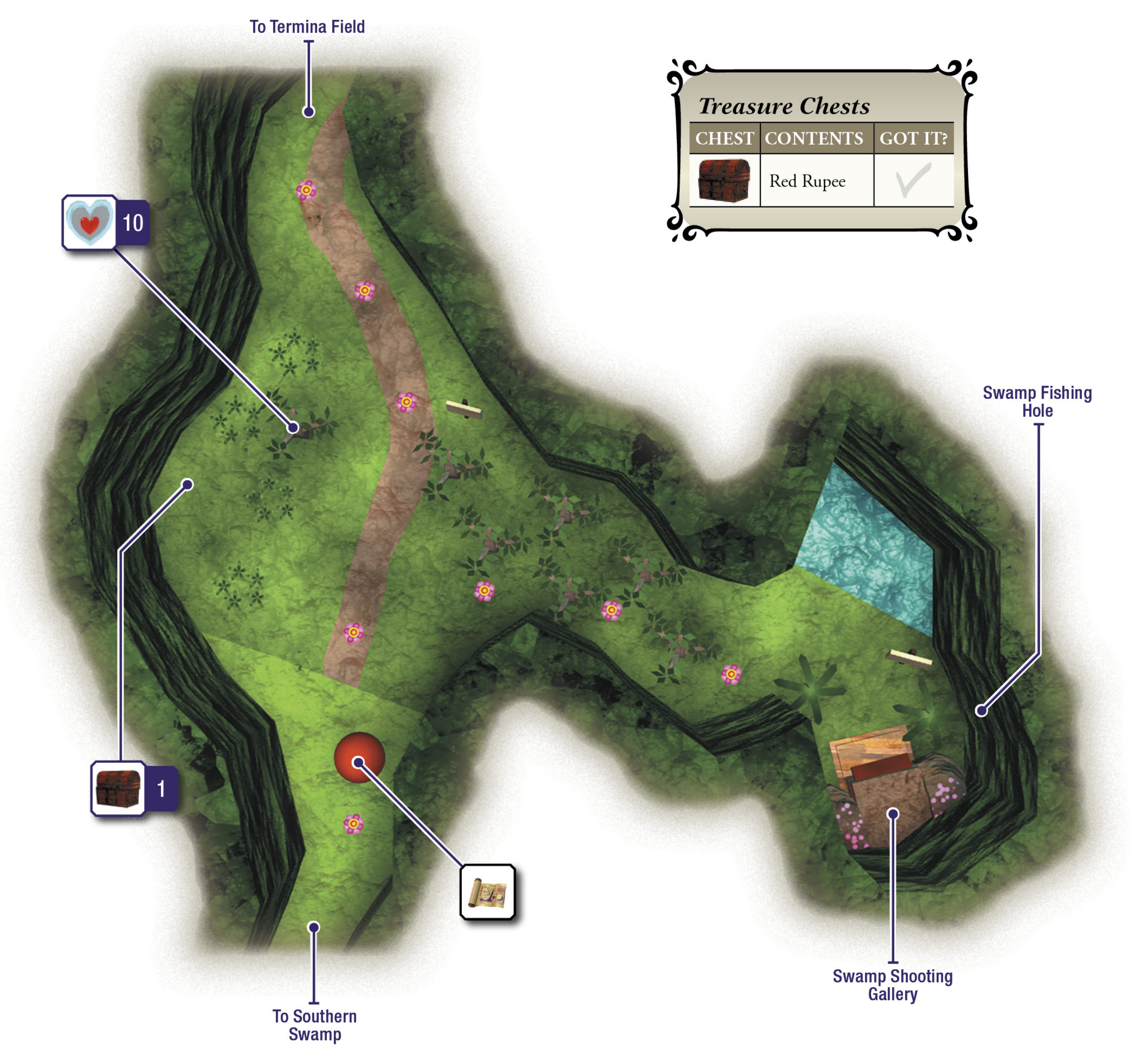


The time has come to delve a little deeper into the wilds. Save your progress at Clock Town's owl statue, and then leave Clock Town via its south gate. Travel directly south, heading for the swamp. Tatl soon notices a curious drawing on the trunk of a tree. It seems that Tatl and her brother, Tael, drew this picture when they first met the Skull Kid.

Tatl recounts her first meeting with the Skull Kid. The poor creature comes off as quite the outcast; it's a sad story, to be sure. After Tatl concludes her tale, continue traveling southward, heading for the swamp.



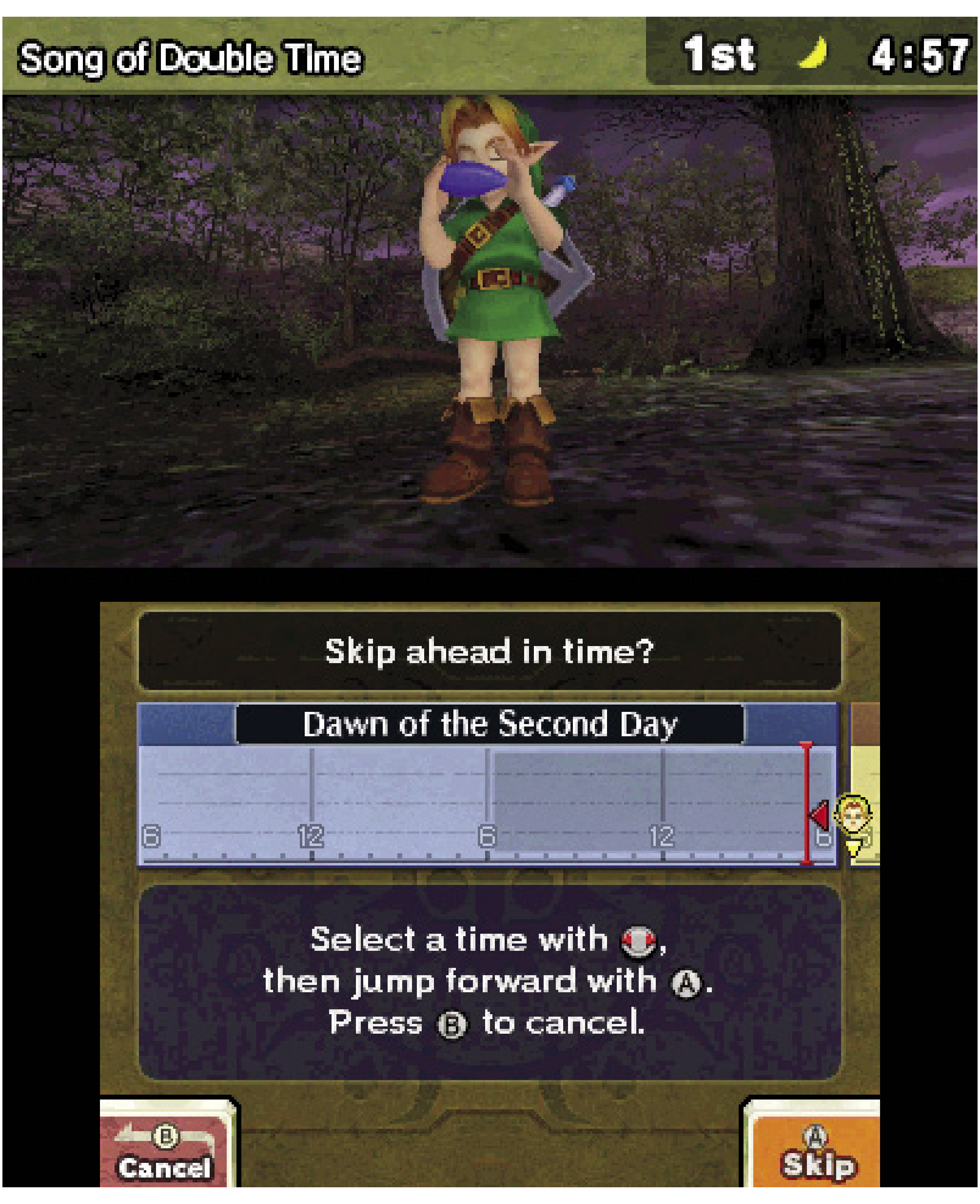
Swamp Trail



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓

Bats, Man



Select a time with ◉,
then jump forward with Ⓐ.
Press Ⓑ to cancel.

Vicious Wolfos and pesky Bad Bats guard this trail at night. If you don't want to battle the Wolfos, play the Song of Double Time to advance to the Dawn of the Second Day, and you'll find Green and Red Chuchus there instead.

Wolfos

Damage: 1/2 Heart

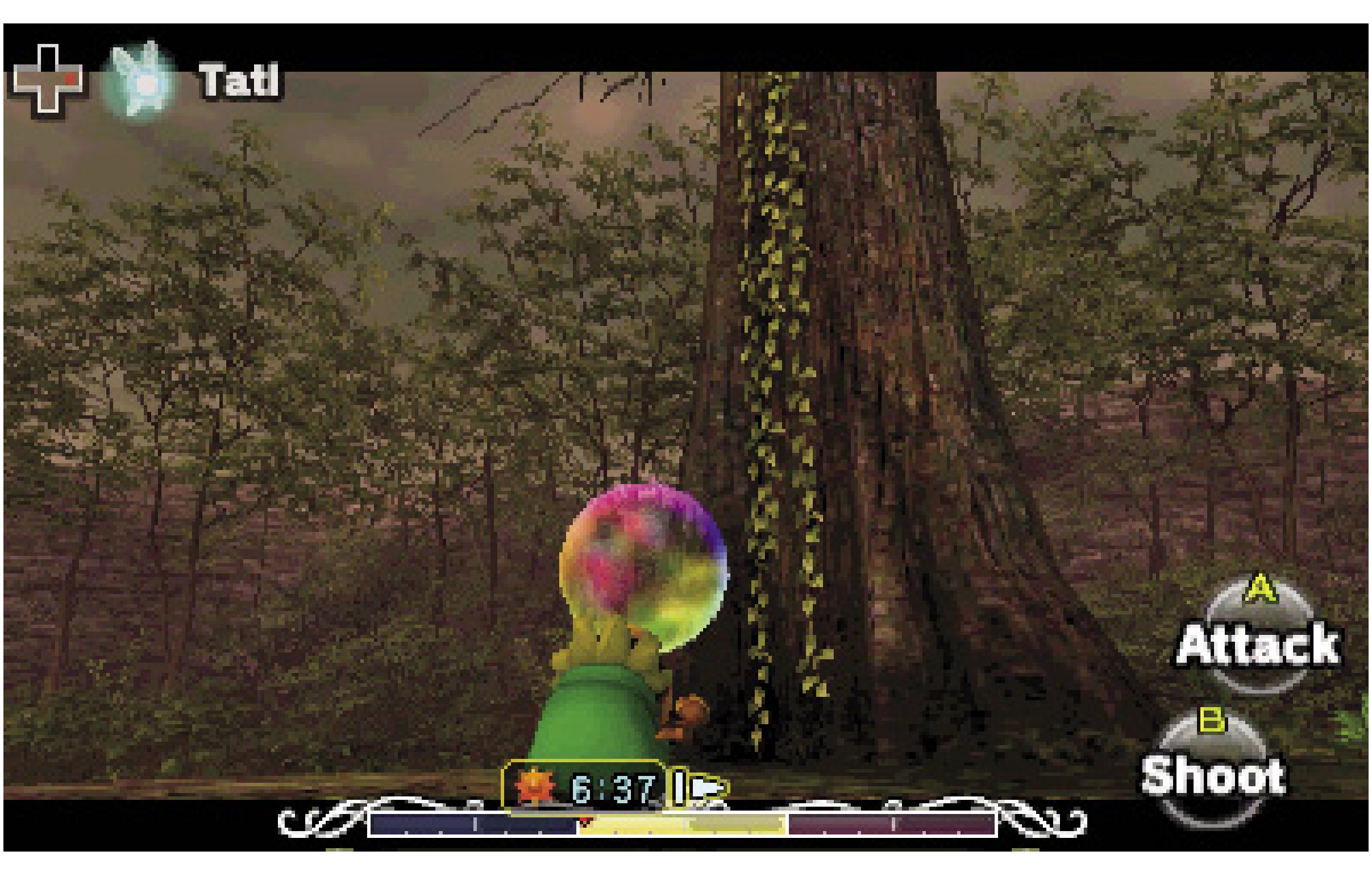
These wild wolves only come out at night. They spring up from the ground in ambush, circling around Link and swiping at him with their razor-sharp claws. Lock on to a Wolfos, and raise Link's shield to block their strikes. Make a Wolfos miss, and it spins around, exposing its vulnerable tail. Strike the tail twice with Link's sword to send the Wolfos howling away in defeat. You can also interrupt a Wolfos' attack by striking just before it does, but it takes four hits to defeat them this way.

Bad Bat

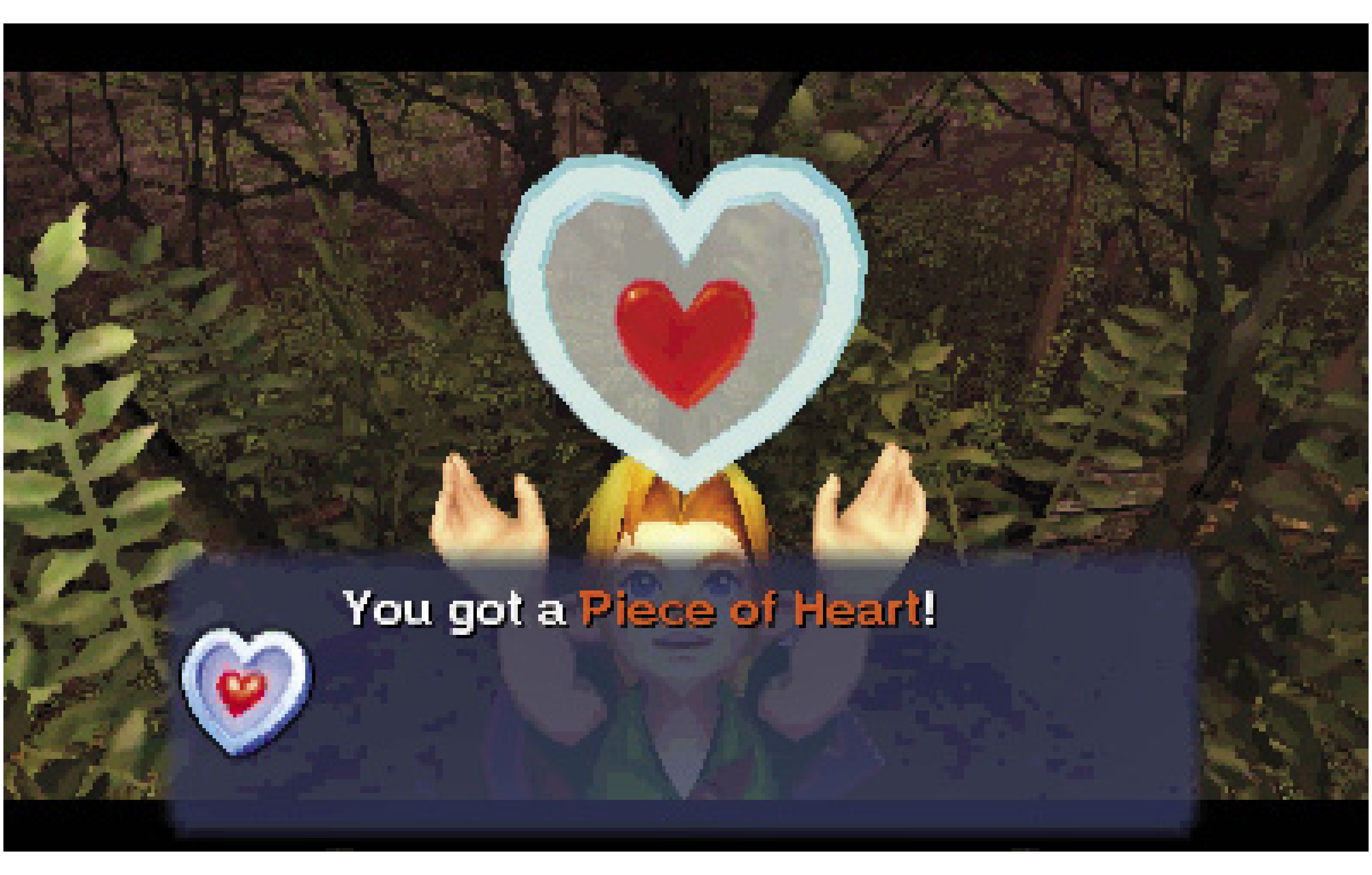
Damage: 1/4 Heart

Heads up! Bad Bats circle the skies, swooping down at Link without warning. They inflict little damage and are easily slain with a single swipe of Link's blade, making Bad Bats easy prey. In a pinch, lock on and use Deku Link's bubbles to blast them from the sky.

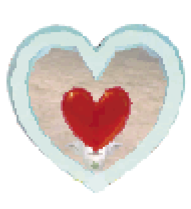
After defeating the Wolfos (or playing the Song of Double Time to advance to the Dawn of the Second Day), approach the large nearby tree. Whether it's day or night, several Bad Bats circle the tree and swoop down at you. Lock on to each one, and slay all of the pests with Link's blade (use Deku Link's bubbles to get the higher ones).



When you're certain that you've slain all of the Bad Bats (tap the View button to scan the sky), circle around the tree, and notice some vines running up its south side. Climb these vines to reach the tree's top, where a precious Piece of Heart is hidden. (If any Bad Bats are still in the way, blast them with Deku Link's bubbles.)

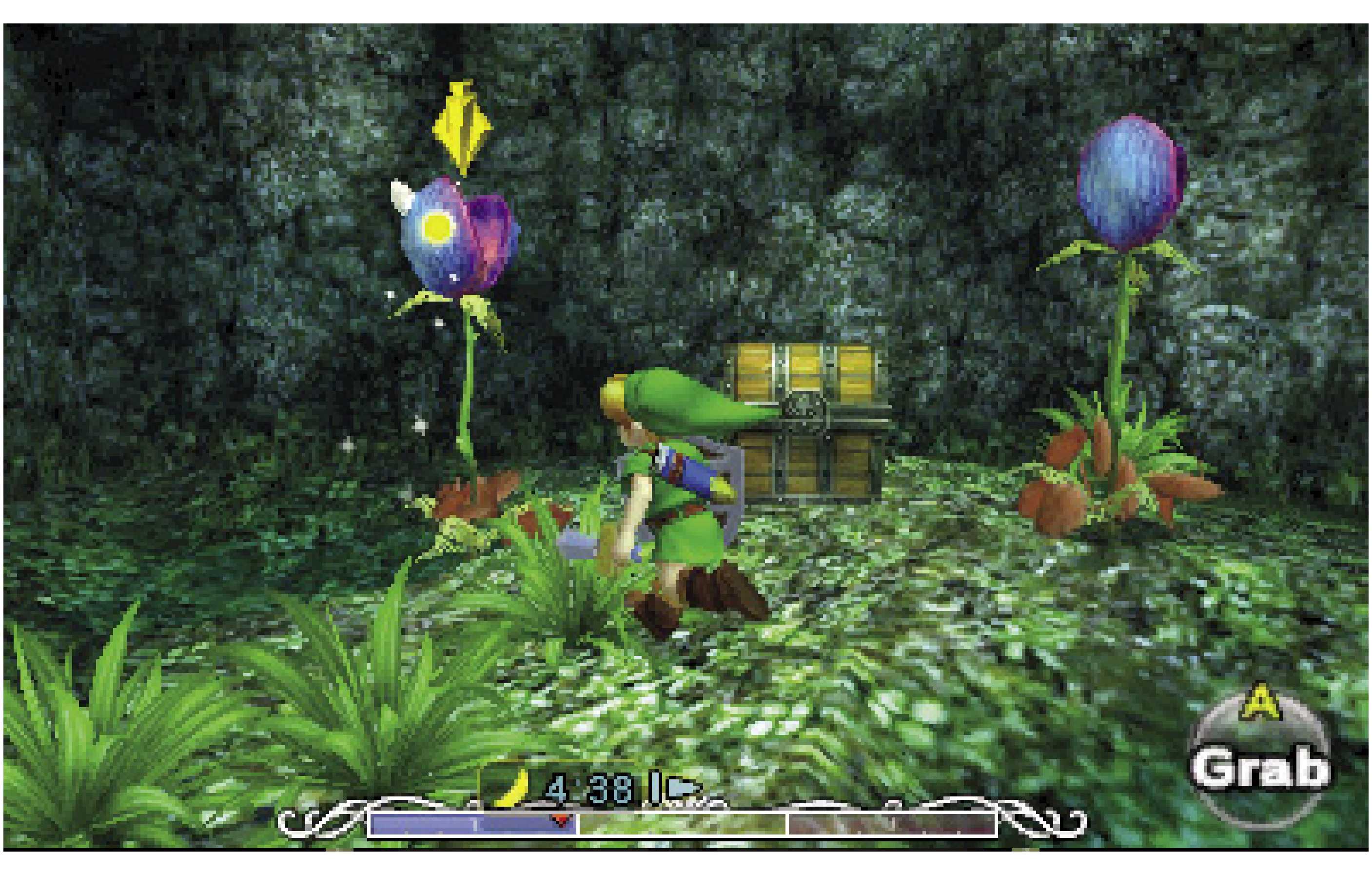


Piece of Heart #10



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Raid a Rupee Cavern



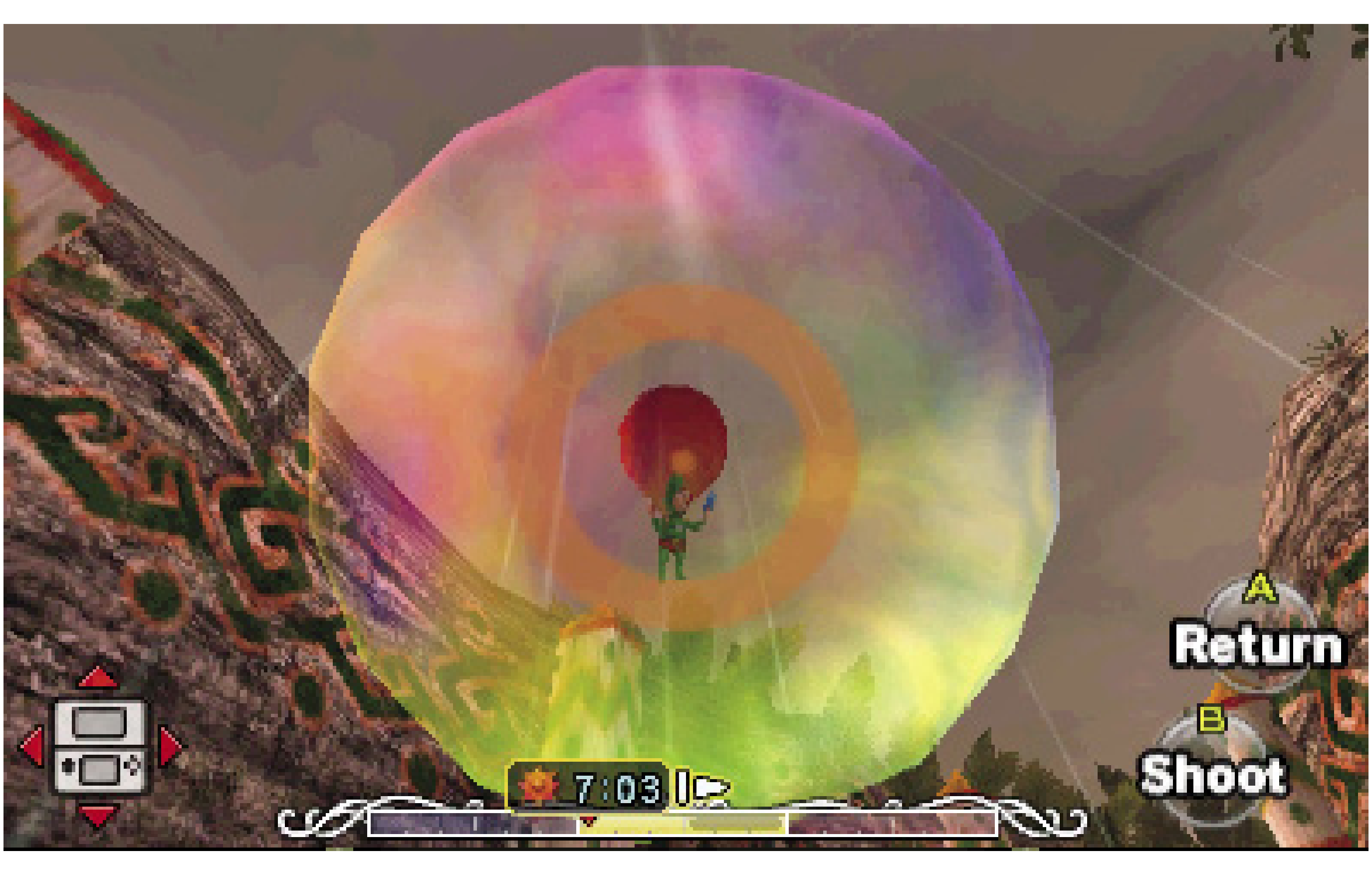
Perhaps you noticed the hole in the ground near the big tree you just climbed. Drop into the hole to visit an underground cavern that features two Deku Babas, a Mini Baba, and a chest. Slay the monsters, and then open the chest to find a Red Rupee.

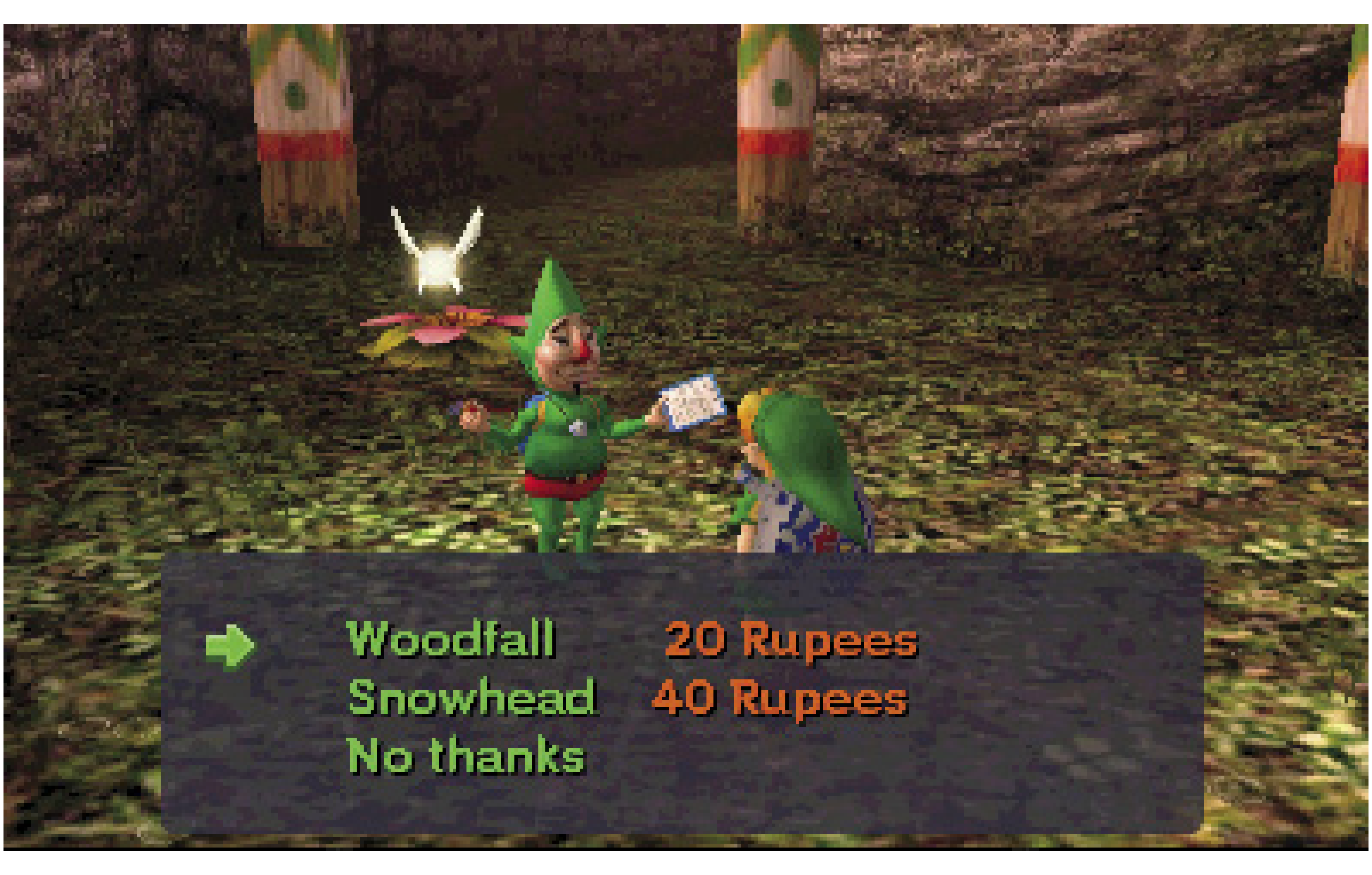
Swamp Trail Chest #1: Red Rupee

Talk with Tingle

Proceed down the trail that's lined with painted poles to find your old pal Tingle floating up and down on a red balloon. (The Swamp Shooting Gallery lies down the other trail, but you can't play this game until you've found a bow.) Use Deku Link's bubbles to pop Tingle's balloon and knock him down.

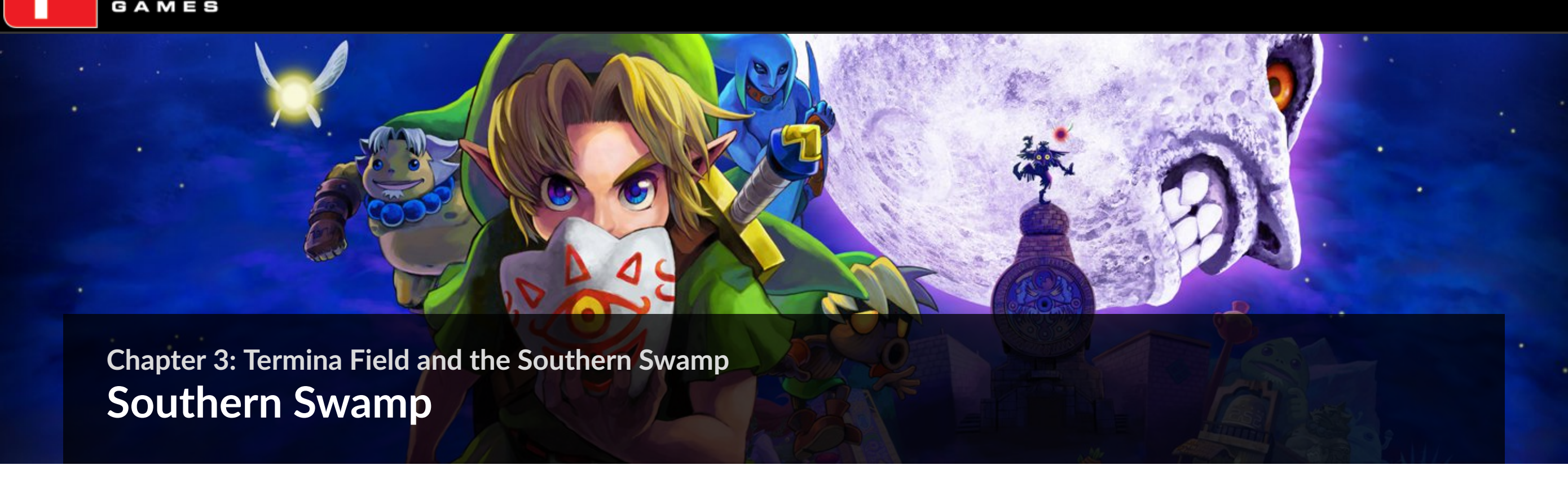
Speak with Tingle after knocking him down, and he'll offer to sell you maps of the Woodfall and Snowhead areas. The Snowhead map can wait, but be sure to purchase the Woodfall map for 20 Rupees. Continue south afterward, heading into the Southern Swamp.





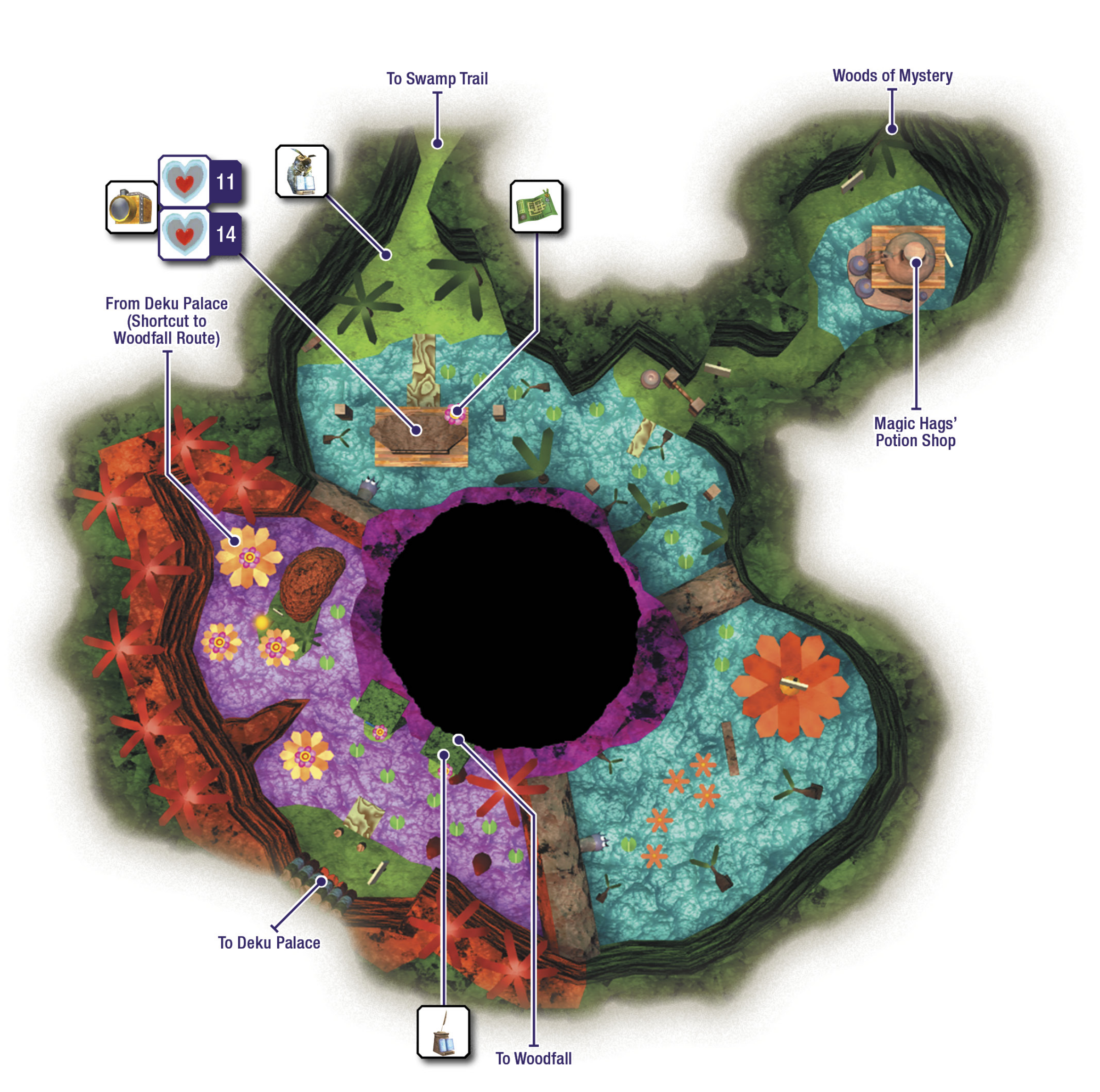
Woodfall Map

You got a map of Woodfall! Now you can find your way around the swamp. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.

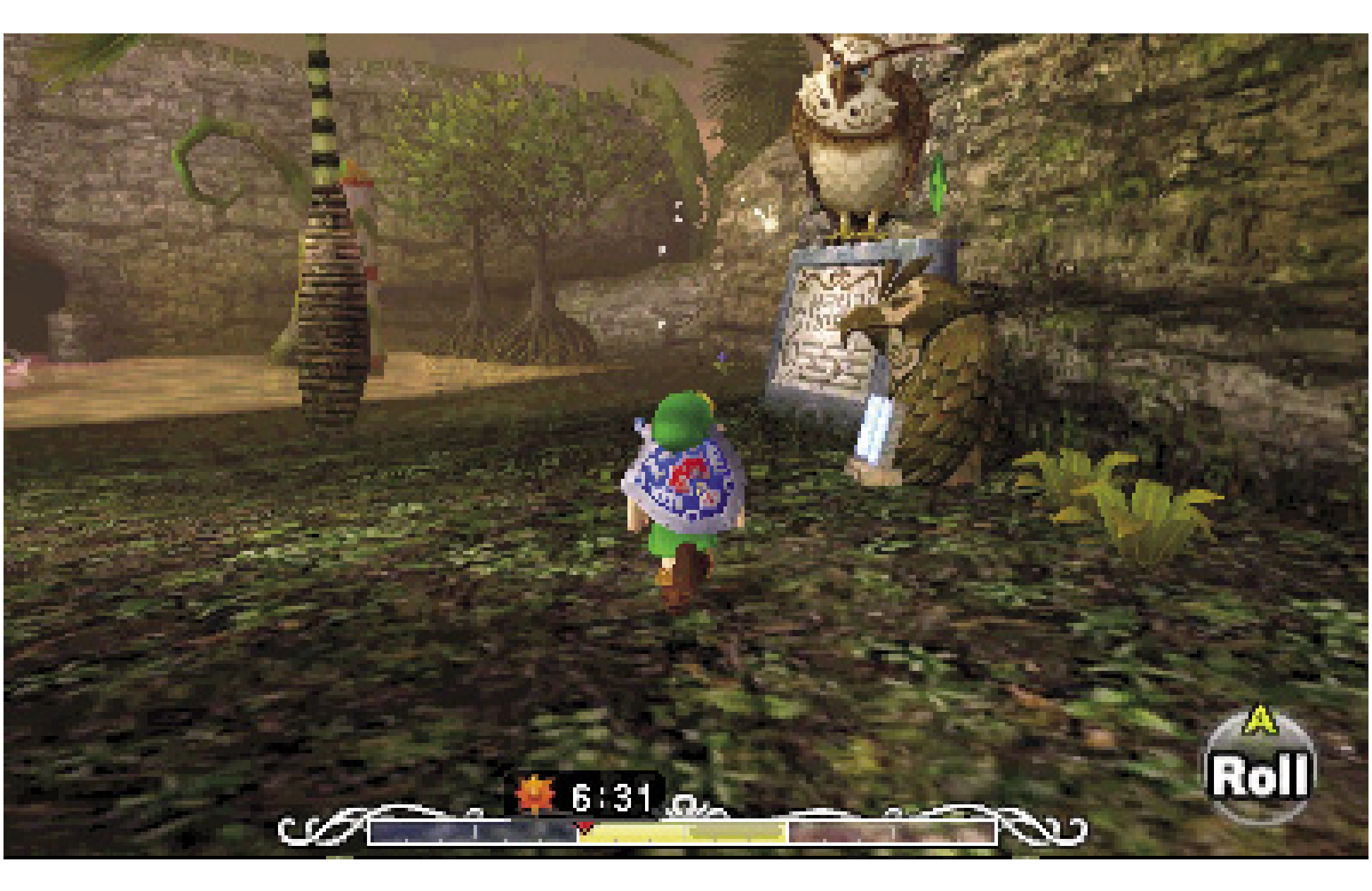


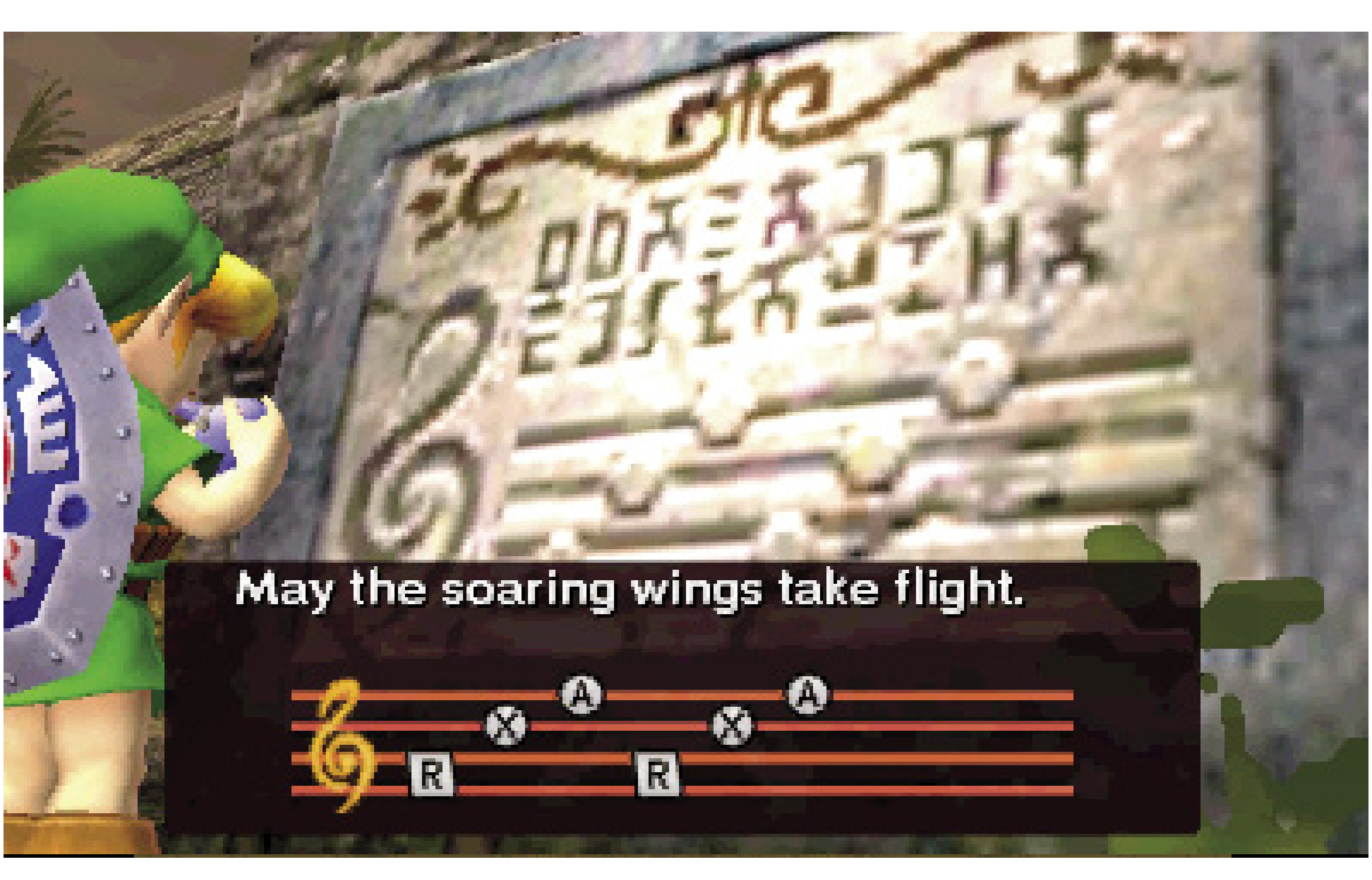
Chapter 3: Termina Field and the Southern Swamp

Southern Swamp



Great Owl

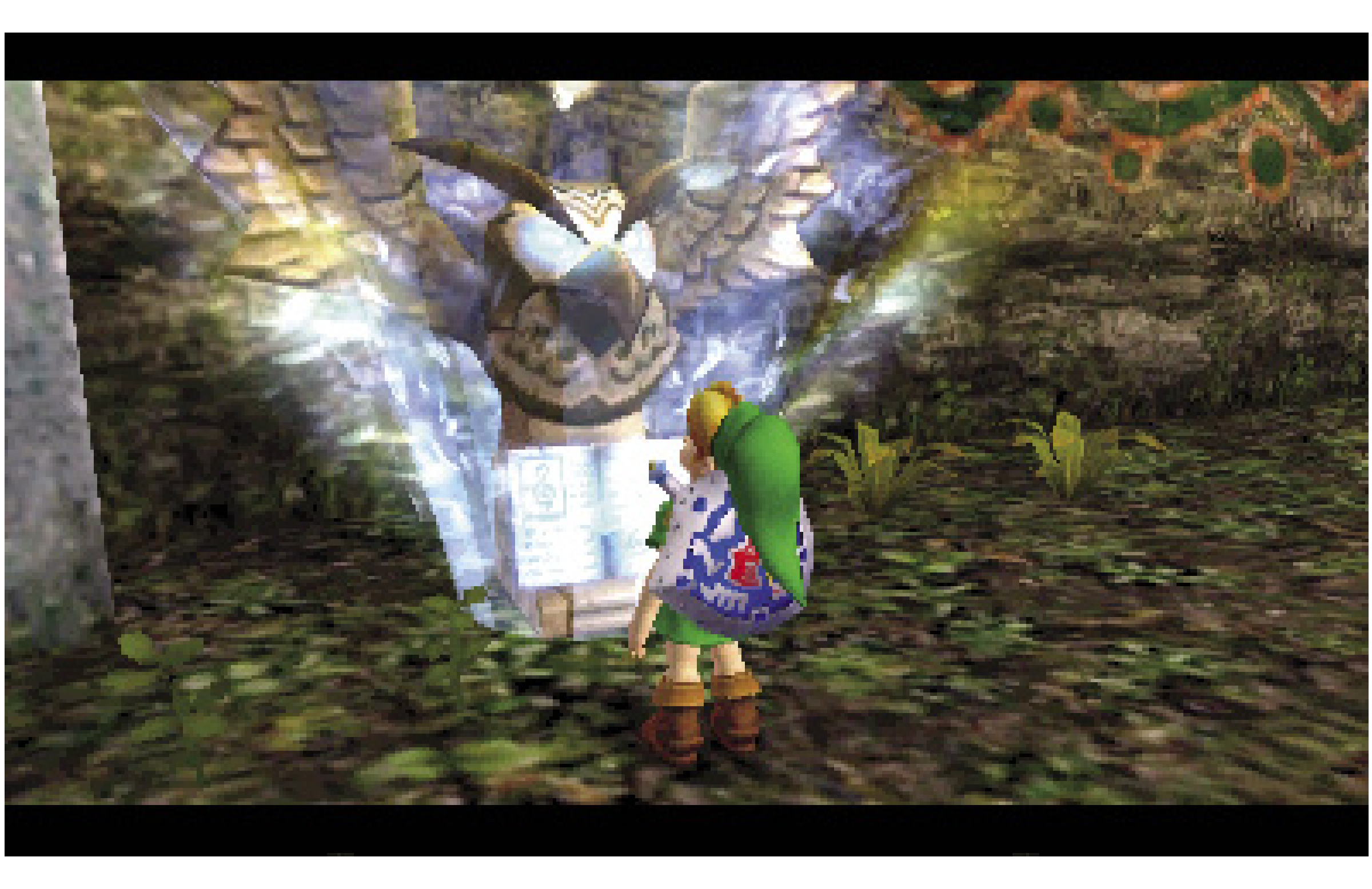




May the soaring wings take flight.

As you enter the Southern Swamp, your eye is drawn to a giant owl that's perched on a nearby rock. Approach the owl, which begins to speak. The owl says that the swamp has lost its guardian deity and goes on to tell Link about a special song.

Notes are carved into the ancient tablet that the owl is perched upon. Play the notes (R, X, A, R, X, A) to learn the Song of Soaring. By playing this song, Link can warp directly to any owl statue that he has activated, like the one in Clock Town.

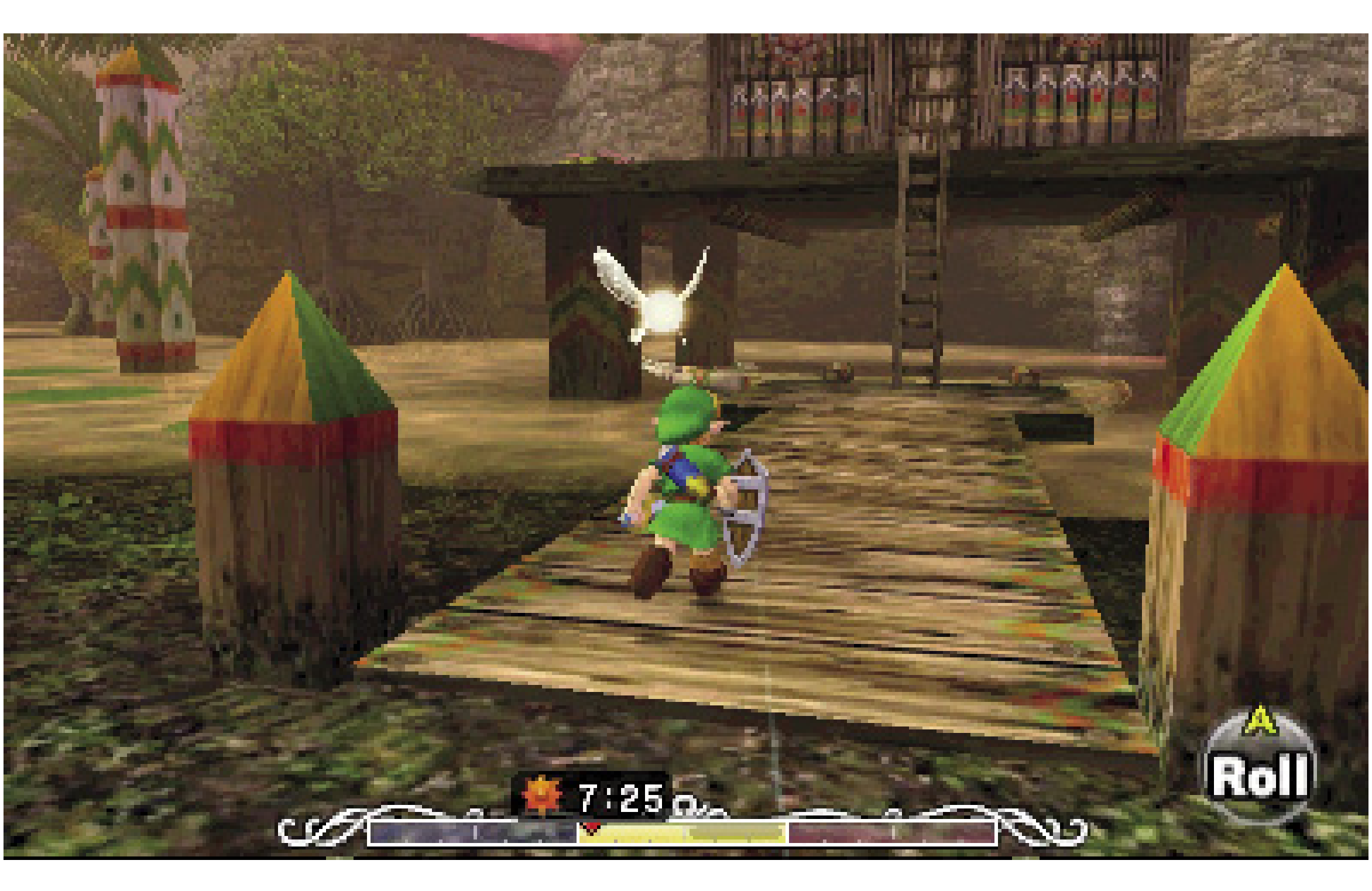


After the friendly owl leaves, inspect the nearby owl statue to activate it. Now you can warp directly to the Southern Swamp at any time. Save your progress at the owl statue, and then begin exploring the swamp.

Find a Fairy

Chop down the tall grass near the Southern Swamp's owl statue to free a little Fairy. Swing Link's sword to collect the Fairy and restore lots of Link's life energy (up to 10 Hearts). You can always find this Fairy here, and you'll soon have a means of catching it and taking it with you.

Swamp Tourist Center

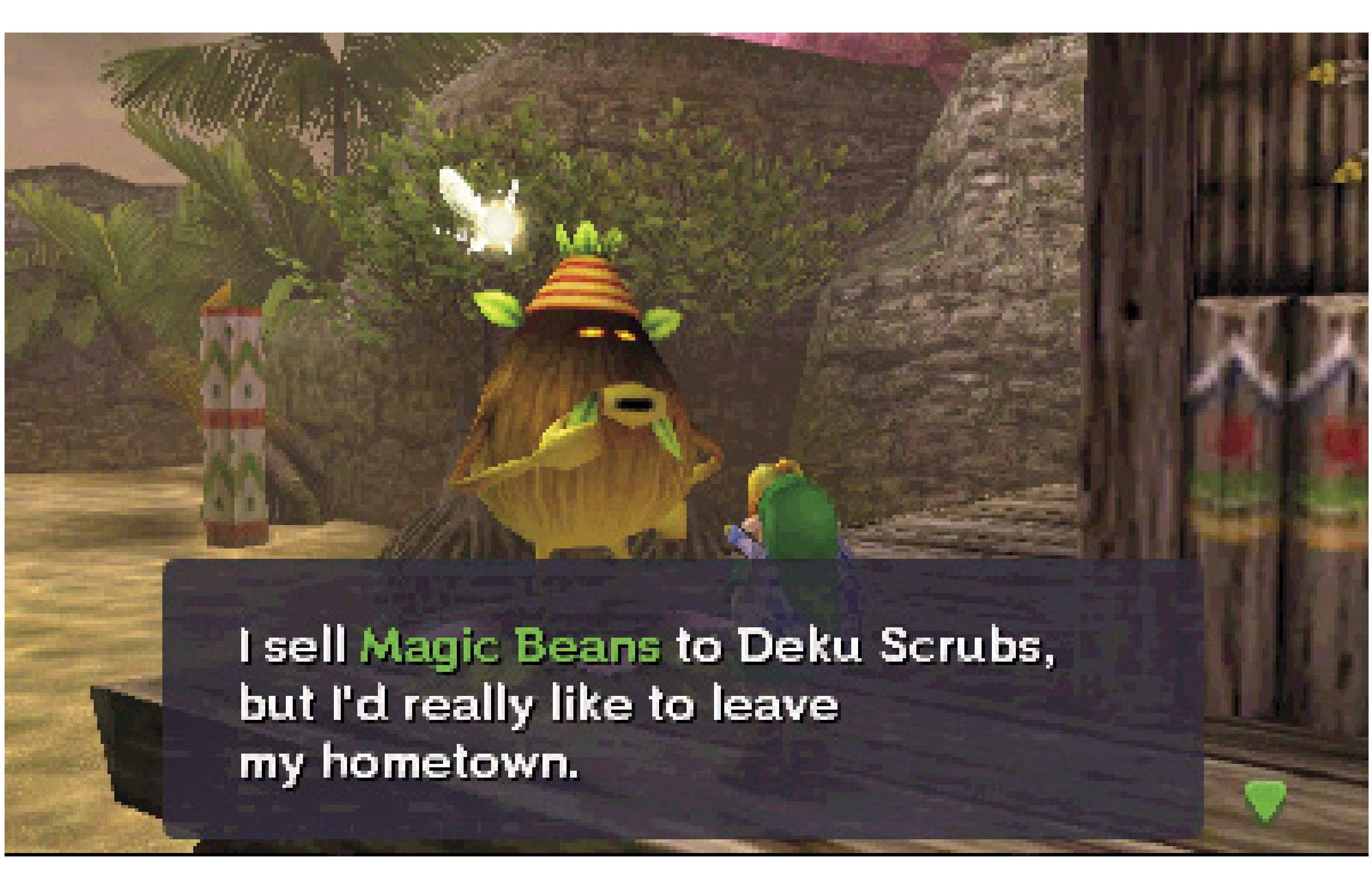


Swamp Tourist Center

The Swamp Tourist Center is your first stop. It's the big cabin on stilts; you can't miss it. Climb the ladder and enter the building.

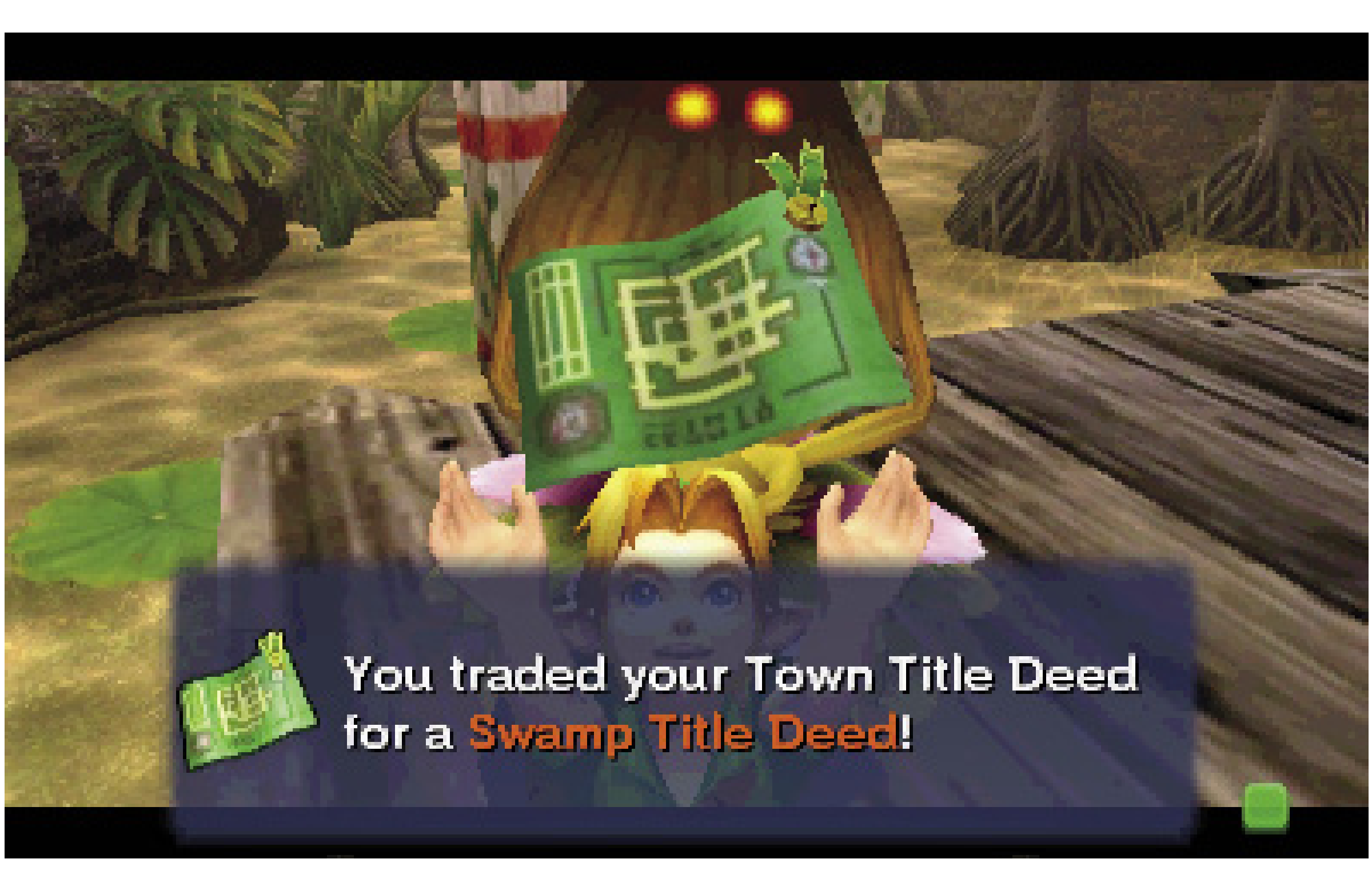
The Swamp Tourist Center offers boat cruises around the swamp, but the ticket office is currently closed. A sign says to inquire at the Magic Hags' Potion Shop, which lies near the swamp's edge. There isn't much you can do here, so head back outside.

Heart on High



I sell Magic Beans to Deku Scrubs, but I'd really like to leave my hometown.

As you exit the Swamp Tourist Center, approach the nearby Deku Flower. A Business Scrub pops out. Speak to the Scrub as normal Link, and he'll tell you that he's hoping to set up business in a livelier place.

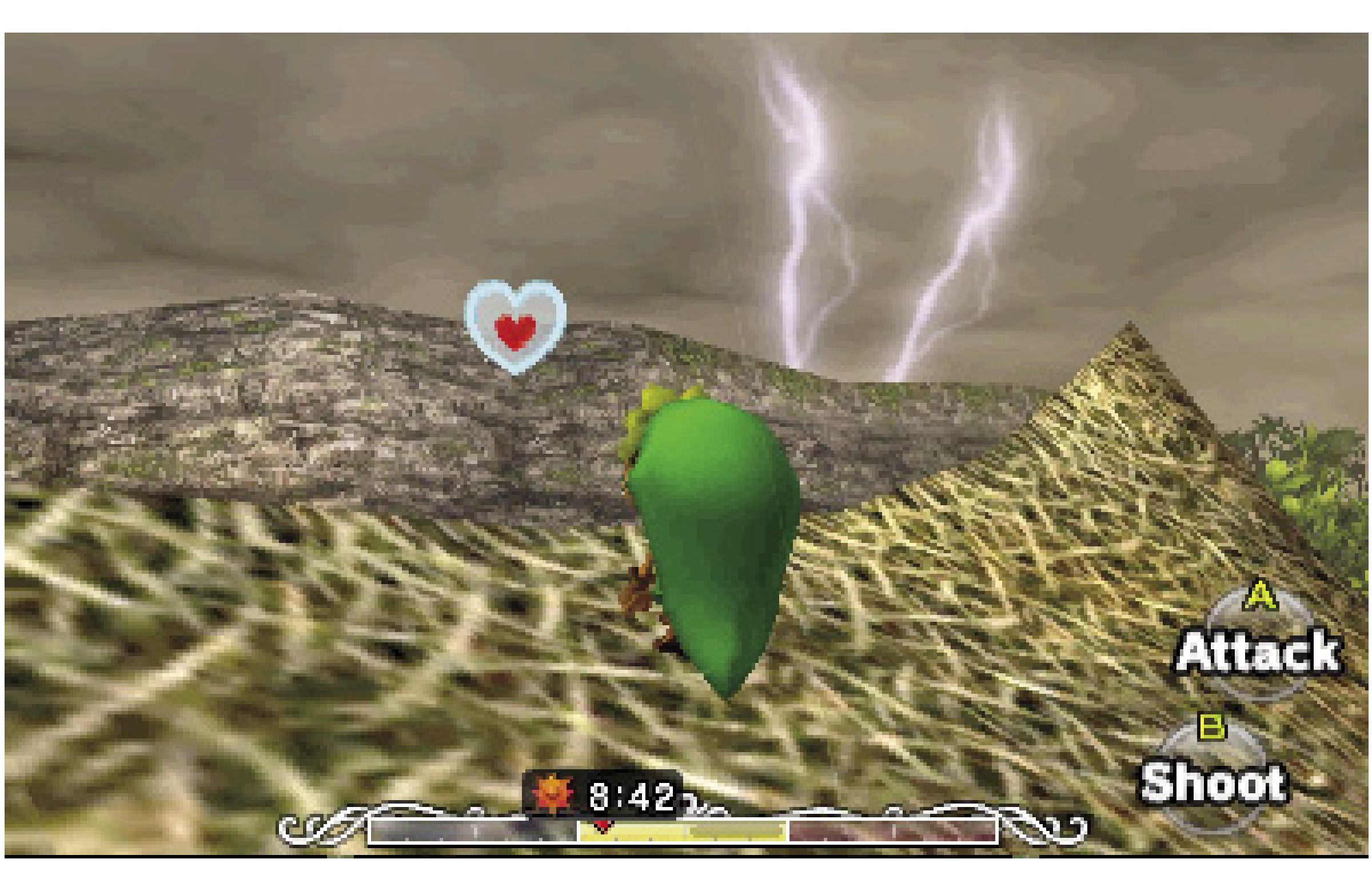


You traded your Town Title Deed for a Swamp Title Deed!

Give the Business Scrub the Town Title Deed, and he'll give you the Swamp Title Deed in trade, granting you ownership of his Deku Flower. Fair enough!

Swamp Title Deed

You traded your Town Title Deed for a Swamp Title Deed!

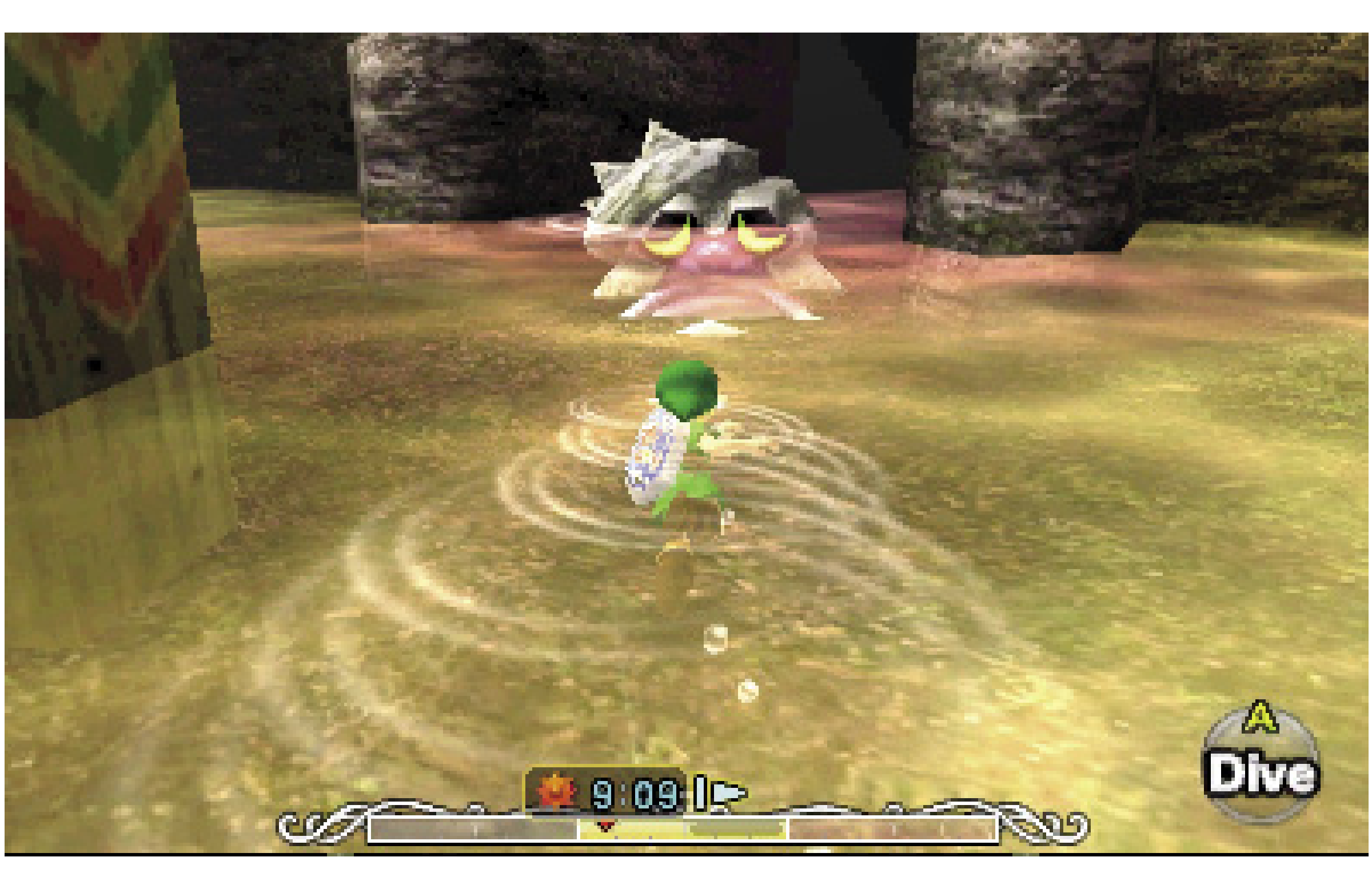


The happy Business Scrub sets off to find his fortune in Clock Town, leaving you to use his Deku Flower. Dive into the flower as Deku Link, and then launch out and glide onto the Swamp Tourist Center's roof. Hey, there's a Piece of Heart up there! One more to go for a new Heart Container.

Piece of Heart #11

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

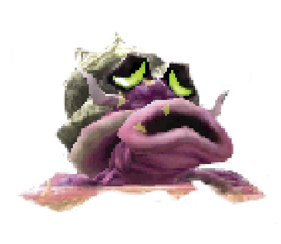
Beware of Big Octo!



A huge monster known as a Big Octo guards the swamp's southern tunnel. There's no besting this bulging brute at the moment, so keep away from it.

Big Octo

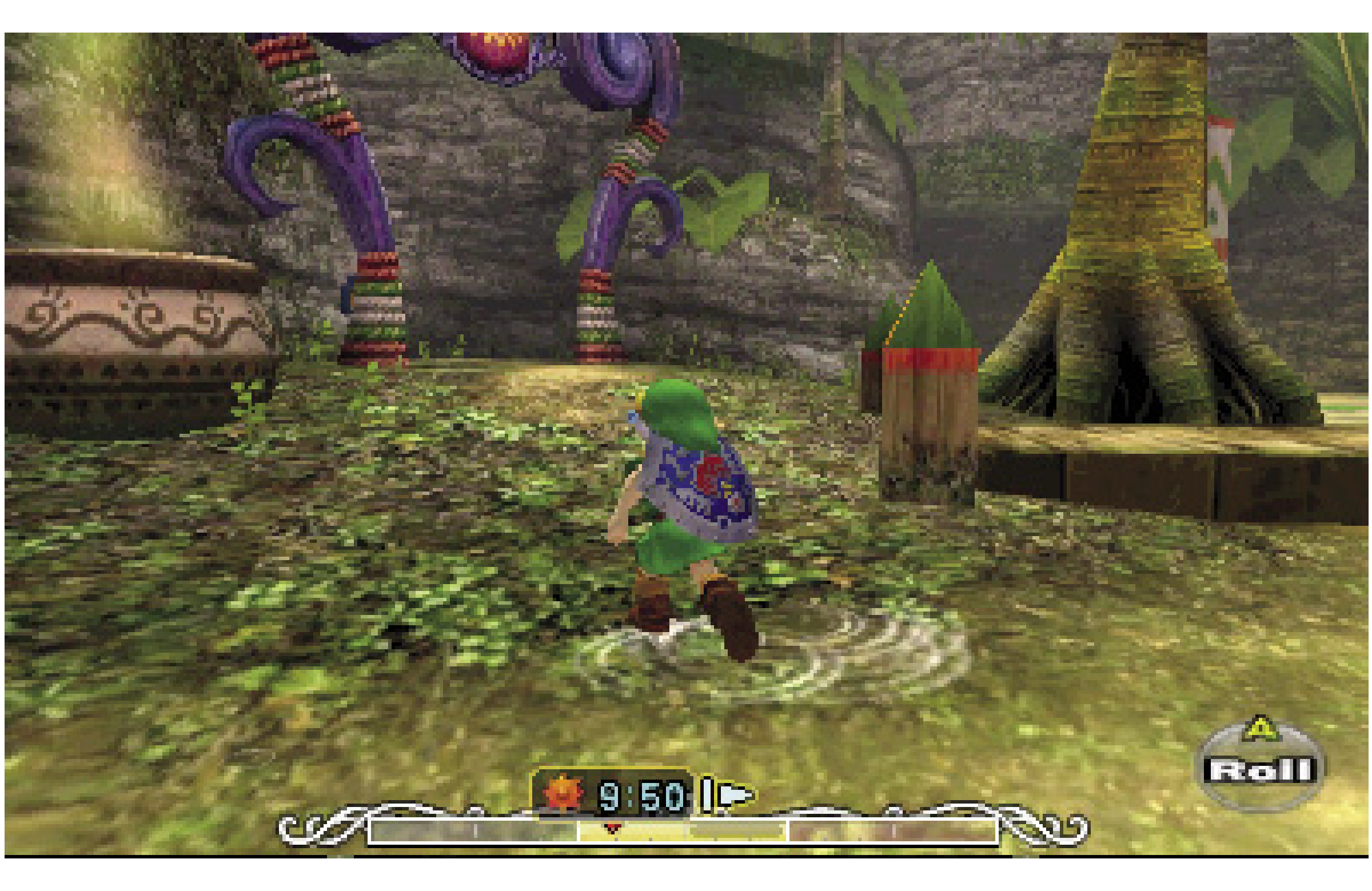
Damage: 1/4 Heart



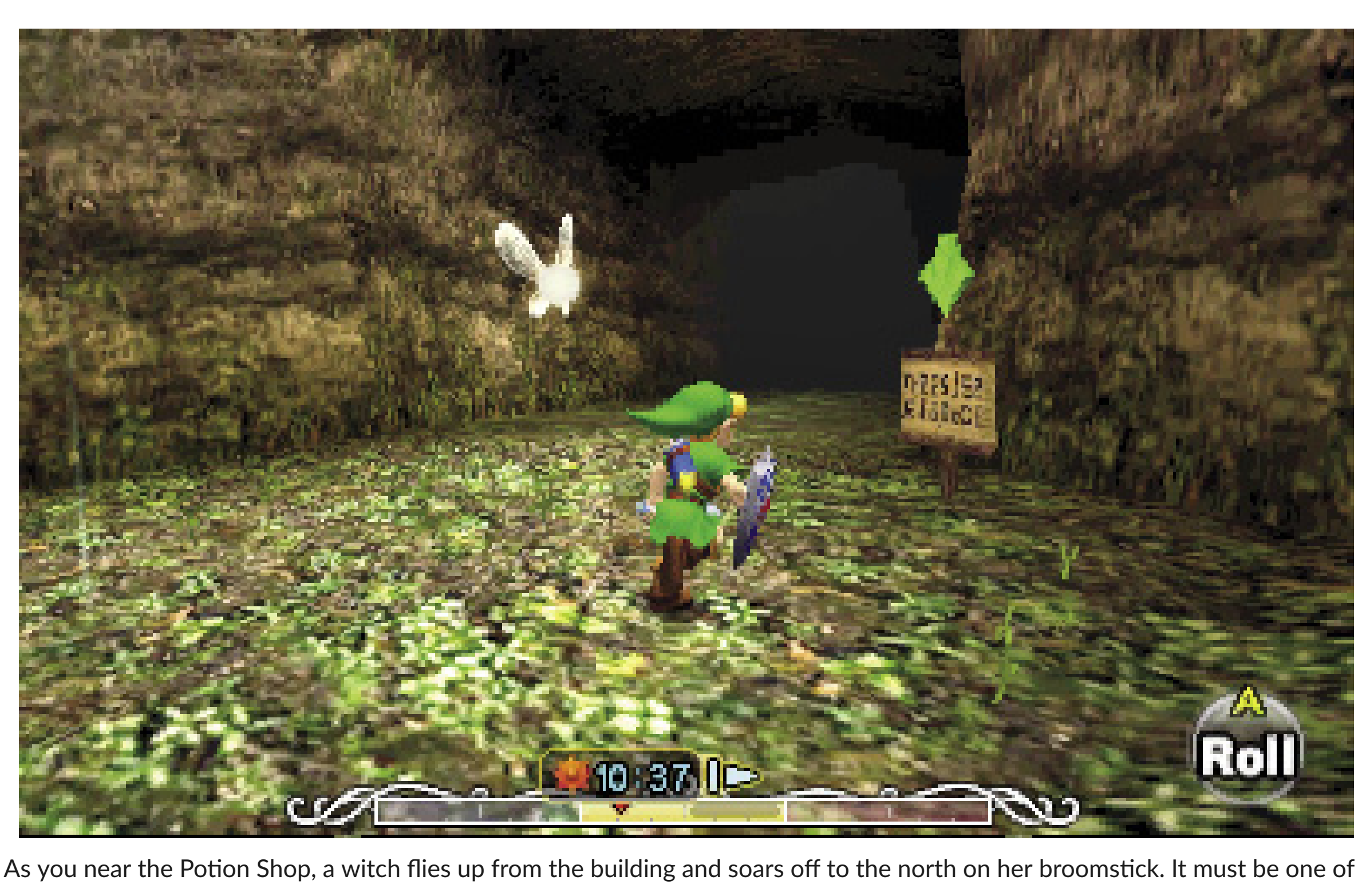
These monstrous aquatic foes reside in deep water. They emerge whenever Link draws near and attempt to suck him into their powerful snouts. If Link gets too close, he'll be sucked in and then blown backward for damage. You can only best Big Octos by ranged attacks… or perhaps by ramming into them with even bigger objects.

Finding the Potion Shop

Swim east through the swamp until you spy a big bubbling cauldron. You must be getting close to the Potion Shop. A nearby sign confirms that the shop isn't far. Go east to reach the shop, slaying or avoiding a Deku Baba and Mini Baba along the way.



Follow That Hag!

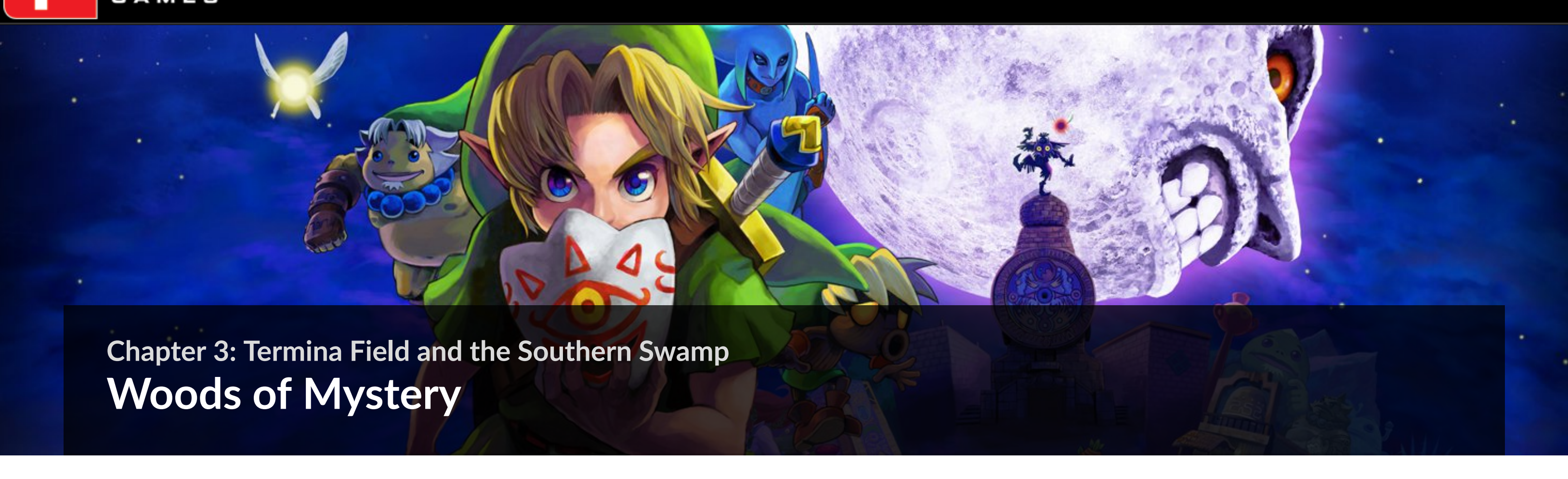


As you near the Potion Shop, a witch flies up from the building and soars off to the north on her broomstick. It must be one of the Magic Hags! She seems to be in quite a hurry.

You need to speak with the Magic Hags, so there's no point in visiting their shop if they've just left. Follow after the hag, heading north into the Woods of Mystery. A sign near the entrance warns you to beware of "ferocious turtles." Is there another kind?

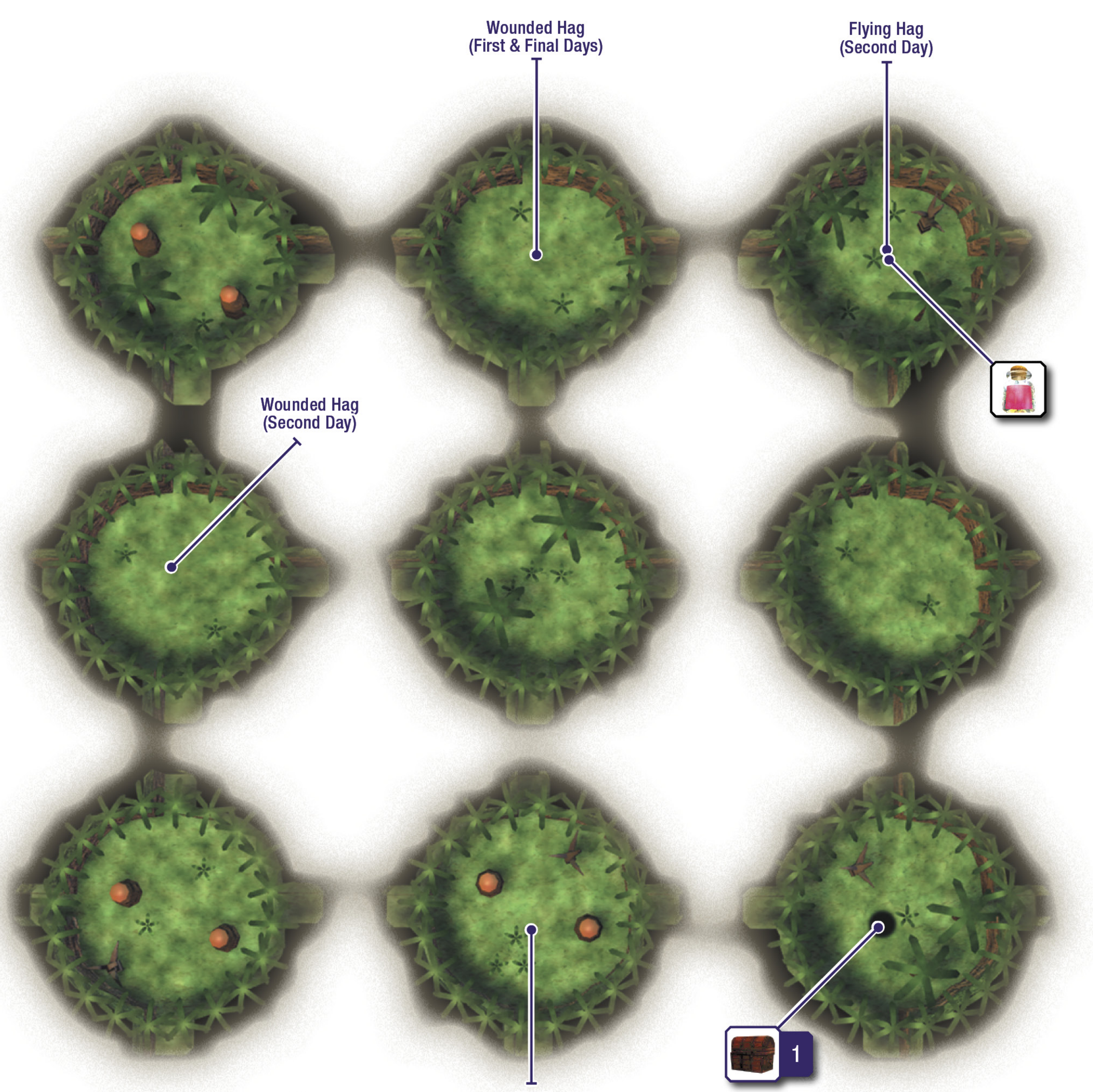
Time Check

Not seeing the Magic Hag fly up from the Potion Shop? Check the clock: this little scene only occurs during the Second Day. Even if you don't see the hag fly into the woods, go ahead and enter the Woods of Mystery anyway.



Chapter 3: Termina Field and the Southern Swamp

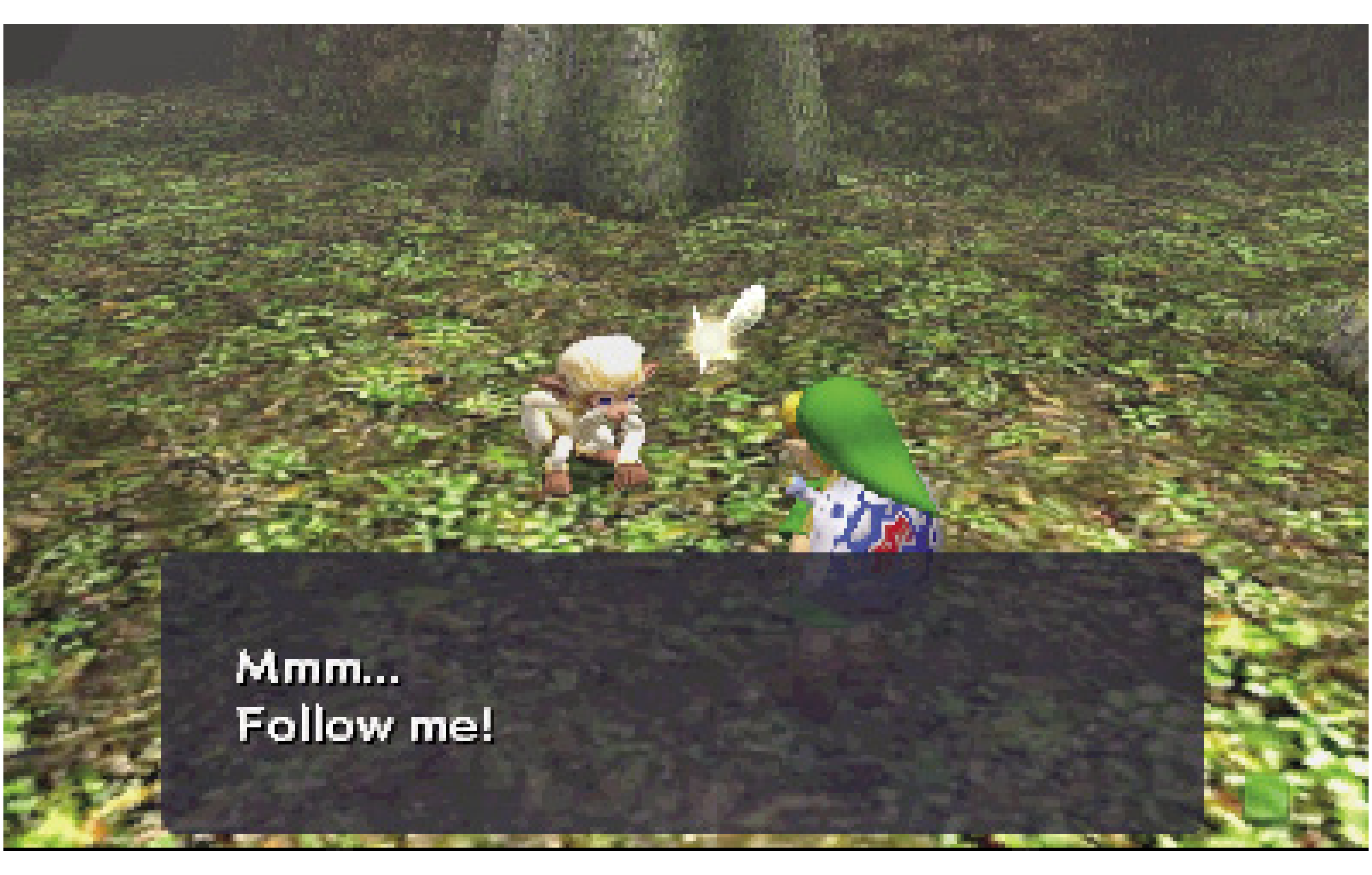
Woods of Mystery



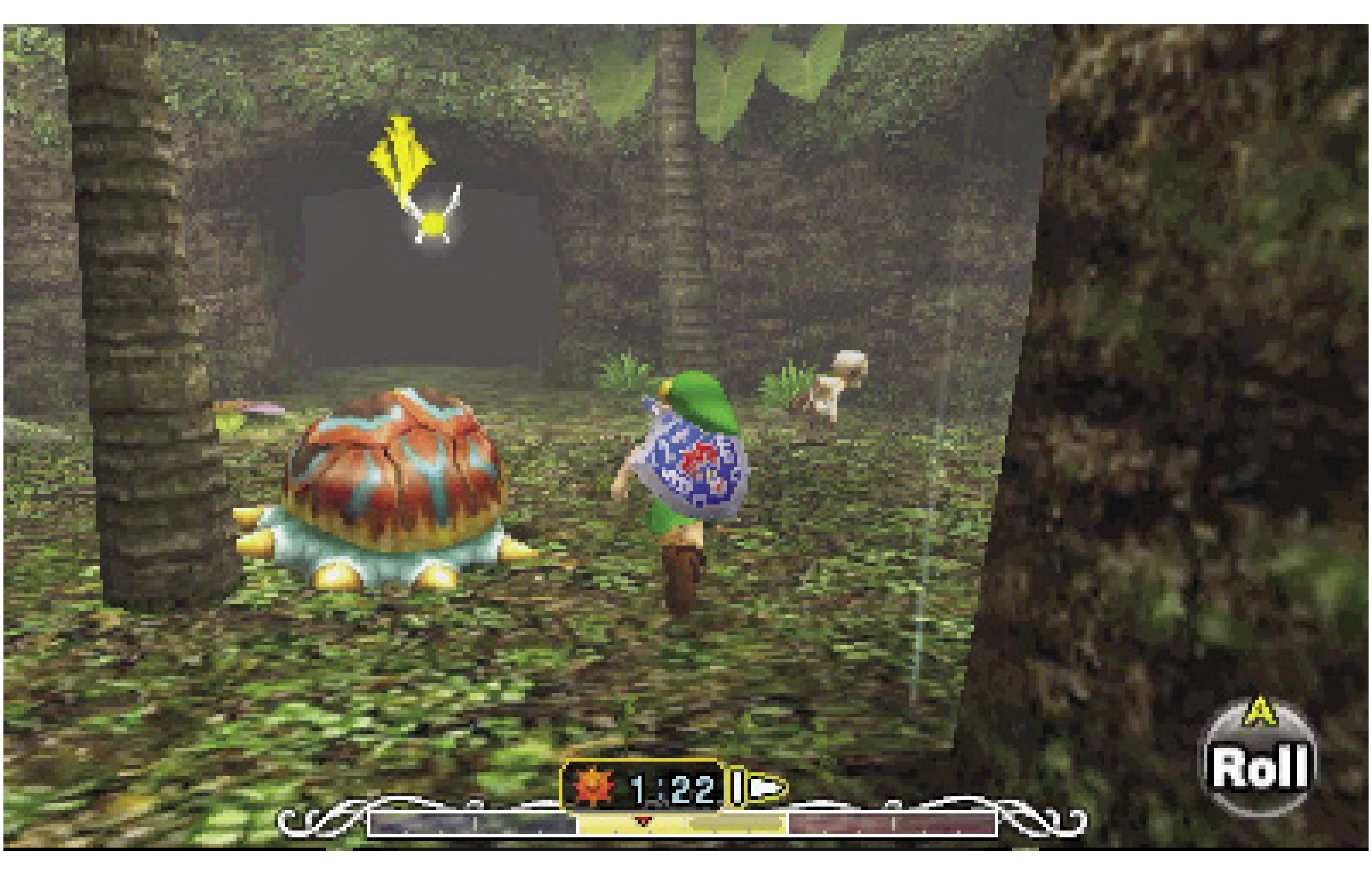
Treasure Chests

CHEST	CONTENTS	GOT IT?
	Purple Rupee	✓

Follow the Monkey



Just inside the Woods of Mystery, you find a monkey excitedly hopping around. Speak to the monkey, and he asks you to follow him. Sure, why not?



Hurry after the monkey, and don't let him get too far ahead. You must follow the monkey's exact path, and he won't wait for you. Making any false moves may cause you to suddenly exit the woods; if this happens, head back inside and speak to the monkey again to begin the chase anew. Sprint past the big, ferocious turtles (called Snappers) that you encounter along the way—you don't have time to fight them!

Monkey Moves

Having trouble tracking the monkey? The path that he follows changes depending on the day. Check and see which day it is, then follow one of these two routes (from the starting point):

First Day: Left, right, right, straight, left, left.

Second Day: Right, left, straight, left, left, right.

Final Day: Straight, left, right, right, straight, right.

Purple Plunder

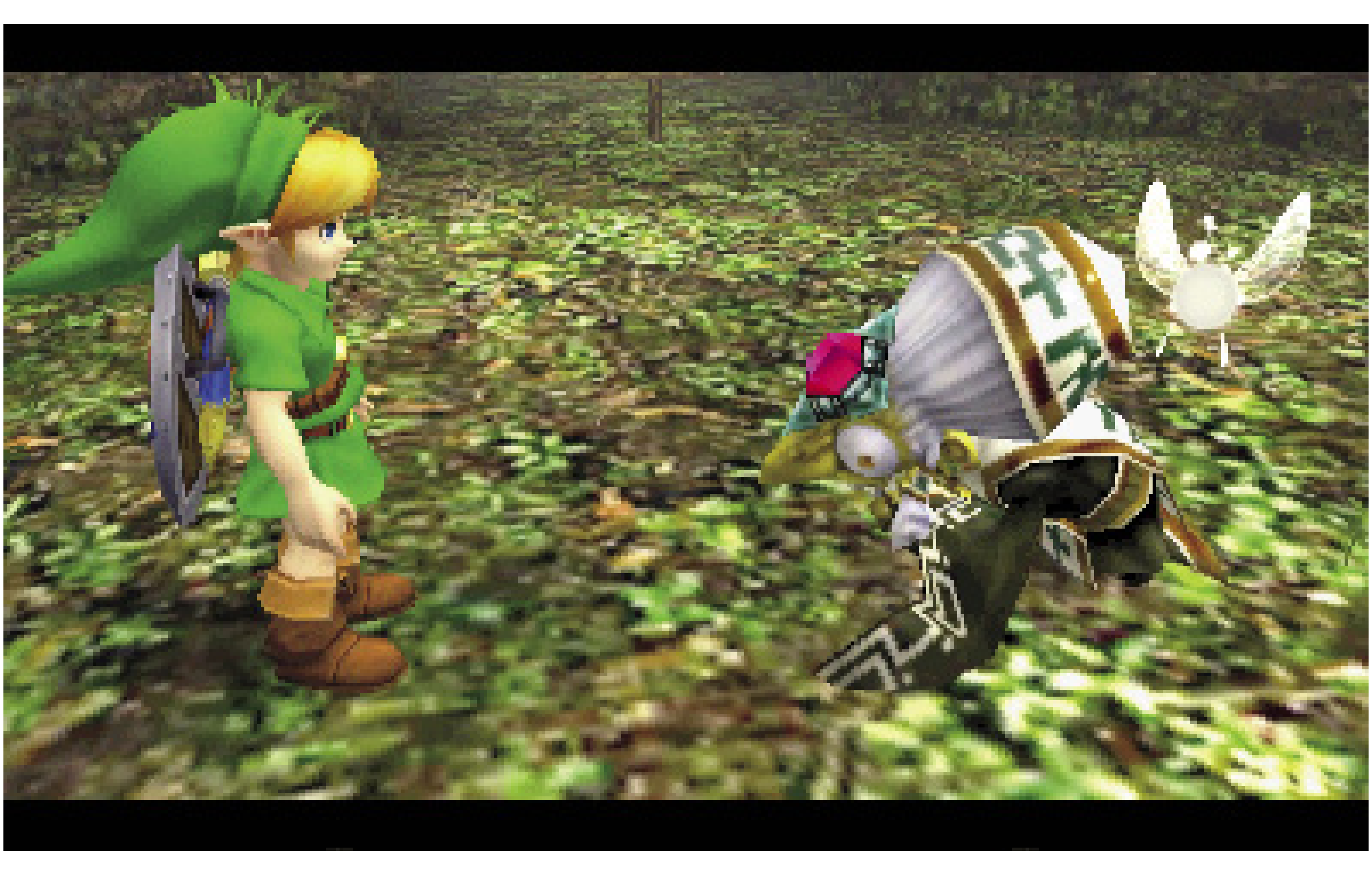
If you travel through the Woods of Mystery on the Second Day, make sure to drop into the hole in the ground in the second part of the woods. You'll land in a small cave with a treasure chest. Open it to pocket a Purple Rupee!

Snapper

Damage: 1/4 Heart

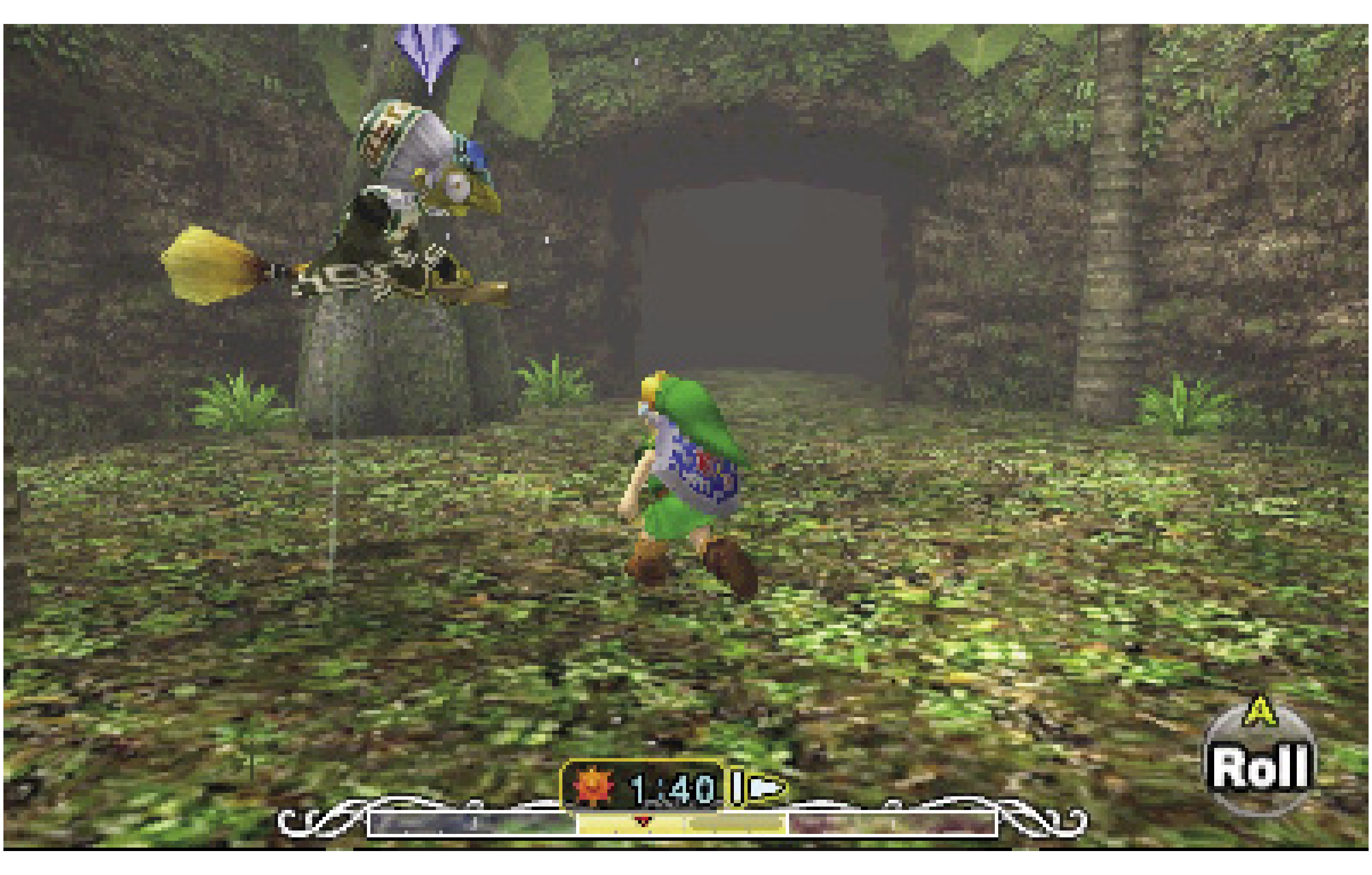
These tough-shelled tortoises move very slowly until they spot Link. At that point, they tuck into their shells and begin to spin around, chasing Link down. Snappers are immune to Link's blade until he blasts them with a bomb. This flips Snappers over onto their backs, letting Link lay into them with his sword.

Helping the Hags

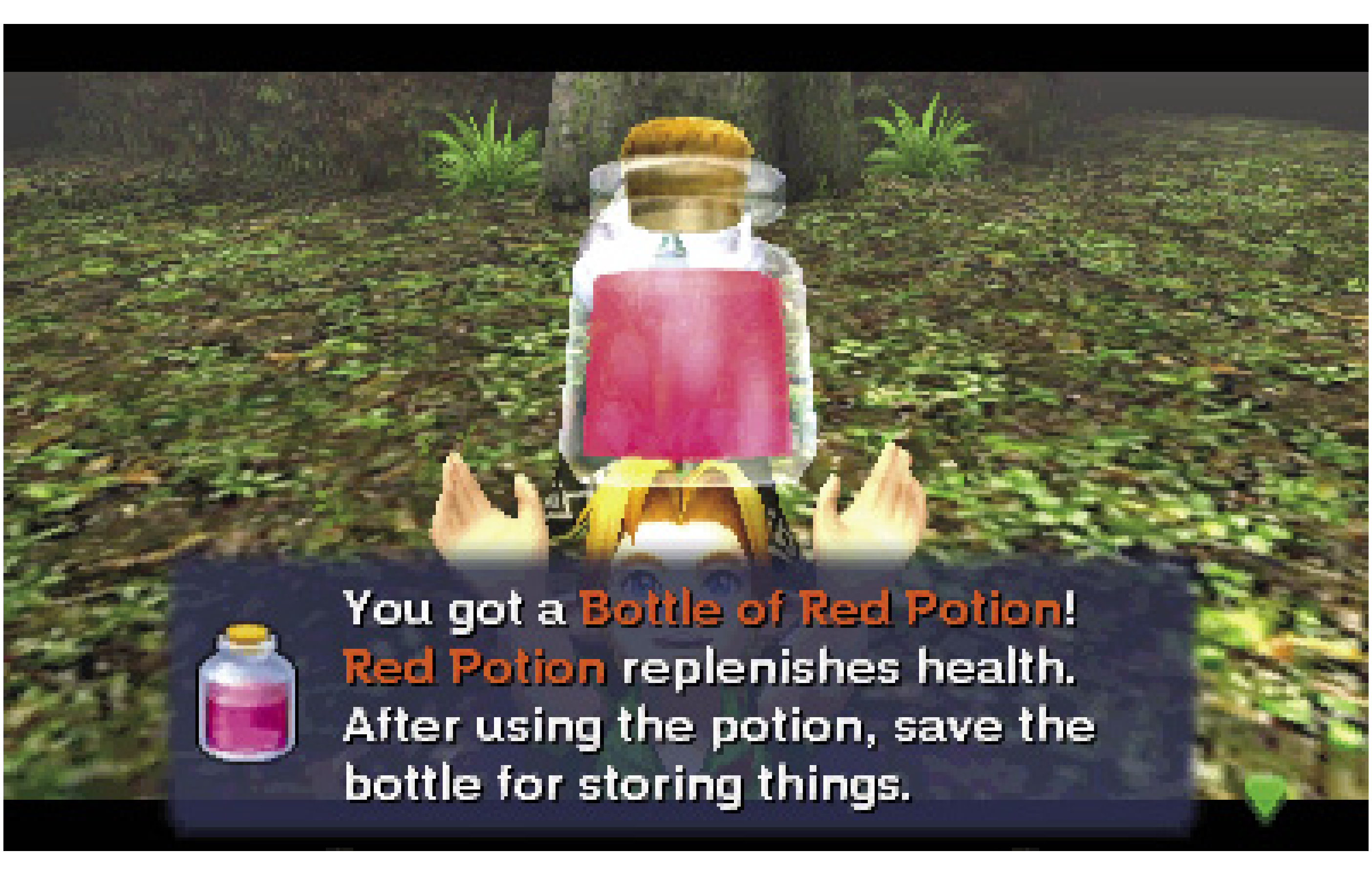


Just keep following the monkey, ignoring the flying hag that you might pass along the way (again, she only appears during the Second Day). The monkey always follows the same route each day, and he eventually leads you to a second hag, who's fallen and can't get up. It seems that the Skull Kid got the drop on this unfortunate hag while she was picking mushrooms in the woods. That wicked imp sure does get around!

The weary hag needs something that restores energy, but you don't have anything of the sort. Backtrack to the flying hag that you passed moments ago by traveling directly away from the downed hag, and then taking a left, followed by a right. If you get lost and exit the woods, simply enter again, and follow the monkey back to the flying hag.



Lock on to the flying hag with L -Targeting, and she'll land nearby. After she lands, Link speaks to her, telling her of the other hag's plight. The flying hag gives you a Bottle of Red Potion to take back to her sister, whom she identifies as Koume.



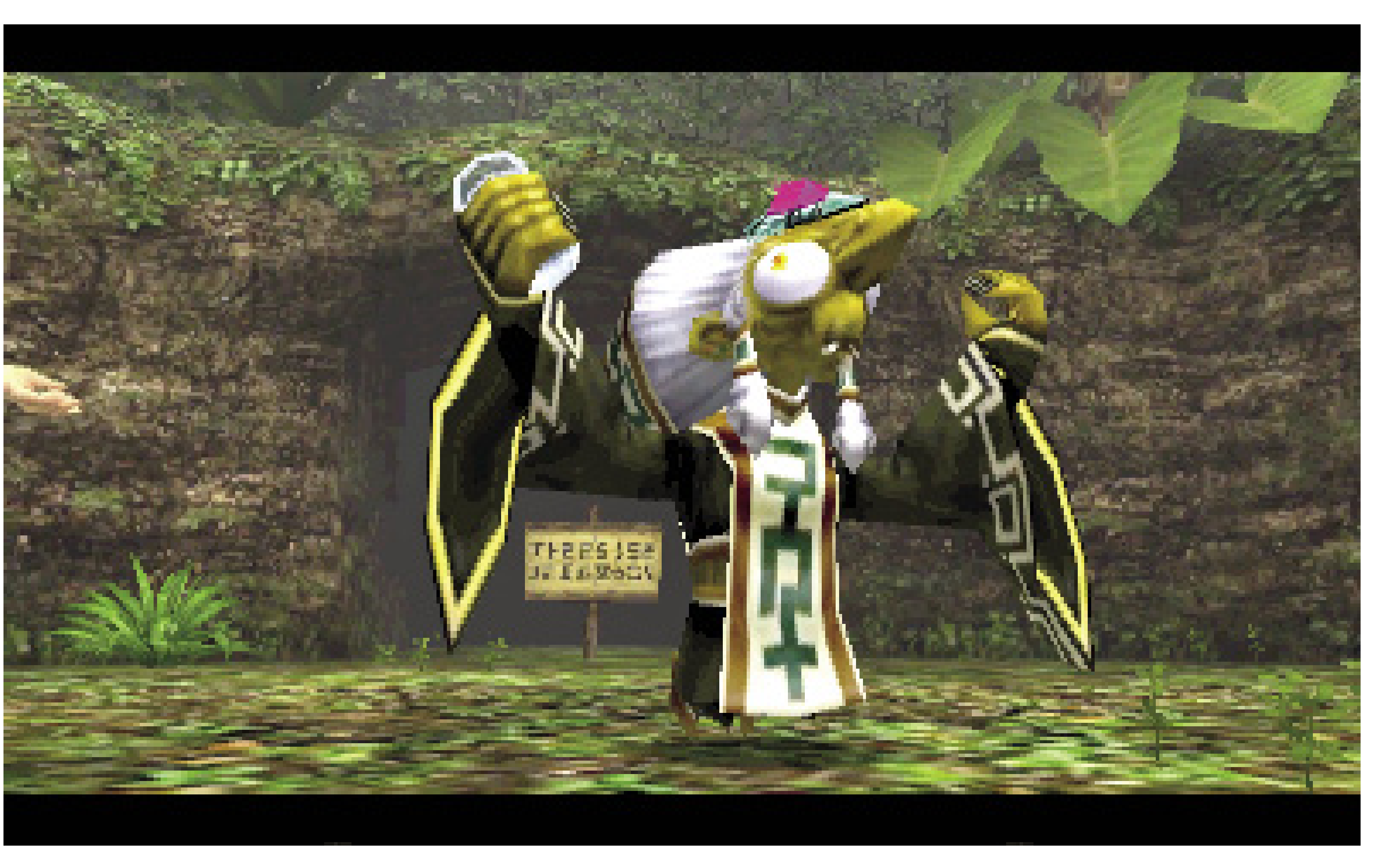
Bottle ofRed Potion

You got a Bottle of Red Potion! Red Potion replenishes health. After using the potion, save the bottle for storing things.

Hag Hunter

If it's the First Day, then the flying hag won't appear in the Woods of Mystery. Leave the woods, and visit the Magic Hags' Potion Shop instead to obtain your Bottle of Red Potion.

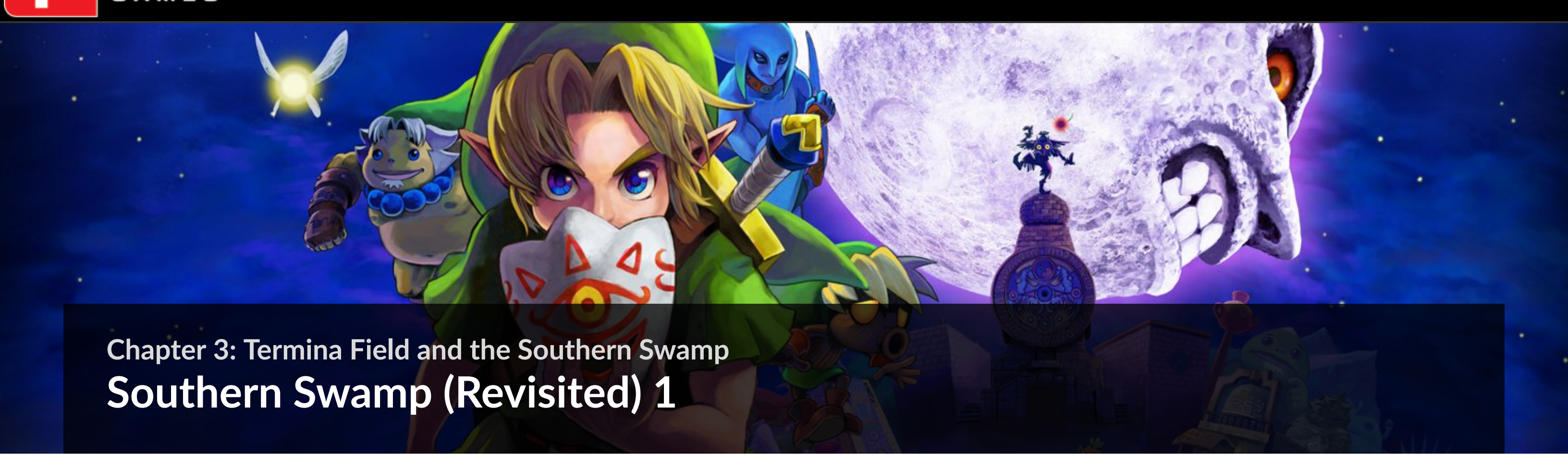
After giving you the Bottle of Red Potion, the Magic Hag takes off, returning to the Potion Shop. Make your way back to the wounded hag, Koume, exiting the woods and following the monkey back through again if need be. Speak with Koume and give her the Bottle of Red Potion that her sister, whom she identifies as Kotake, gave you.



The potion does the trick, reviving Koume. She's so grateful that she tells Link to visit her at the Swamp Tourist Center for a free boat cruise. Sounds fun! As a bonus, you get to keep the Empty Bottle that contained the Red Potion. Take your leave of the Woods of Mystery to return to the Southern Swamp.

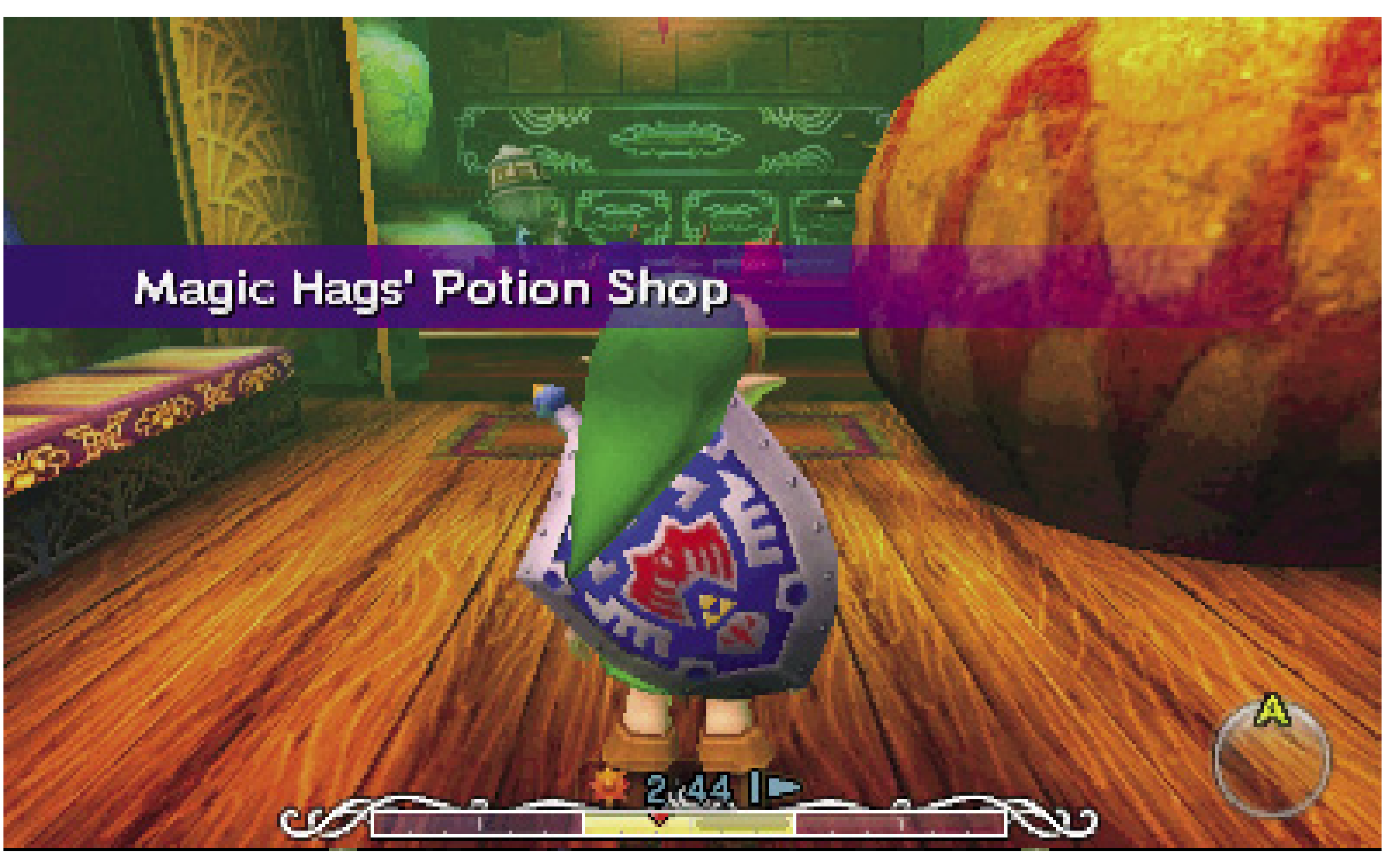
Empty Bottle #1

You got an Empty Bottle! You can carry various items in this. Equip the bottle, and use it to contain or release items.



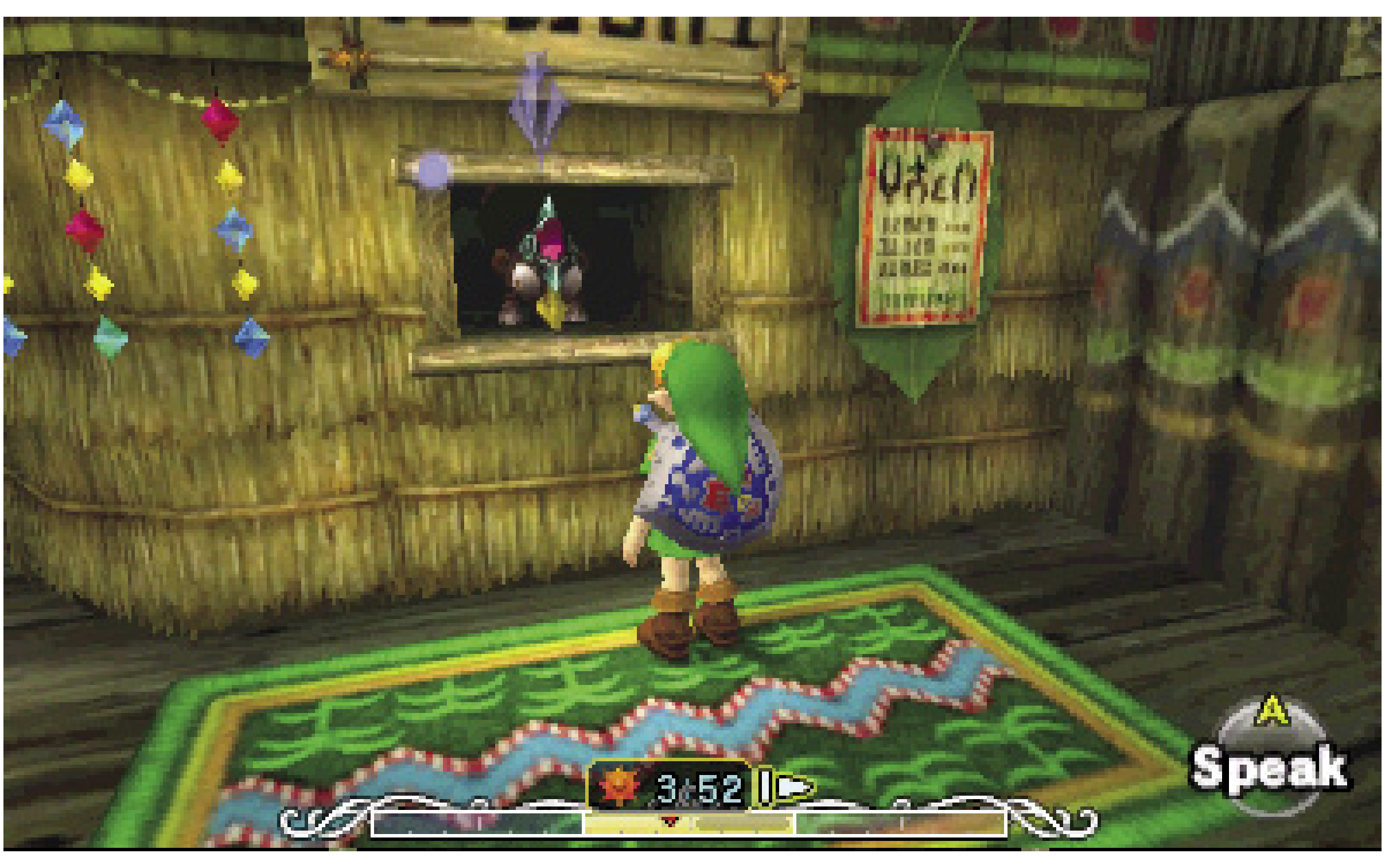
Southern Swamp (Revisited) 1

Magic Hags'Potion Shop



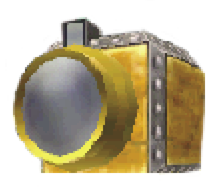
Koume invited you to visit her at the Swamp Tourist Center, but you might as well pop by the Potion Shop on your way there. Now that you have a bottle, you can buy a Green Potion for 10 Rupees or a Red Potion for 20 Rupees. Green Potions restore all of Link's magic power, while Red Potions restore all of his life energy. Kotake could also sell you a Blue Potion for 60 Rupees, which restores all of Link's magic power and life energy at once, but she lacks the ingredients to make one. Perhaps you'll help her out with that one day.

Koume's Boat Tour

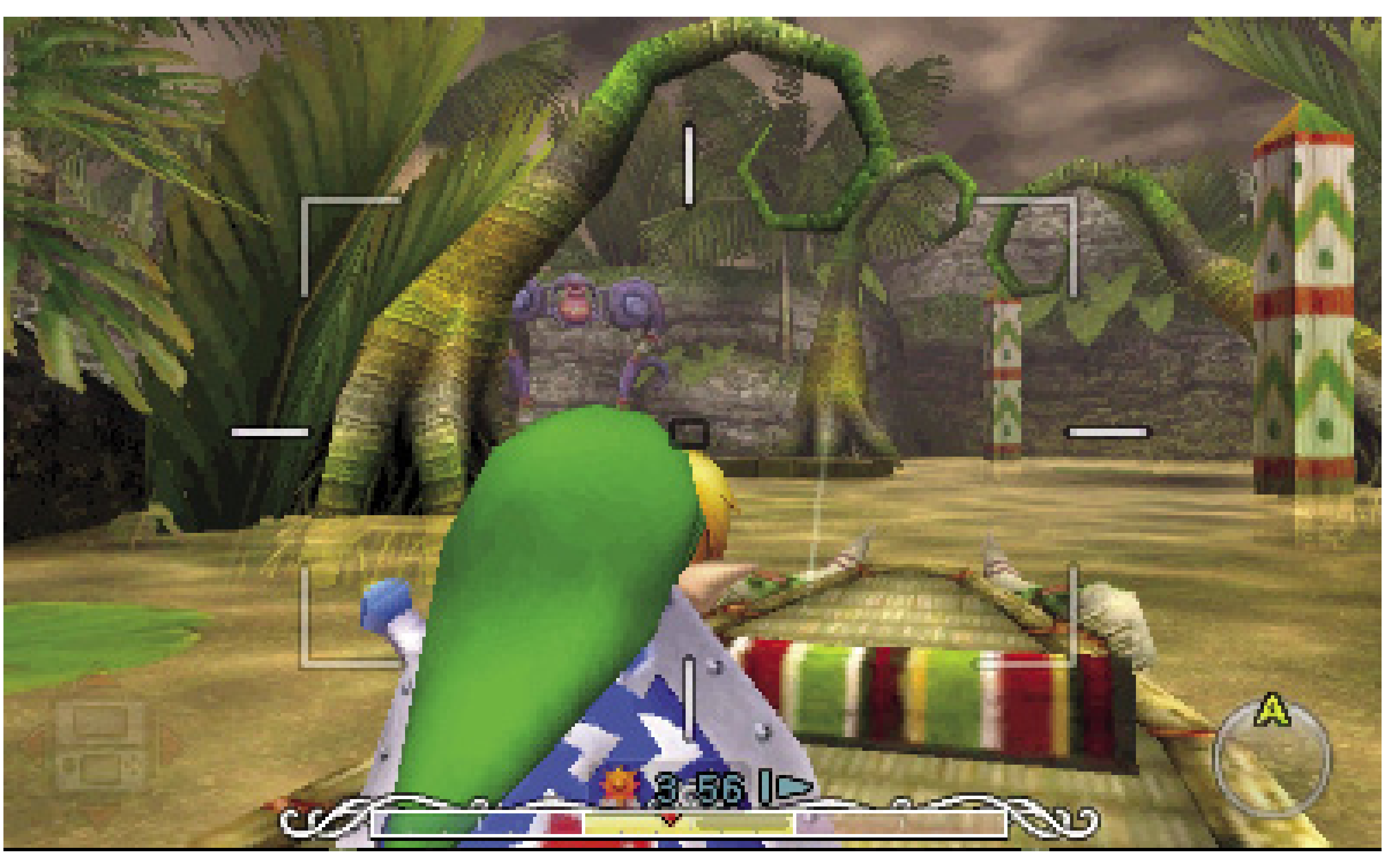


Leave the Potion Shop, and make your way back to the Swamp Tourist Center. Sure enough, Koume is at her post, happily running her boat cruise. Speak with her, and she'll offer you a free boat cruise as thanks for your help back in the Woods of Mystery. In addition, the happy hag hands over a Pictograph Box so that you can take pictures during your tour.

Pictograph Box



You got a Pictograph Box! Tap the Pictograph Box button on the Touch Screen to look through it, and press Ⓐ to snap a picture. You can store only one pictograph at a time, but you can retake it as frequently as you like.



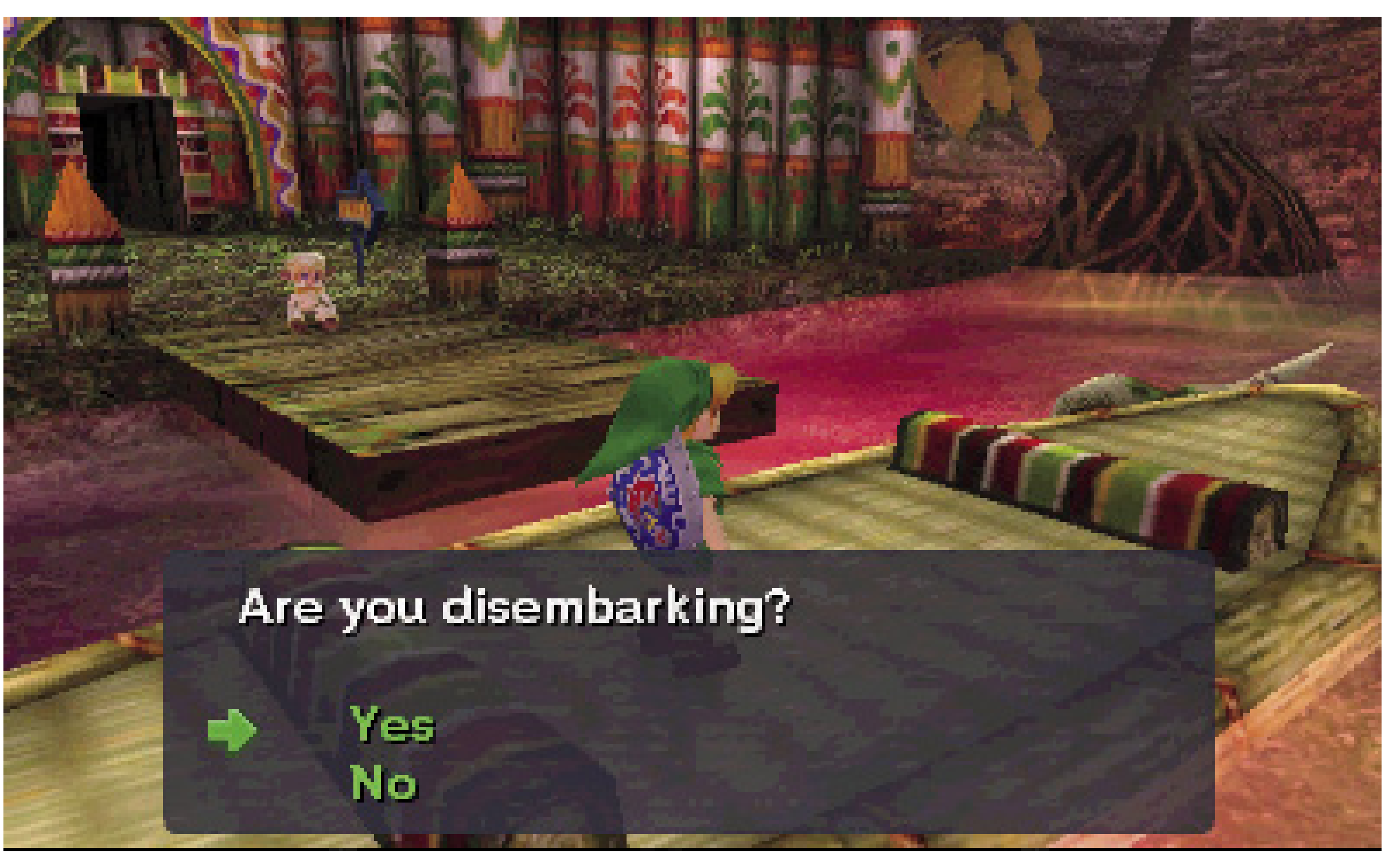
After your chat with Koume, the scene immediately shifts to Link's exciting boat ride. If you like, equip the Pictograph Box and use it to take pictures as you go. Your Pictograph Box stores just one picture, so keep only your best shot.

Why Take Pictographs?

The burly man who works in the Swamp Tourist Center just loves exciting pictographs. (He also happens to be Tingle's dad.) Take a good one and show it to him, and he'll reward your keen eye with your choice of Rupees or another free boat cruise (a 10-Rupee value). Ideal targets for pictograph-snapping include unique characters and monsters that live around the swamp. For example, the Big Octo that you encounter during the boat tour is a prime pictograph candidate. You'll also get something really good if you bring the big man a picture of the swamp's most regal inhabitant… read on for the details!

As the tour progresses, your boat rams directly into a Big Octo that's blocking off one of the tunnels that leads deeper into the swamp. Outta the way, Octo! Now you can explore more of this soggy region.

Deku Palace Dock



Are you disembarking?

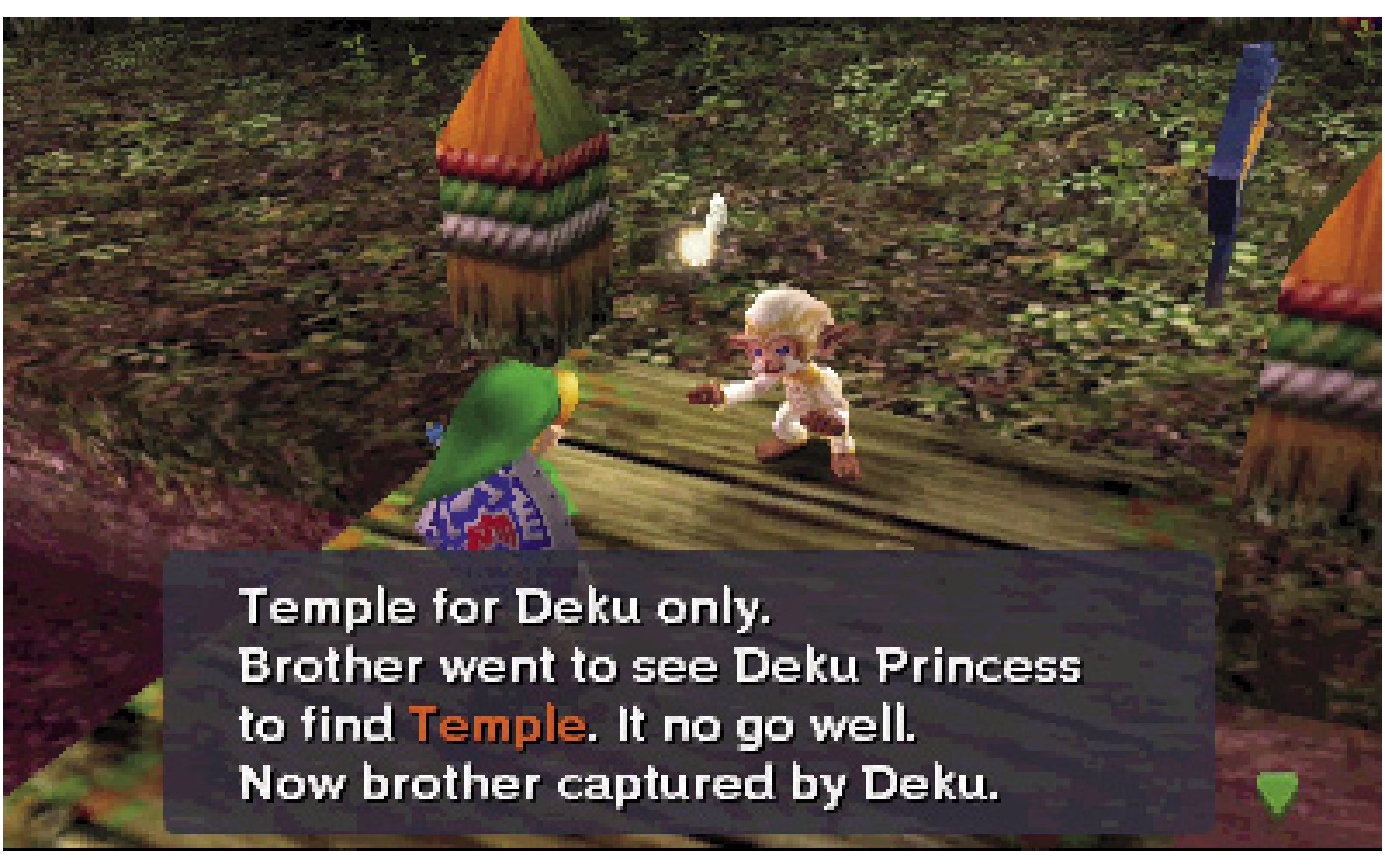
➔ Yes
No

The tour boat soon pulls up to a dock near Deku Palace. Another troubled monkey—or perhaps the same one—appears to be signaling for your attention here. Disembark from the boat, and talk to the monkey.

Beware of Poisoned Water!

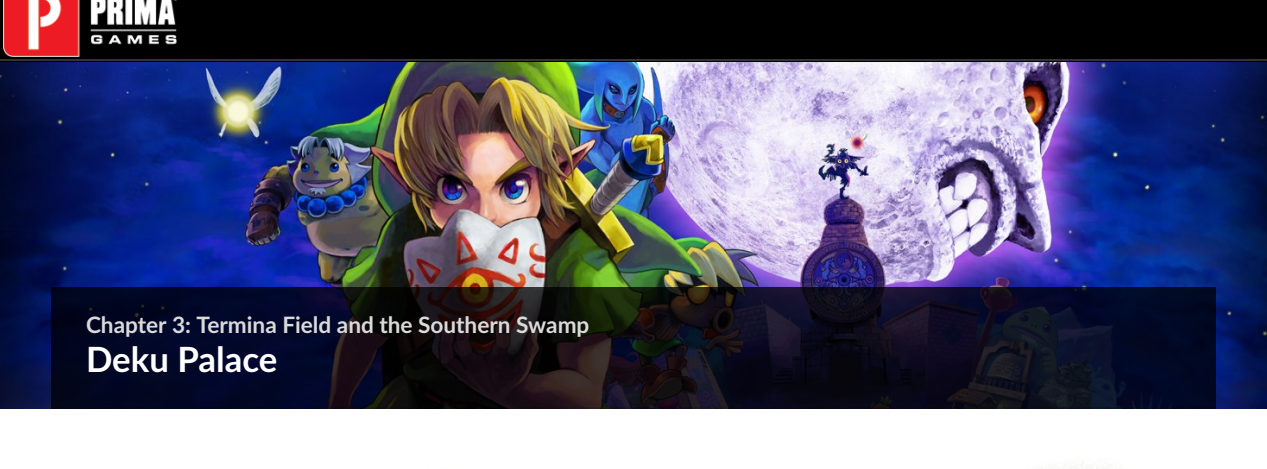
The purple water that surrounds Deku Palace is poisonous and can quickly drain Link's life energy. It's tough getting out of the poisoned swamp once you fall in, so be very careful to avoid it.

Monkey Business



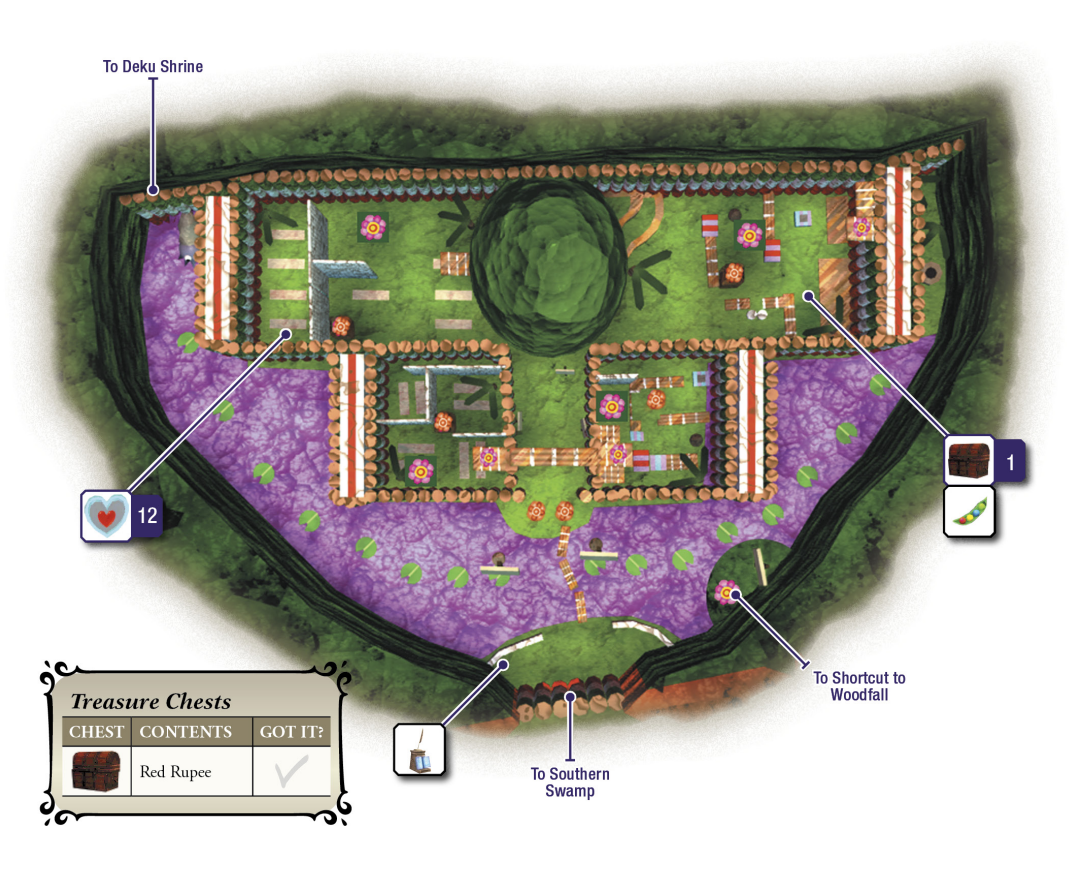
Temple for Deku only.
Brother went to see Deku Princess
to find Temple. It no go well.
Now brother captured by Deku.

The little monkey informs you that the Dekus captured his brother after he tried to enter the temple above the waterfall. The Dekus are now holding his brother within their imposing palace. The monkey begs for your help before running off toward the palace. You'd better hurry after him!



Chapter 3: Termina Field and the Southern Swamp

Deku Palace

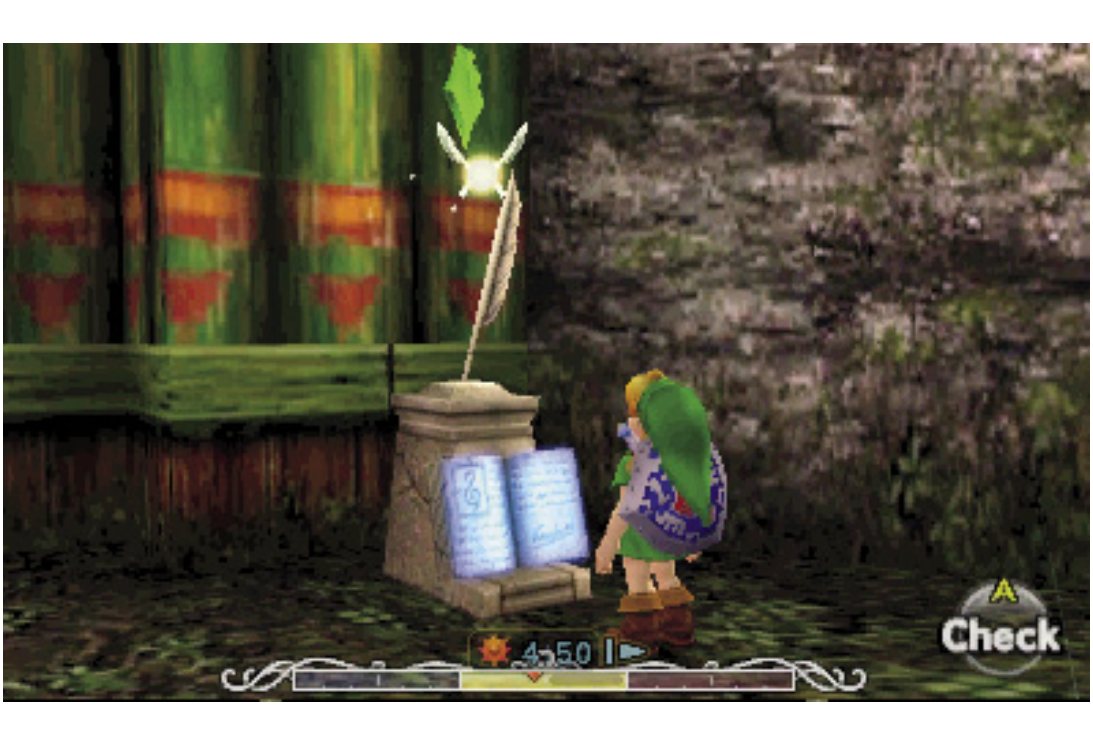


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓

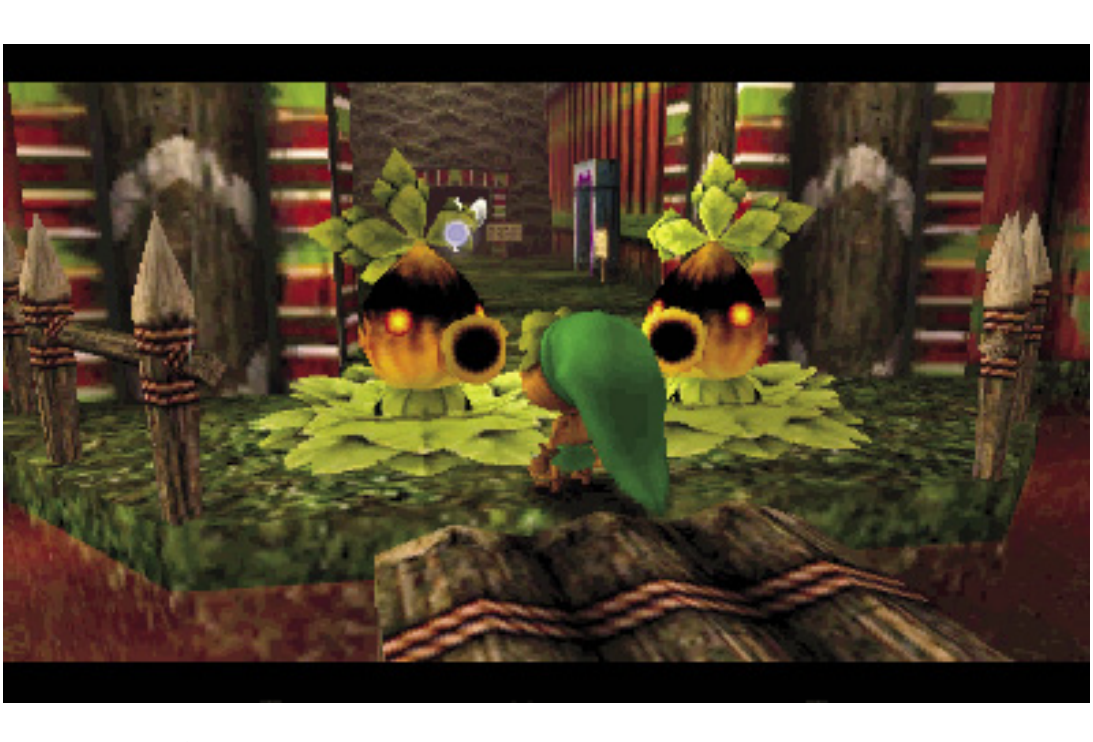
Save Statue

As you enter the Deku Palace grounds, you'll be close to a save statue. You can't use these statues as warp points for the Song of Soaring, but you can use them to save your progress. You've accomplished quite a lot, so go ahead and save.



Guards at the Gate

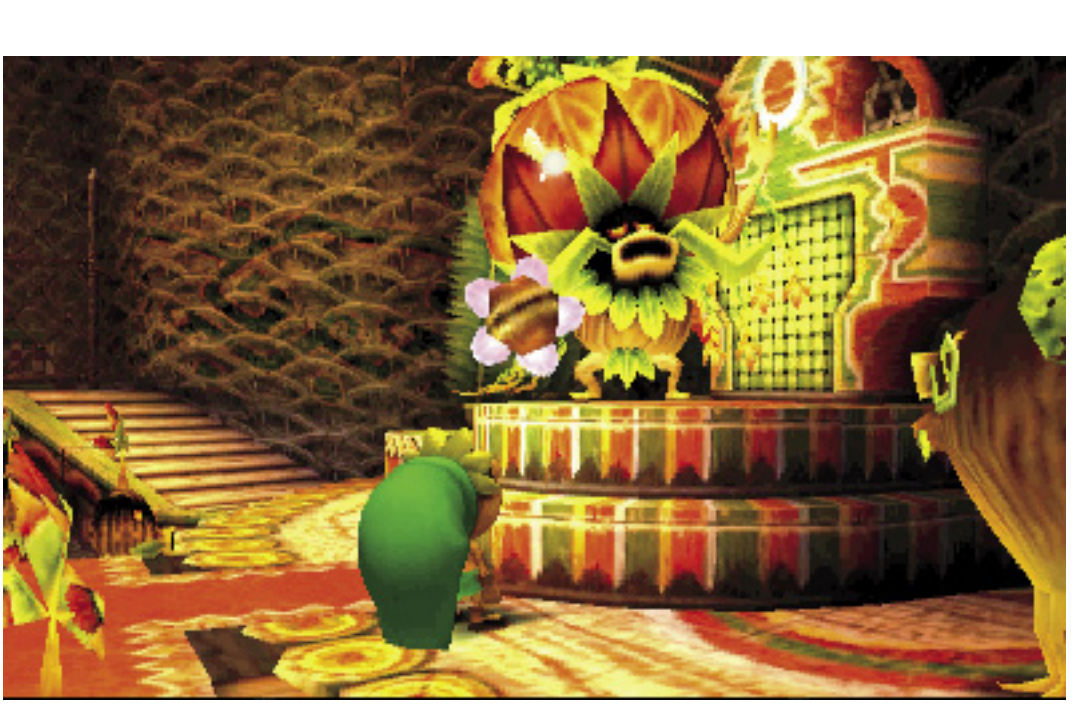
Two tough-looking Dekus guard the entrance to their royal palace. Outsiders aren't allowed in, so slap on the Deku Mask to transform Link into his Deku Scrub form. The disguise fools the guards, who allow Link to pass, but they order him to go straight to the royal chamber without entering any other areas. Yeah, sure!

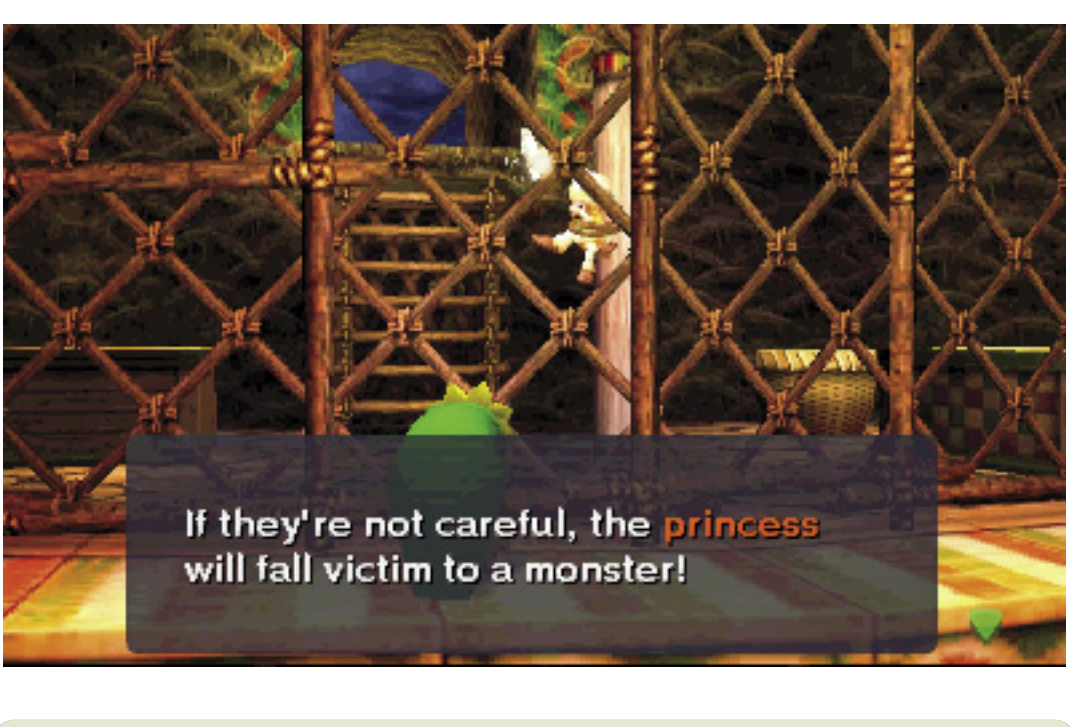


The Deku King's Court

Humor the Deku guards at the palace's entrance and head directly for the royal chamber as instructed. Inside, the Deku King is holding court. Speak with the Deku King to learn that he is about to punish a foolish monkey that is believed to have kidnapped the Deku Princess.

Scale the nearby ramp to locate the poor monkey. He's tied to a post and being held inside a cage. Lock on to the monkey, and then speak to him. He insists the he's innocent and also indicates that the missing Deku Princess may be in grave danger.



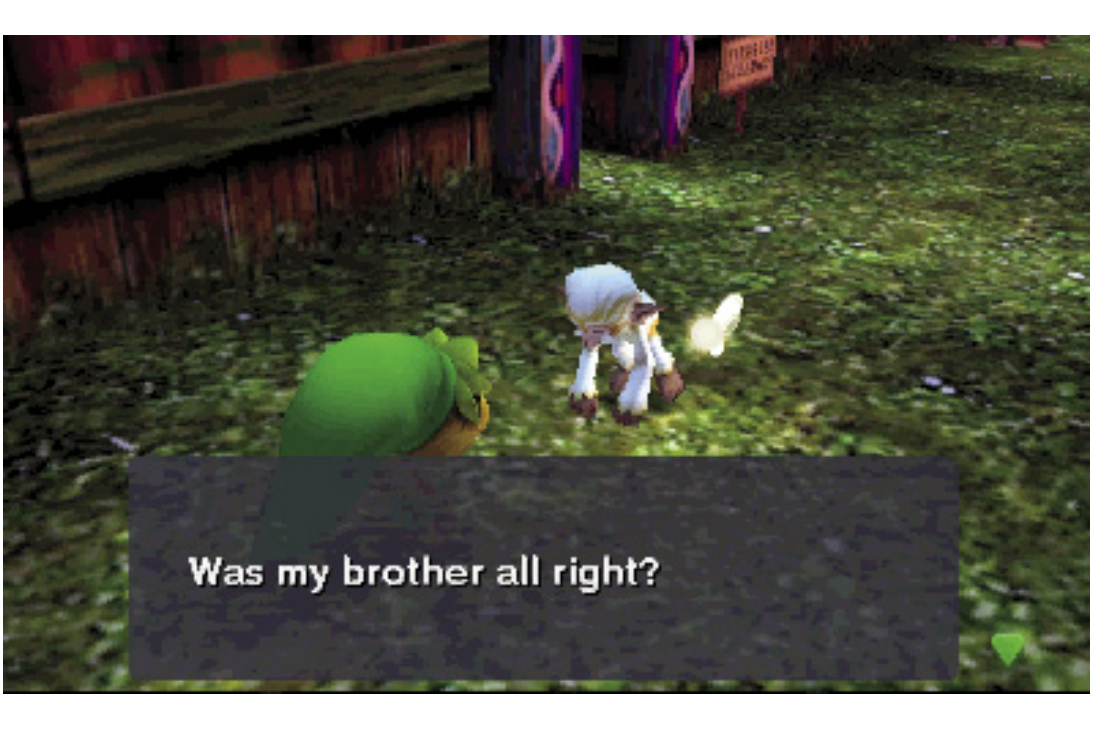


If they're not careful, the princess will fall victim to a monster!

Say "Cheese!"

Before leaving the royal chamber, whip out your Pictograph Box and take a nice full-body shot of the Deku King. Make sure to get his whole royal highness in the shot. After you've taken a good picture that shows the King's whole body, backtrack out of the chamber.

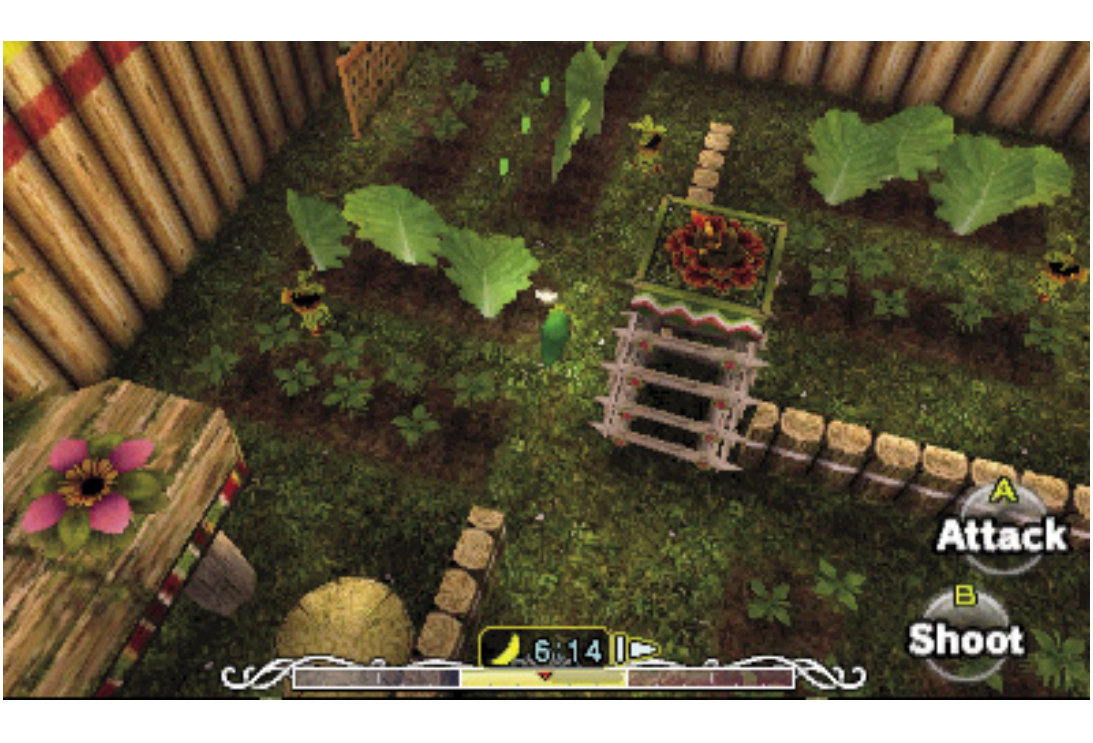
The Monkey's Plan



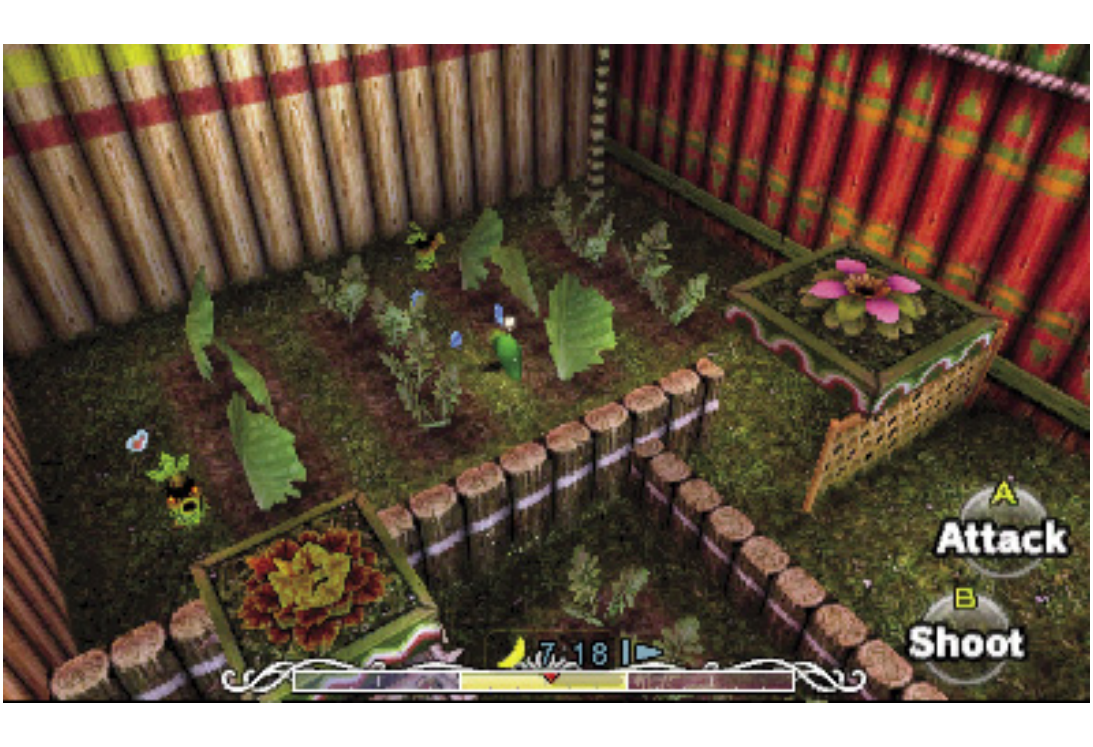
Was my brother all right?

As you exit the royal chamber, the imprisoned monkey's brother awaits you. He's worried about his brother, but he hints that there's a secret route in the palace's garden that can help you reach his brother's cage. It's worth a look.

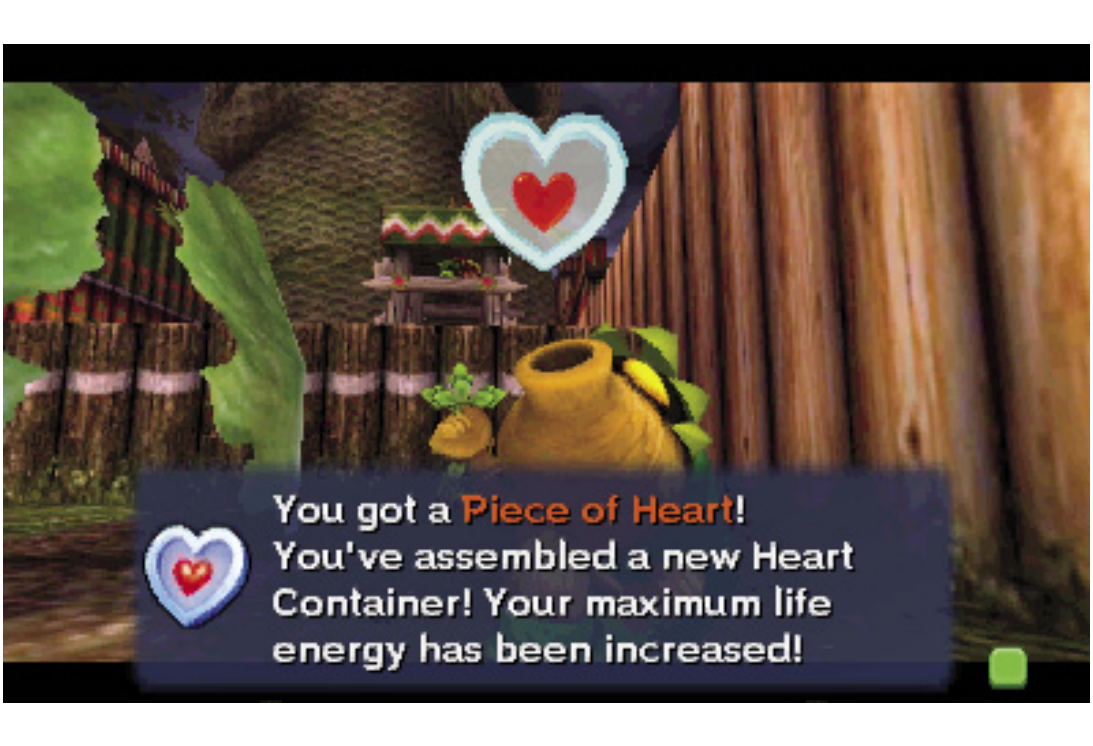
Deku Garden Detour



The guards warned you not to wander off, but it pays to do a little exploring around Deku Palace. First, go west and enter the Inner Palace Garden. Avoid the guards in the first area by making a big clockwise loop around the room. Collect a few Rupees as you head for the north doorway.



In the second area, slip past the first Deku guard, and then study the next two. They move in rectangular patterns. Wait until they're both moving away from you, then follow behind them, grabbing the central Rupees.



You got a Piece of Heart! You've assembled a new Heart Container! Your maximum life energy has been increased!

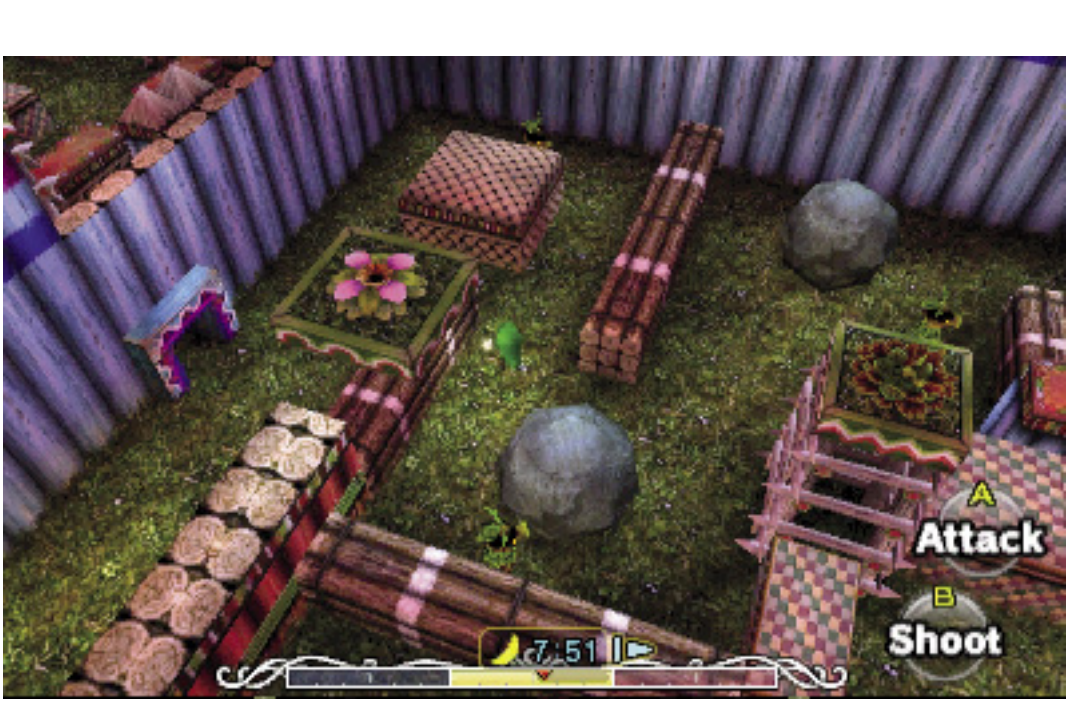
Continue following one of the Deku guards around the garden, and collect a Piece of Heart from the far west wall. Allow the guards to spot you after you grab this precious prize, and you'll be quickly returned to the palace's entrance.

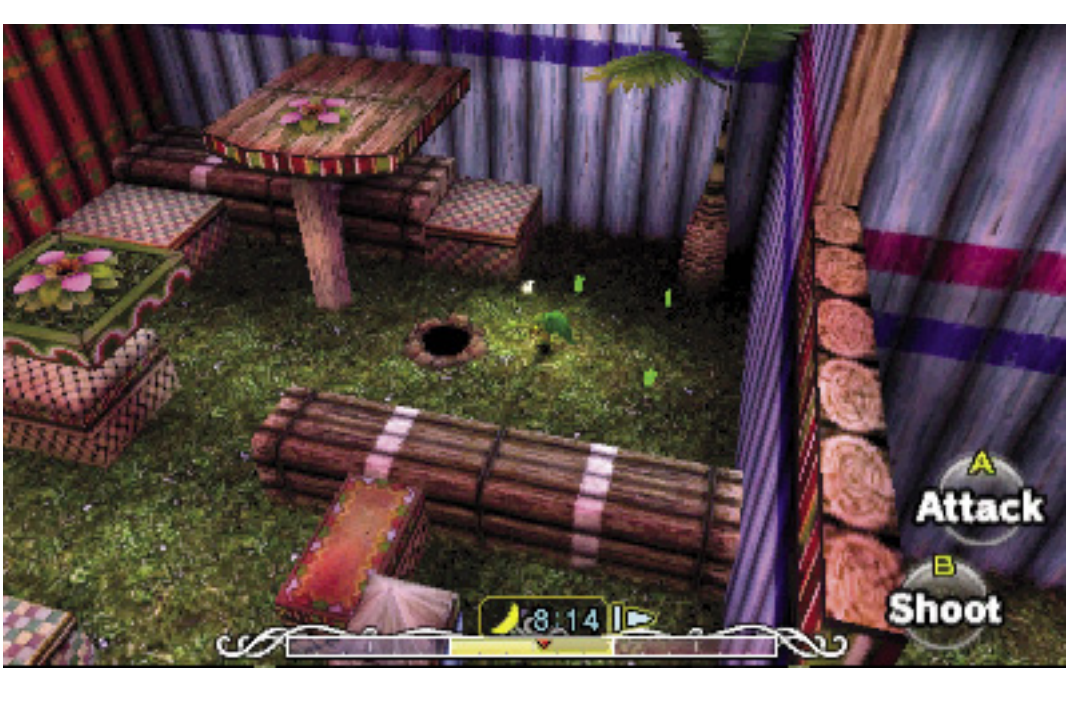
Piece of heart #12

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

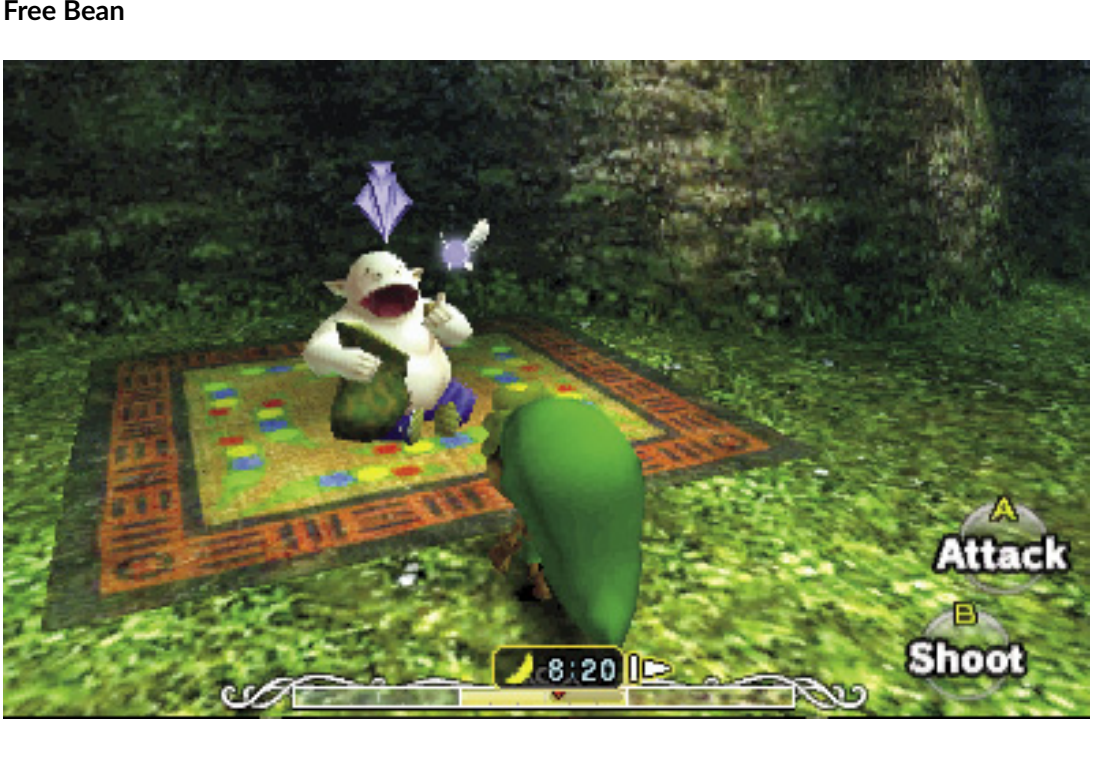
Talk to the Deku guards at the palace's entrance again, and they'll let you back in. This time, enter the gardens to the east. Follow the first two Deku guards as they circle around boulders, keeping behind them to stay out of sight.

Once you're past the two Deku guards that circle the boulders, the rest is fairly easy. Enter the next section of the gardens, where more Deku guards are on patrol. Avoid them as you make for a hole in the ground, and drop down to visit an underground cavern.





Free Bean

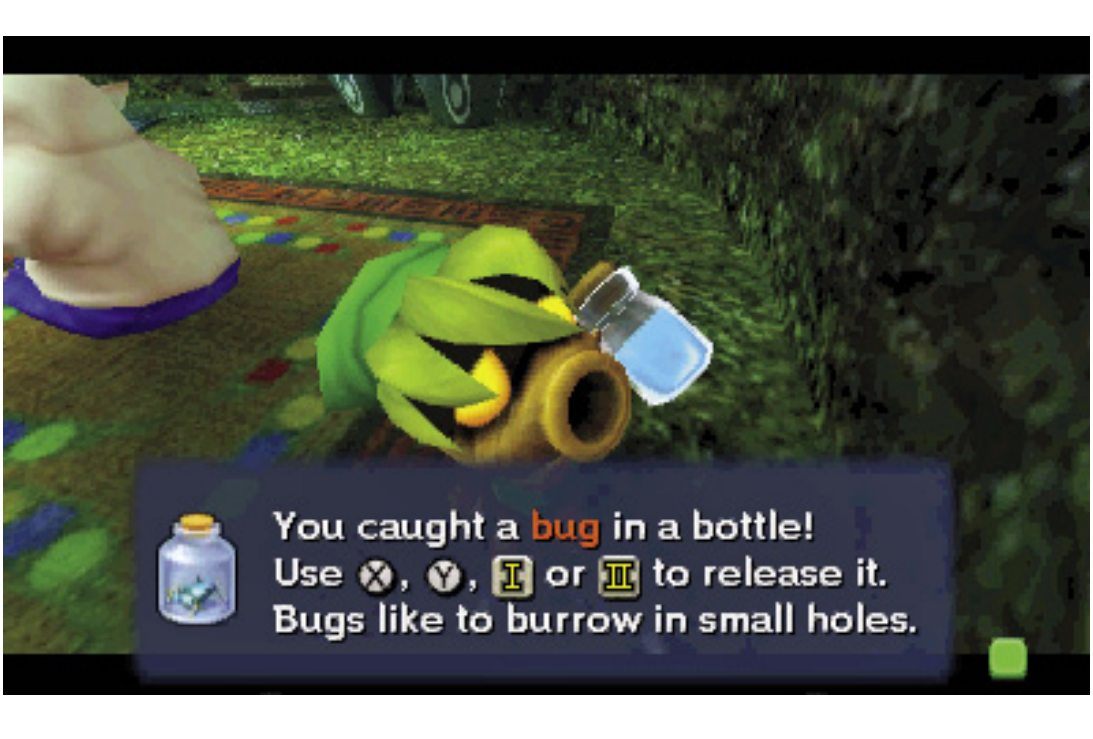


Down in the cavern, scale a slope to find a pudgy man sitting on a rug. Speak with him to learn about Magic Beans. The man sells such beans, and he gives you one as a free sample.

Magic Beans

You got Magic Beans! Find a patch of soft soil, then plant them. Who knows what will sprout up!

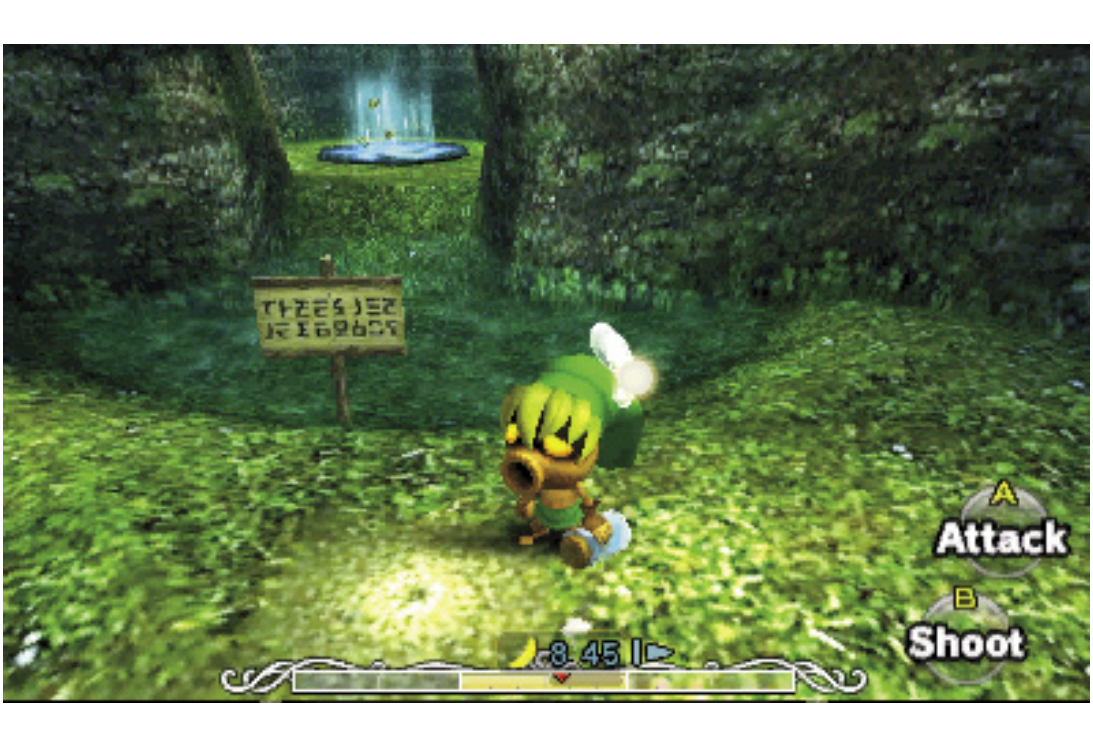
Bottled Bug



You caught a bug in a bottle! Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to release it. Bugs like to burrow in small holes.

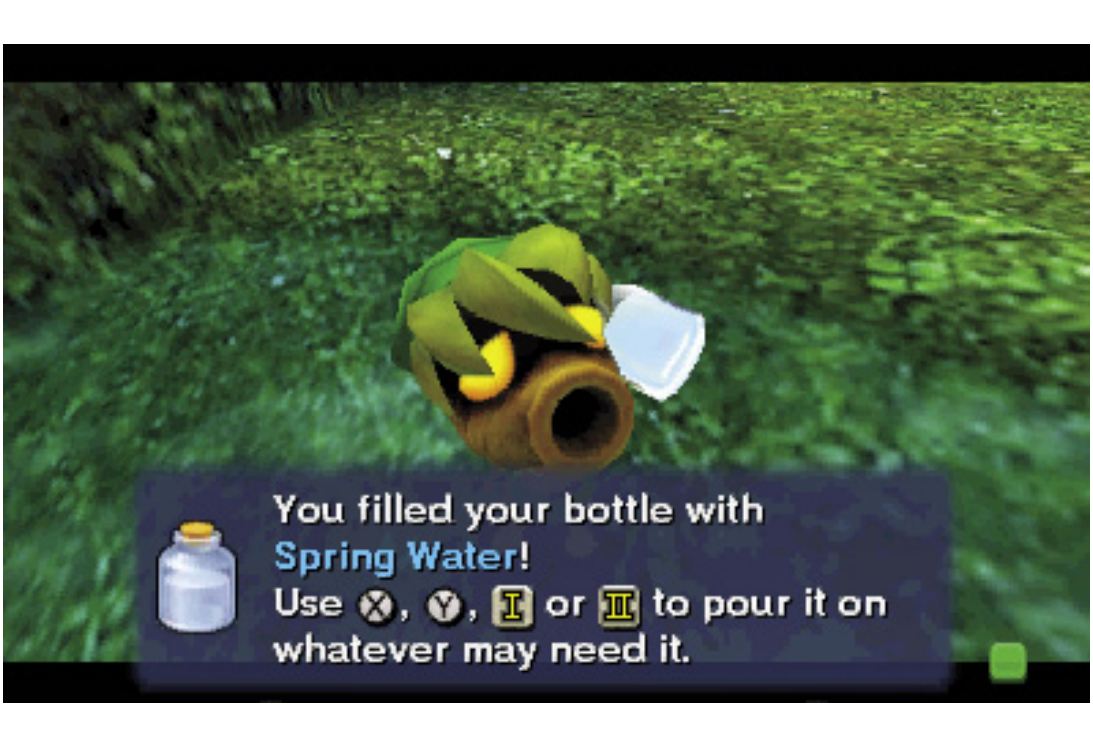
Before doing anything with your Magic Bean, equip your Empty Bottle and use it to catch the bug that's running around near the salesman. Just keep swiping away with your bottle until you catch the bug.

Once you've bottled the bug, bring it to the patch of soft soil near the cavern's pool (it's close to the wooden sign by the pool). Release the bug there, and it burrows into the soil. Moments later, out pop some Rupees! Keep this neat little trick in mind whenever you see bugs and soft soil.



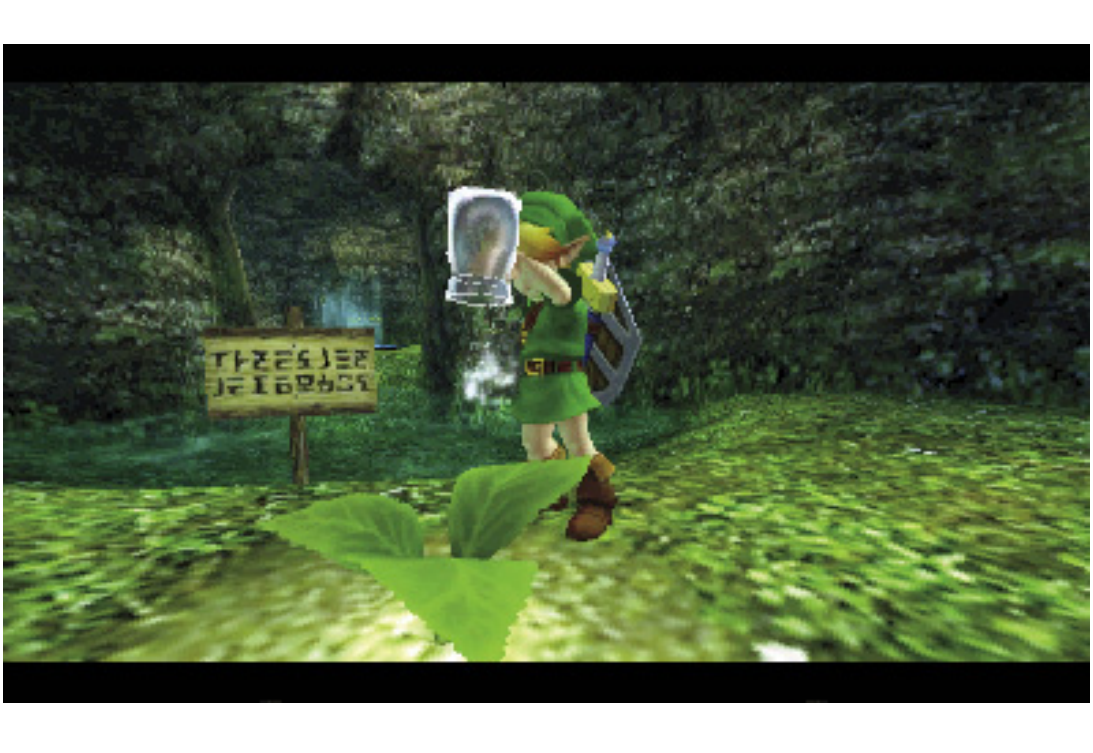
Magic Bean, Magic Lift

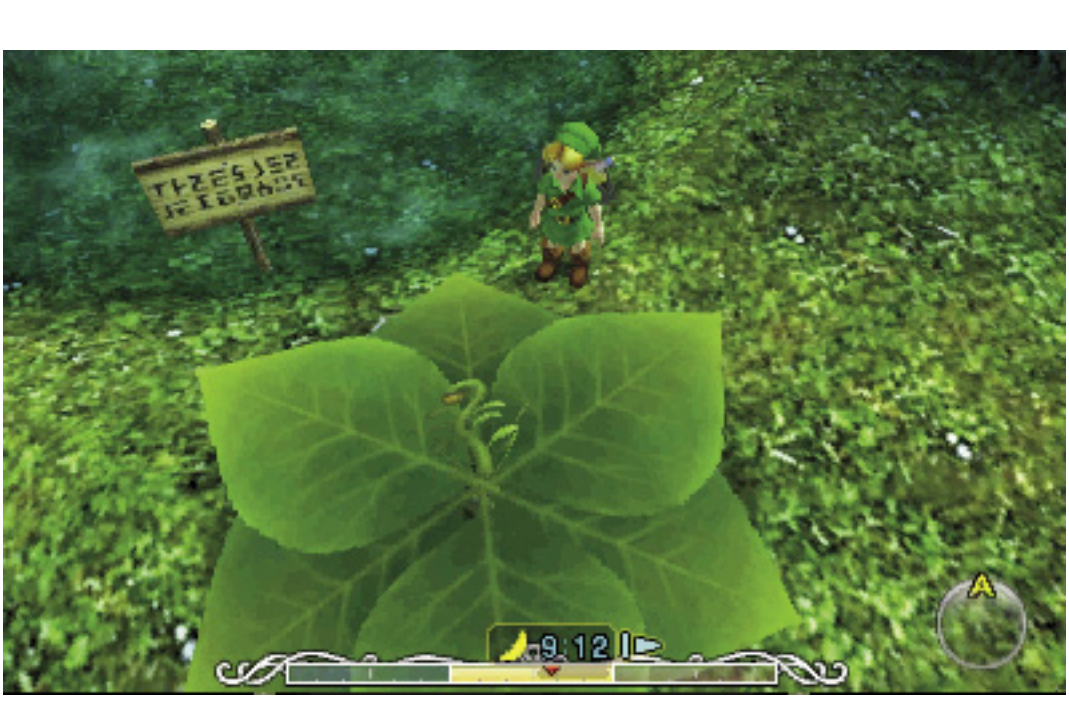
After releasing the bug, fill your Empty Bottle with Spring Water from the nearby pool. This special Spring Water is great for making things grow.

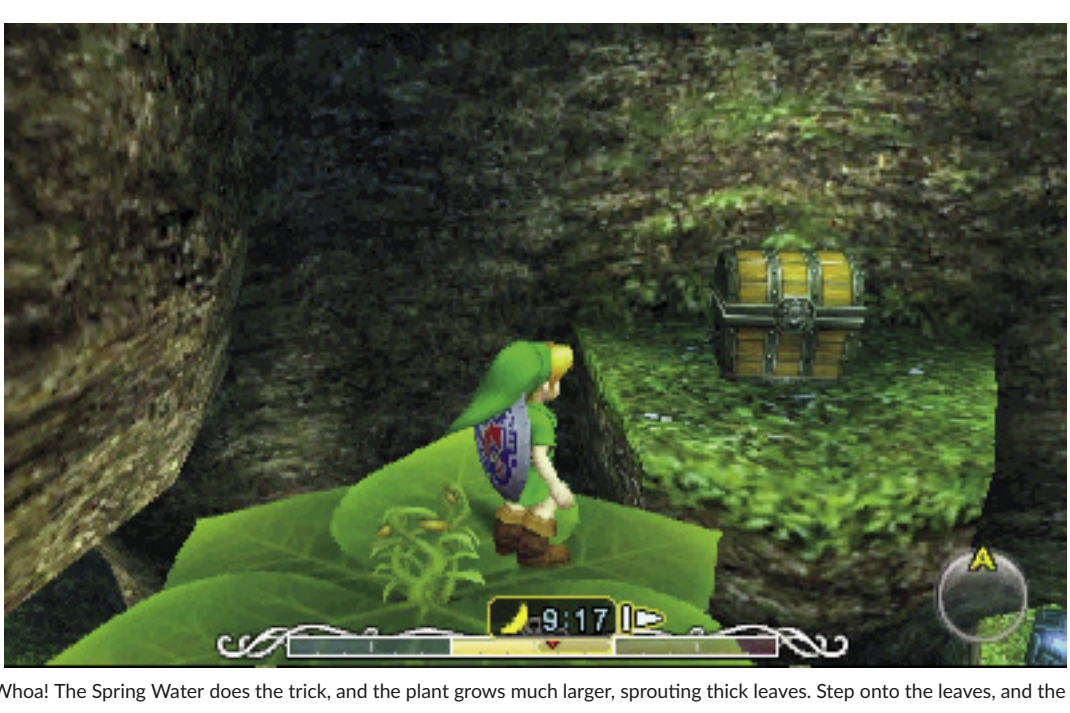


You filled your bottle with Spring Water! Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to pour it on whatever may need it.

Take off your Deku Mask to return to human form, then approach the soft soil. Plant the Magic Bean that the stocky salesman gave you in the soil. The Magic Bean sprouts up a bit, but it needs water to fully grow. Empty your Bottle of Spring Water onto the soil to speed things along.





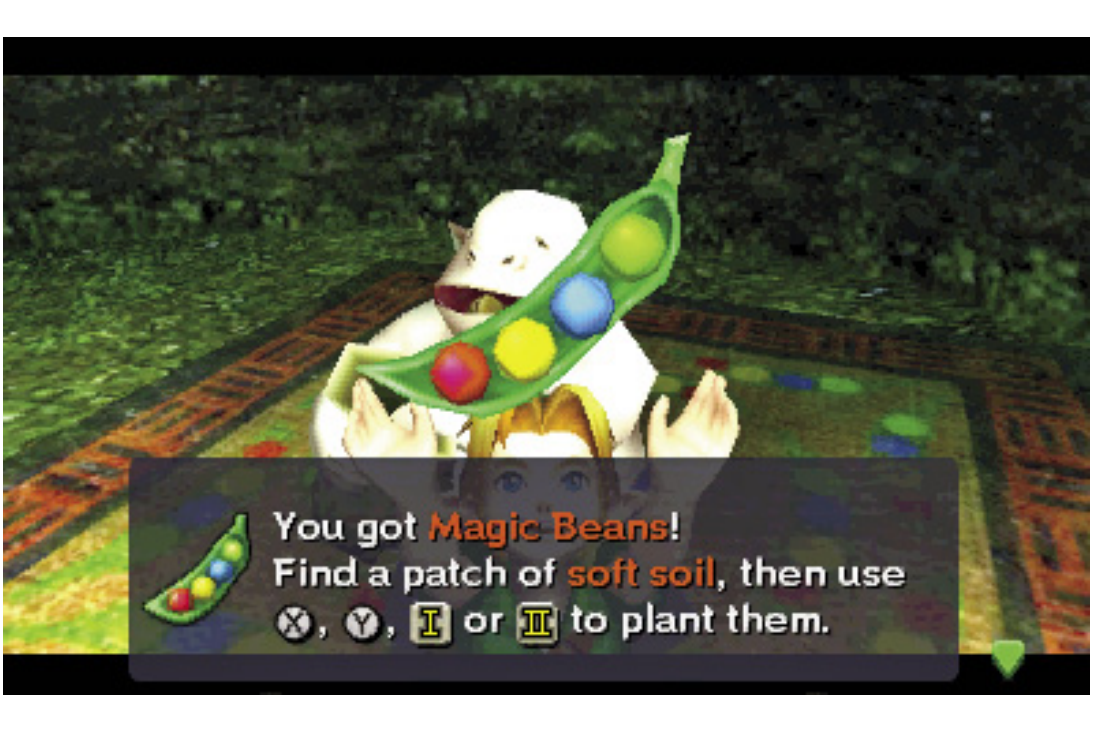


Whoa! The Spring Water does the trick, and the plant grows much larger, sprouting thick leaves. Step onto the leaves, and the plant magically begins to rise like an elevator.

Allow the leaf platform to ferry you over to a high ledge with a chest. Hop off, and then open the chest to claim a Red Rupee.

Deku Palace Chest #1: Red Rupee

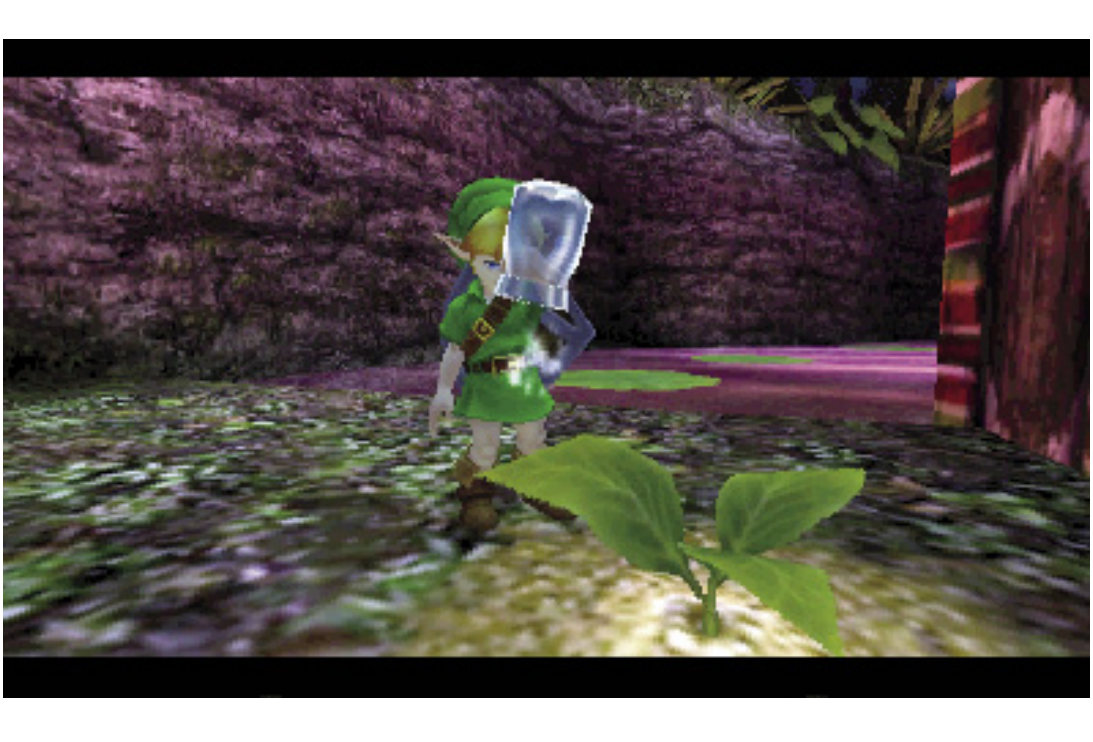
More Beans, Please



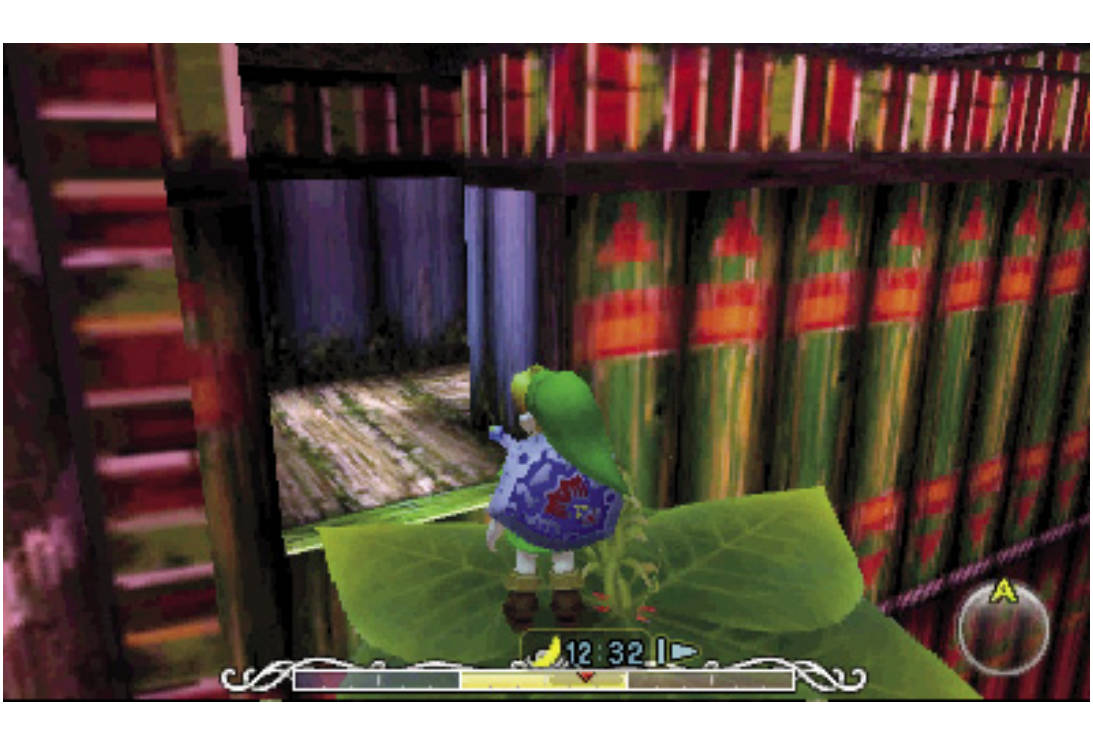
You got Magic Beans! Find a patch of soft soil, then use Ⓧ, Ⓨ, Ⅰ or Ⅱ to plant them.

Refill your Empty Bottle with Spring Water, then spend your newfound Rupees to buy two Magic Beans. You notice that this cavern has two exits; use the one that's farthest from the bean salesman to return to the surface.

Eastern Elevator

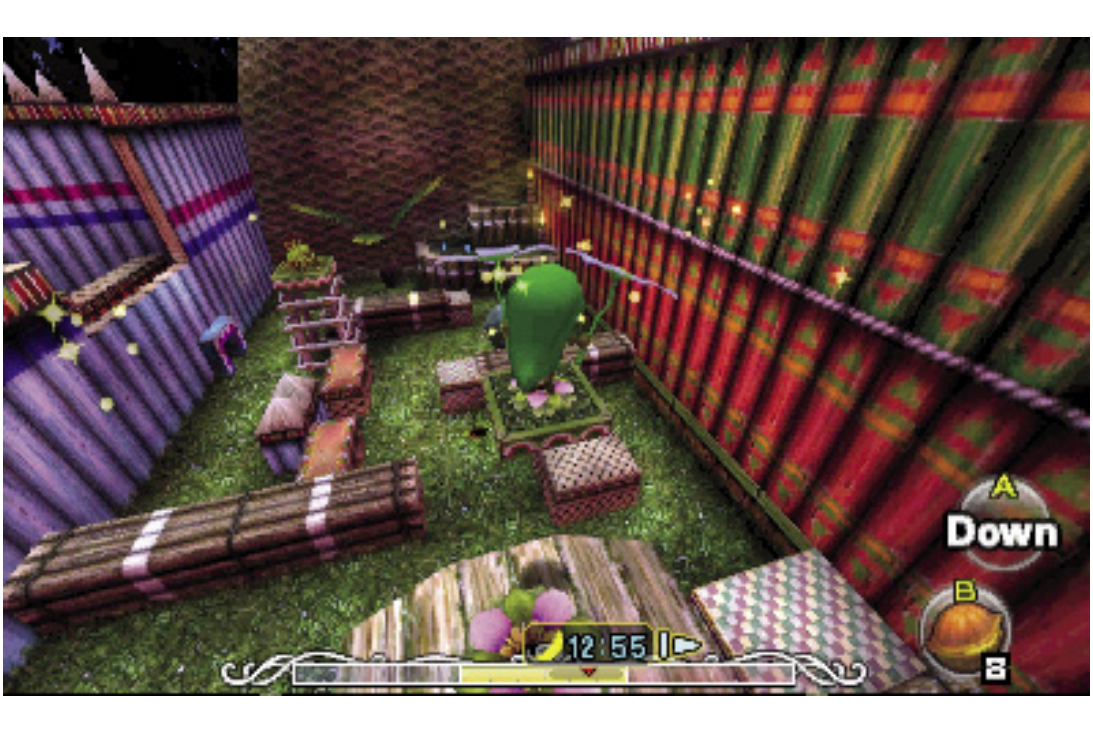


After leaving the bean salesman's cavern, you find yourself on Deku Palace's east side. Slay the Mini Baba on the nearby stump for some Deku Nuts, then locate a patch of soft soil and plant a Magic Bean there. If it's raining, the Magic Bean's leaf platform automatically grows. If not, simply pour your Spring Water on the soil to grow the leaf platform as you did before.



Hop aboard the leaf platform and ride up to a high passage. Hop off, and navigate the passage to reach a high ledge back in the Deku Palace gardens.

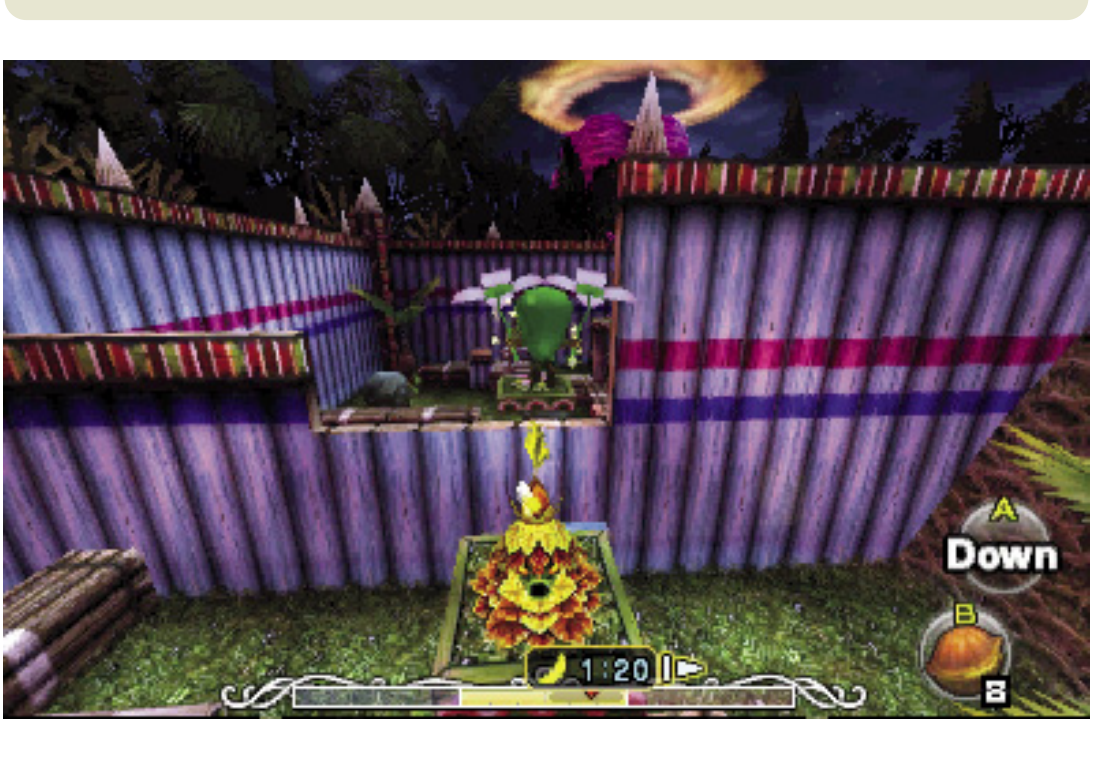
Gliding through the Gardens



The ledge features a Deku Flower. You know what to do! Don the Deku Mask and dive into the flower, then launch out and glide over to the nearby platform, which also features a Deku Flower.

Don't Fall!

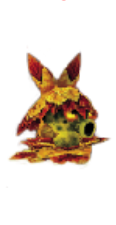
Link won't be harmed if he misses a landing and falls into the gardens, but he'll be kicked out and forced to retry his infiltration from the beginning. If this happens, use Link's Deku form to quickly hop across the lily pads that surround the palace and return to the leaf platform that you grew on the palace's east side.



Once you land on the platform, it starts moving. Quickly dive into its Deku Flower to avoid being struck by the Deku Nuts that the nearby Mad Scrub shoots at you from atop his tower. When the time is right, launch from the Deku Flower and glide directly past the Mad Scrub, aiming to land on the Deku Flower platform beyond him, which lies on the other side of the wall.

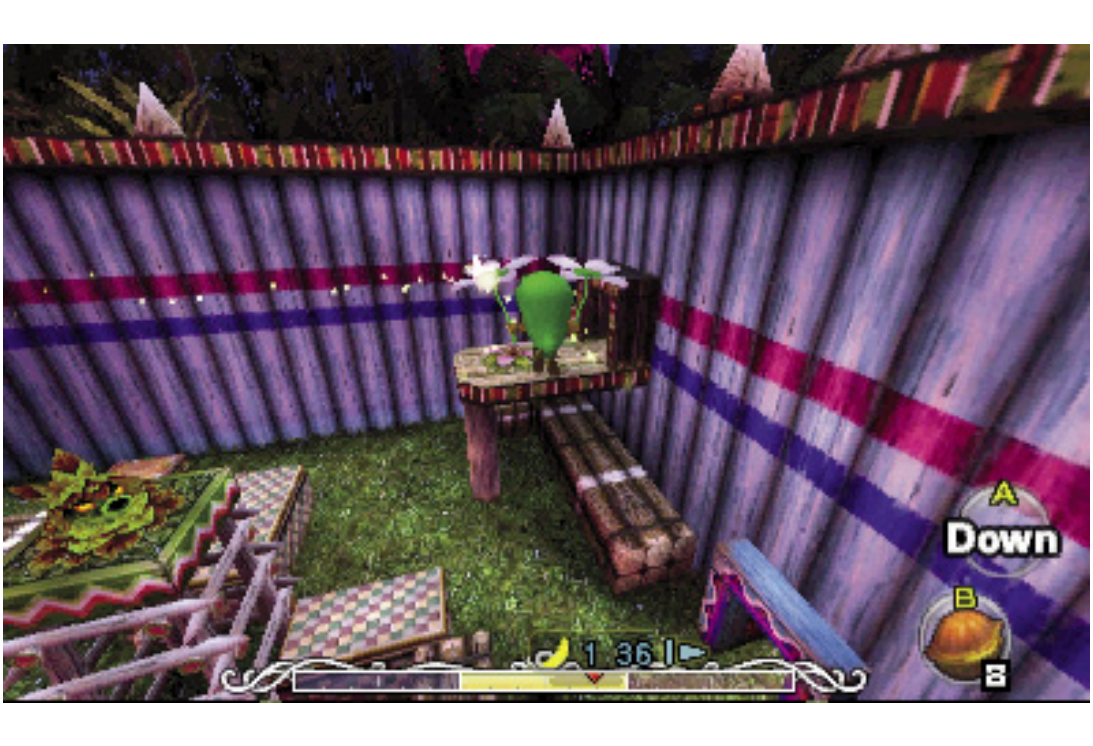
Mad Scrub

Damage: 1/4 Heart

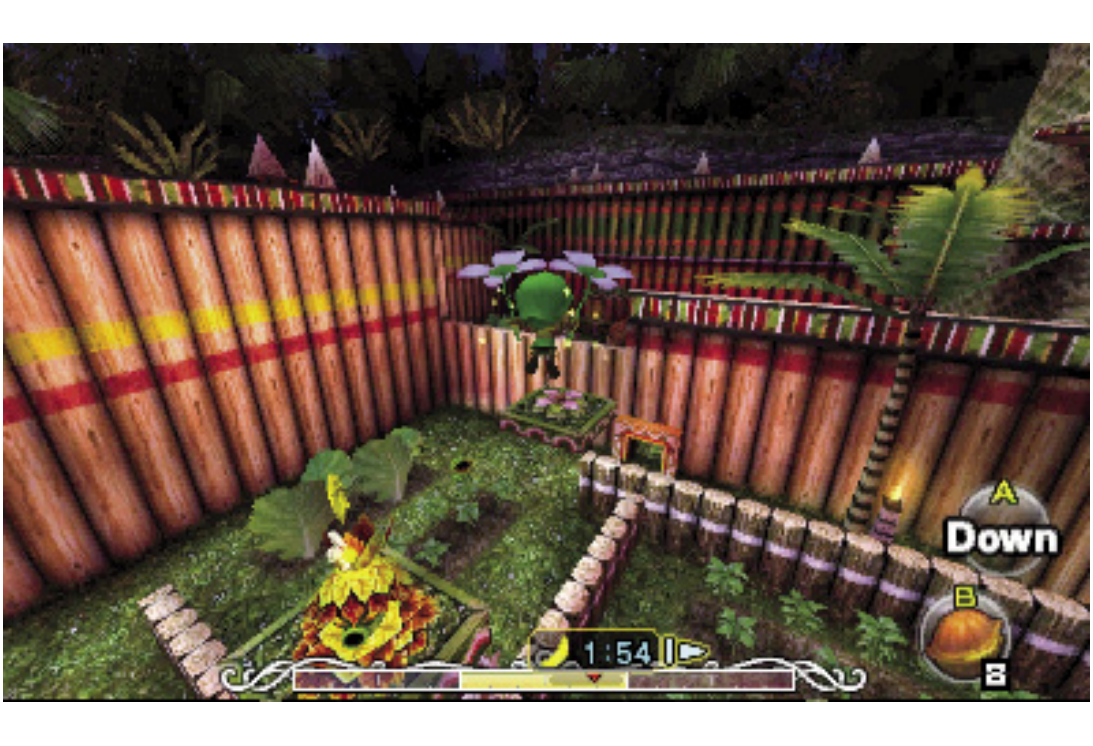


These dangerous Dekus emerge from their flowers and spit Deku Nuts at Link from afar. Avoid them, or block their nutty projectiles and look for a chance to close in and defeat them. If you prefer to keep your distance, try locking on to a Mad Scrub from afar and defeating it with Deku Link's bubbles. However, it's best to simply avoid the Mad Scrubs that you face here in the Deku Palace gardens.

Again, the platform begins to move when you land on it. Burrow into its Deku Flower, and launch out after the platform slides all the way to the right. Aim to land on the ledge with the Deku Flower in the garden's far corner. Hurry into the passage beyond.

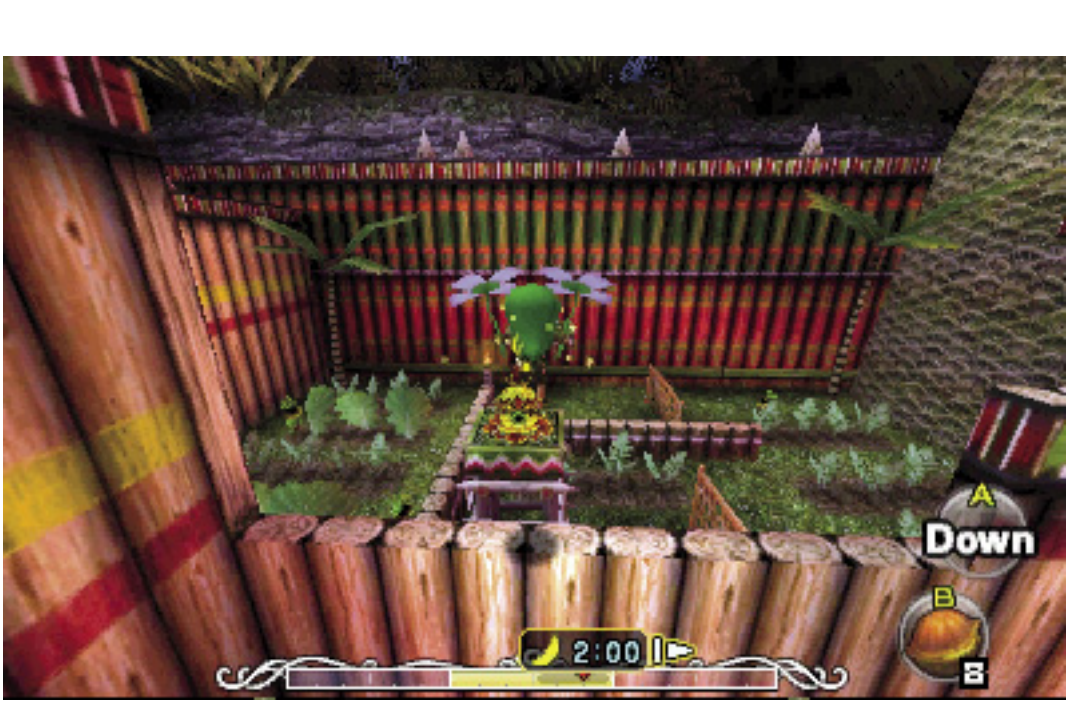


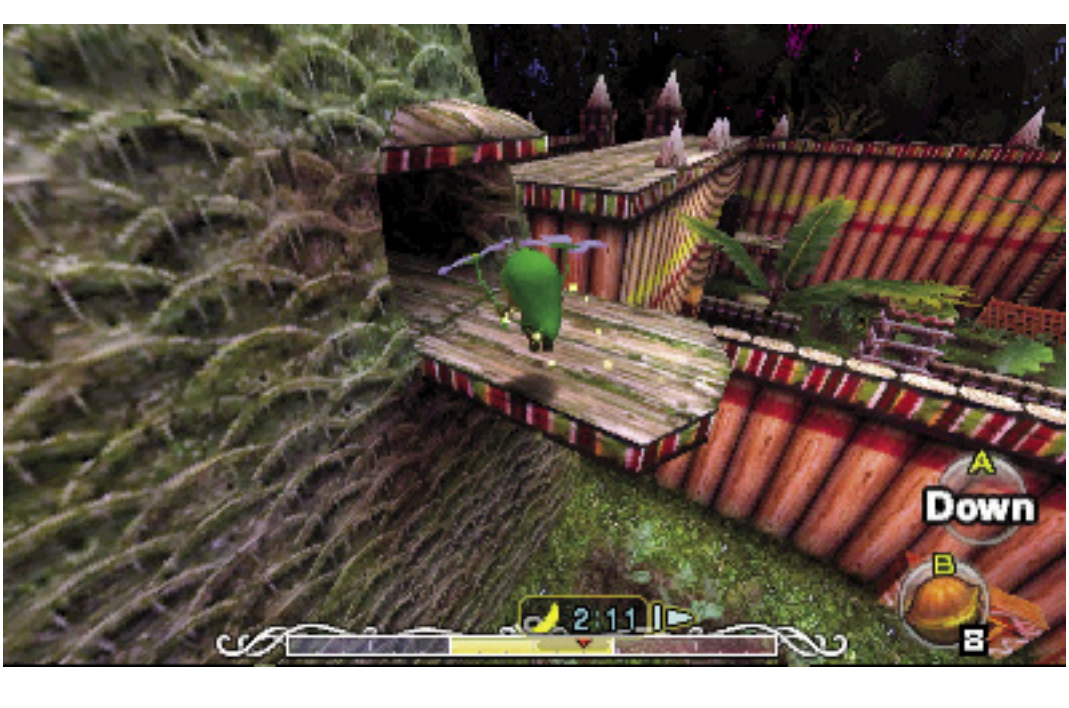
Cross a bridge to reach the west gardens, then burrow into another Deku Flower. Launch and glide over to the distant platform, which features another Deku Flower.



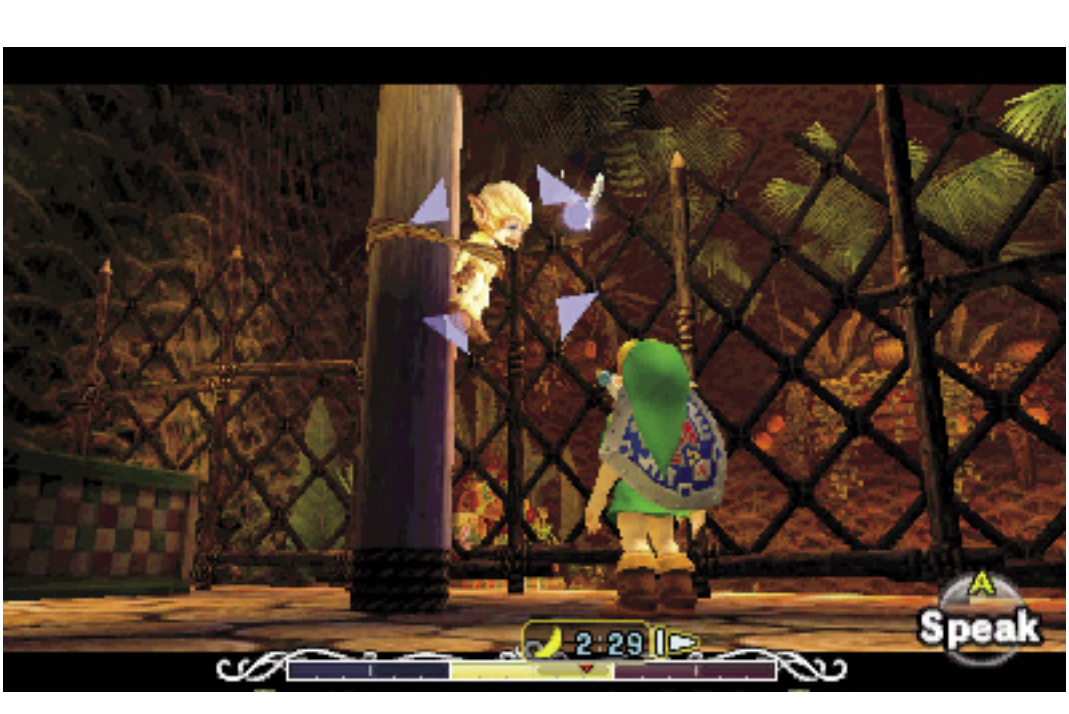
You guessed it: the platform starts to move after you land. Dive into the platform's Deku Flower and launch out, aiming to glide over the wall and land on the final platform.

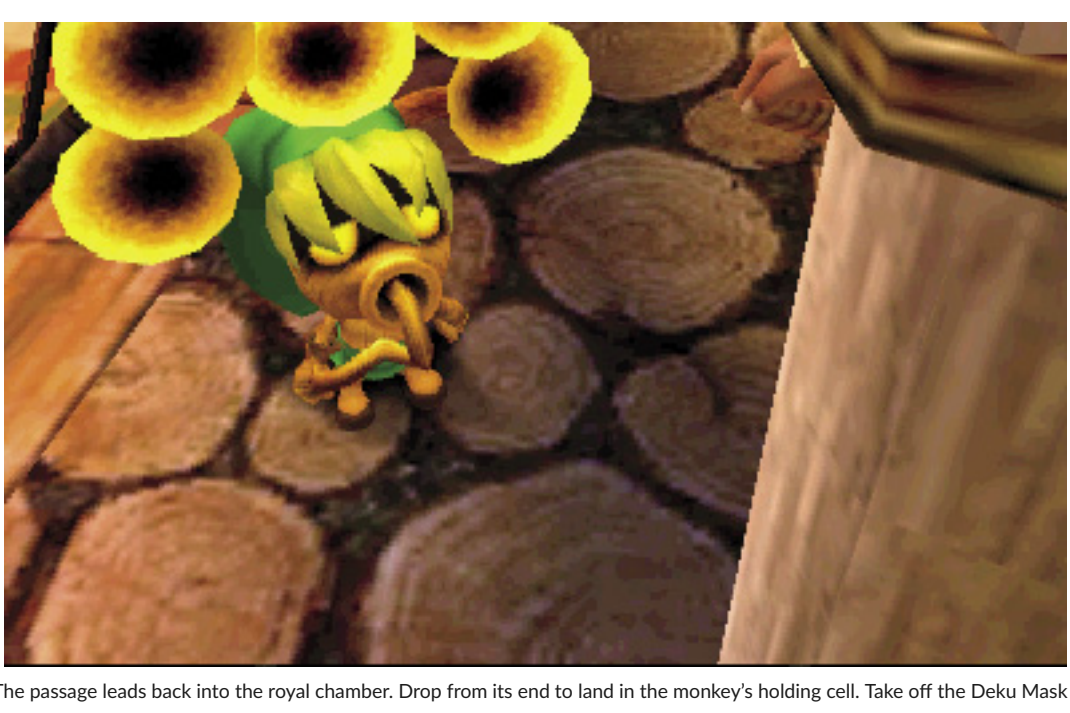
Ride the final platform until it rises, delivering you close to a high ledge. Launch out of its flower and glide onto the ledge, then enter the nearby passage. Nice gliding!





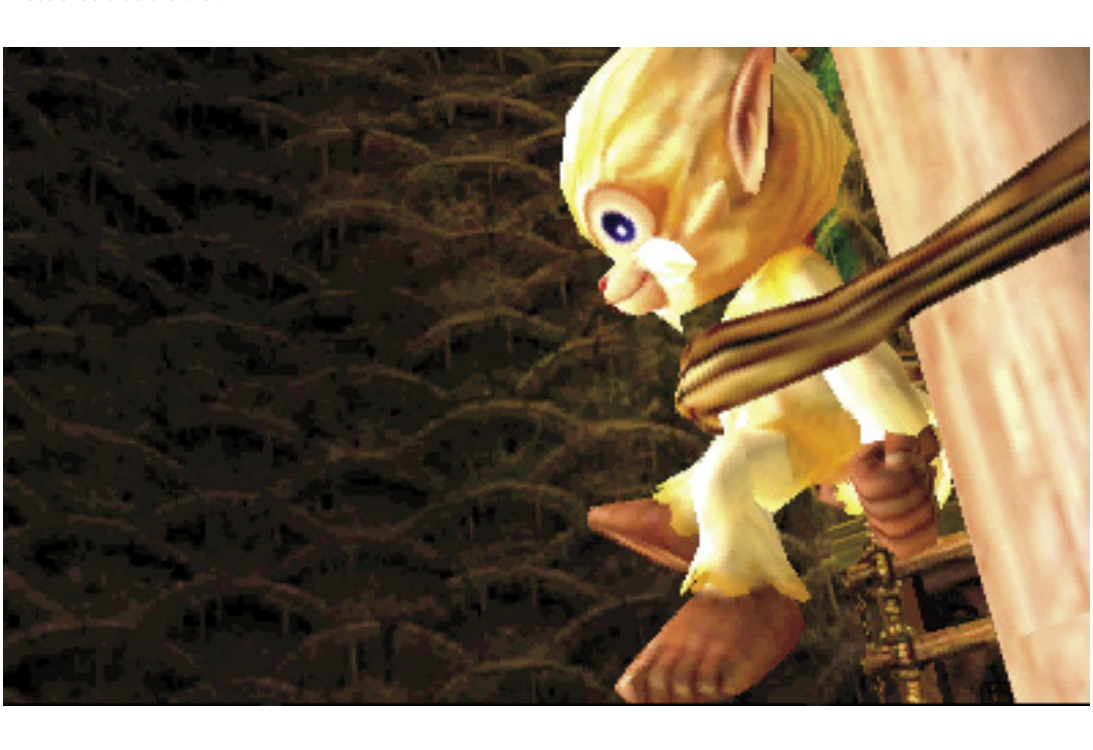
The Monkey's Melody



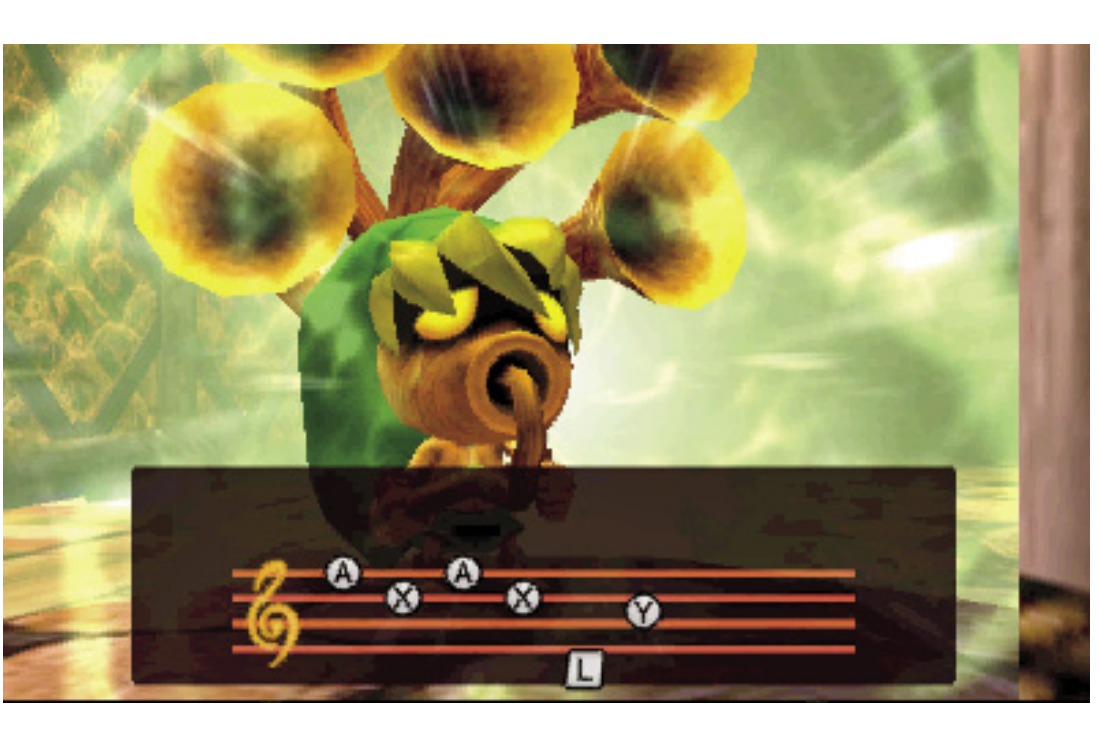


The passage leads back into the royal chamber. Drop from its end to land in the monkey's holding cell. Take off the Deku Mask and speak to the monkey, who asks you to cut his ropes.

Try as you might, you can't cut the monkey's ropes. There must be another way. The monkey asks if you happen to have a loud instrument on hand, but the Ocarina of Time isn't loud enough. Put the Deku Mask back on, and then bust out the Deku Pipes. Those should do the trick.



Before Link plays the pipes, the monkey explains that he was trying to find out about the poison in the swamp. He and the Deku Princess went to Woodfall Temple, which lies above the Southern Swamp's waterfall, only to discover that the temple has become a terrible monster's lair. This very fiend has captured the Deku Princess!



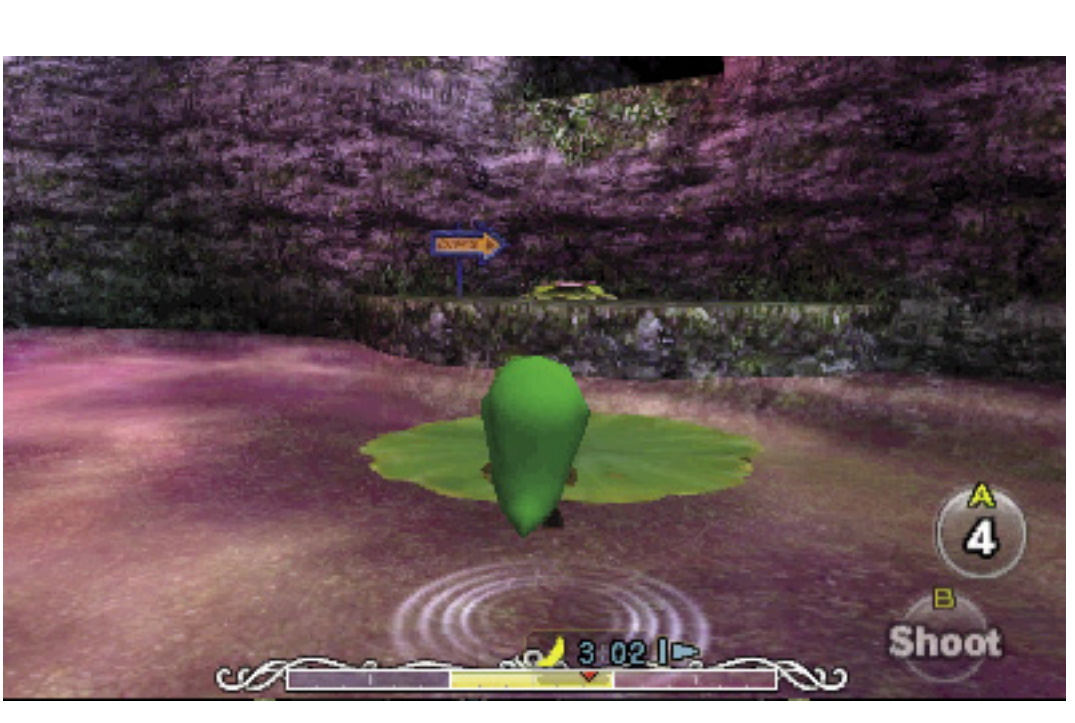
The monkey asks Link to return to the temple and save the Deku Princess. Agree, and he'll teach you the Sonata of Awakening, a special melody that's needed to open the temple's door.

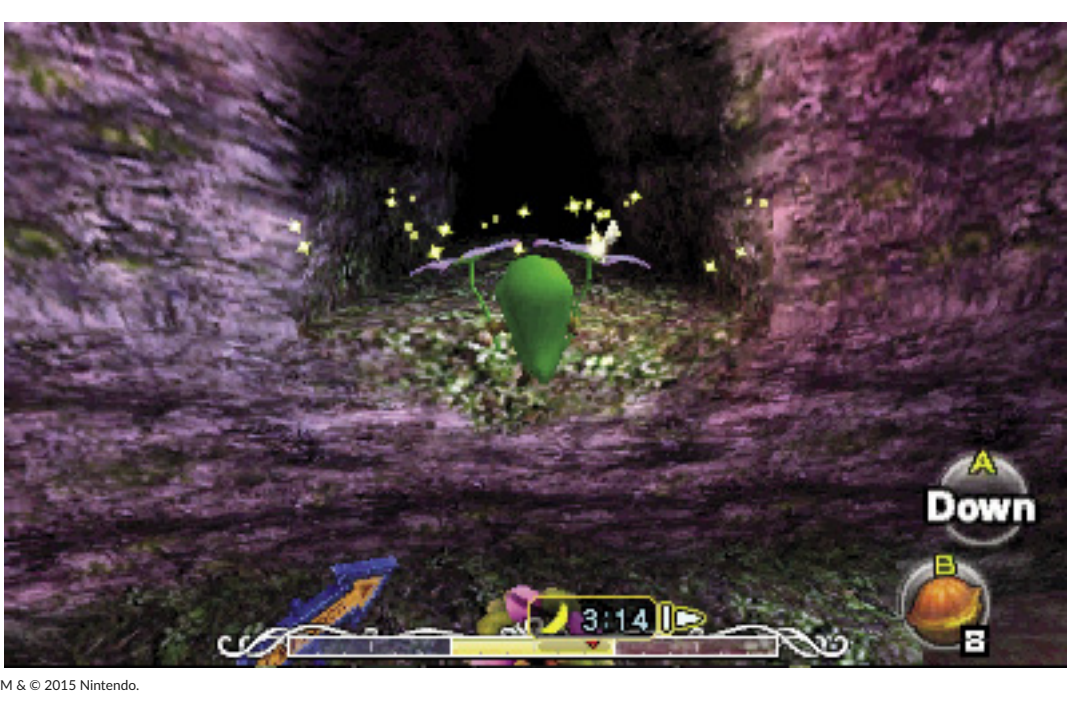
Hearing his royal melody being played aloud, the Deku King is quick to identify Link as an intruder and throw him out of the palace. The poor monkey prisoner is still in peril, and it seems that only the Deku Princess can convince the Deku King of the truth. You must hurry and save her!

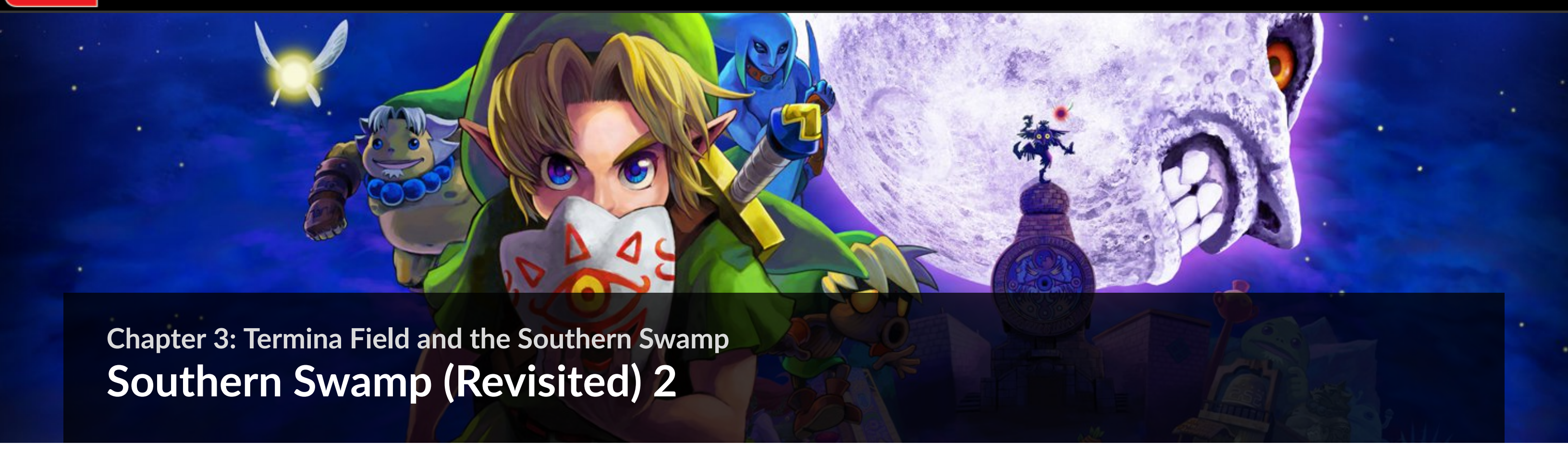
Woodfall Temple Pathway

Back outside the palace, save your progress, and then hop across the poisoned water as Deku Link, heading east as if you were looping back around to the leaf platform that you grew. This time, however, hop over to the south ledge, which features a Deku Flower and a sign that reads "Woodfall Temple Pathway."

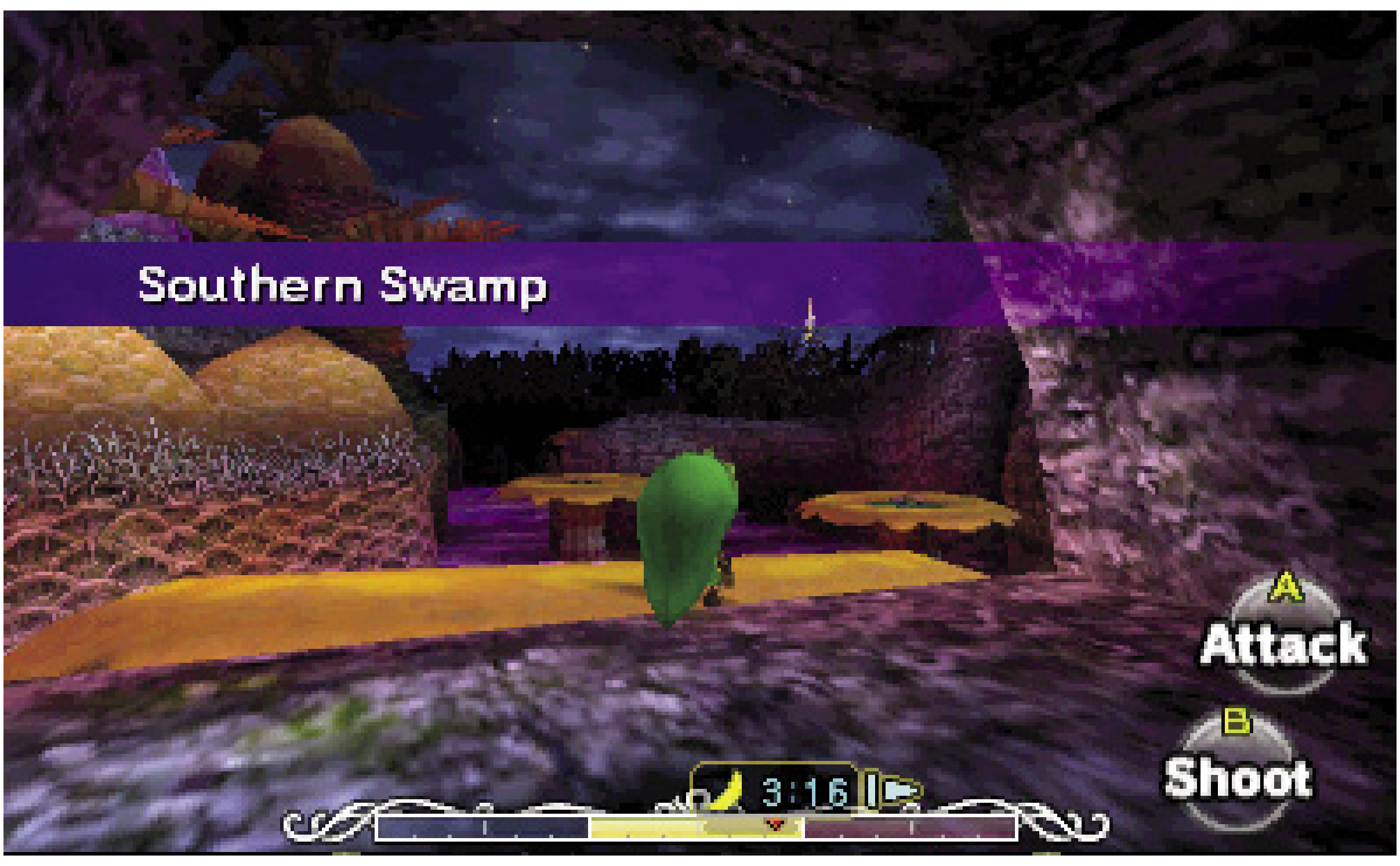
Dive into the flower, and launch out to reach a small passage high up on the wall. Go through to return to the Southern Swamp.







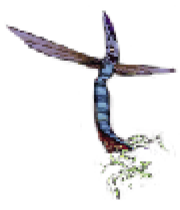
To Woodfall!



The passage lands you atop a big, flowery tree back in the Southern Swamp. Before you burrow into the Deku Flower, look up and L -Target a giant Dragonfly that circles overhead. Defeat this menace with one of Deku Link's bubbles, being careful not to fall from the tree as you fight.

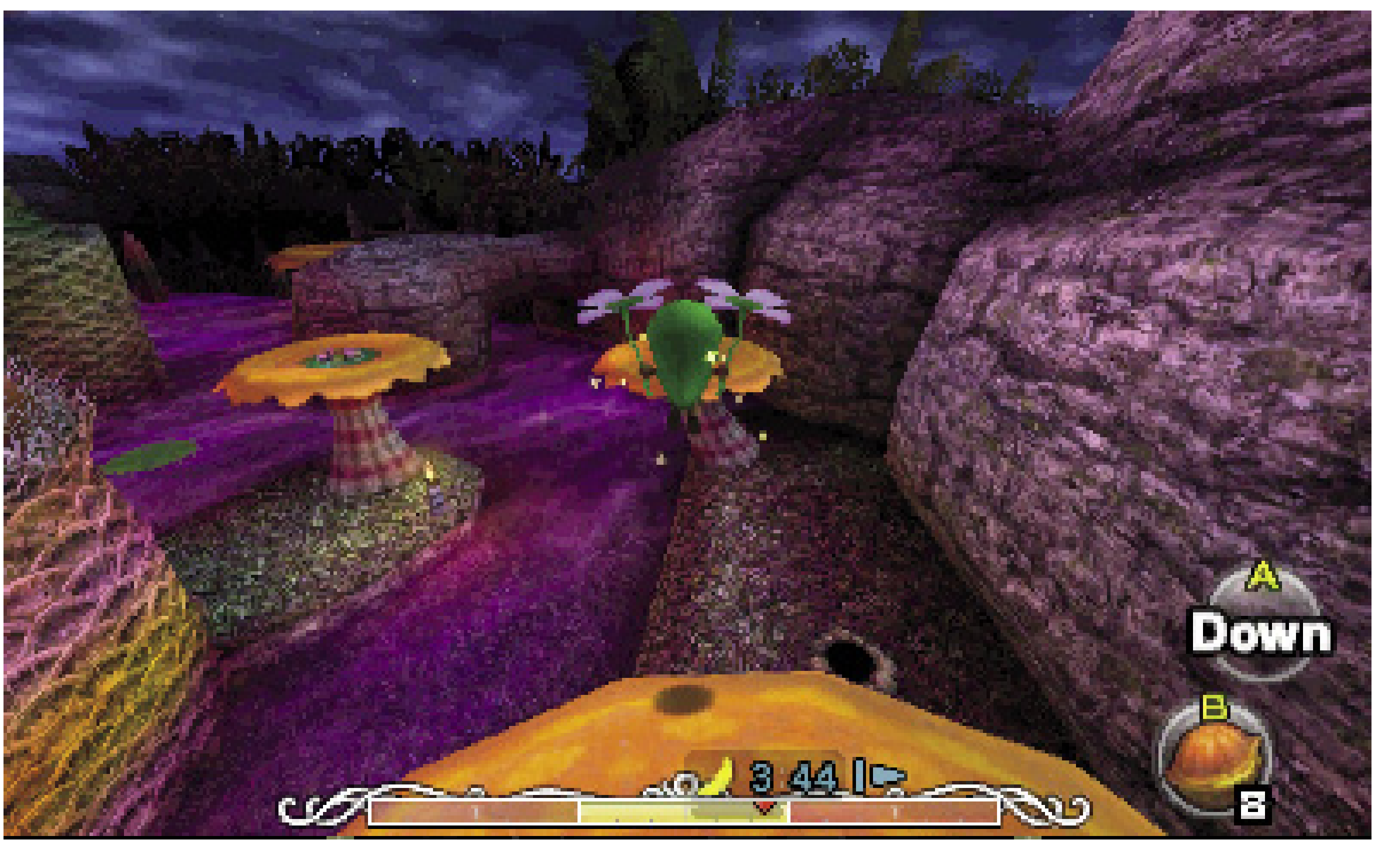
Dragonfly

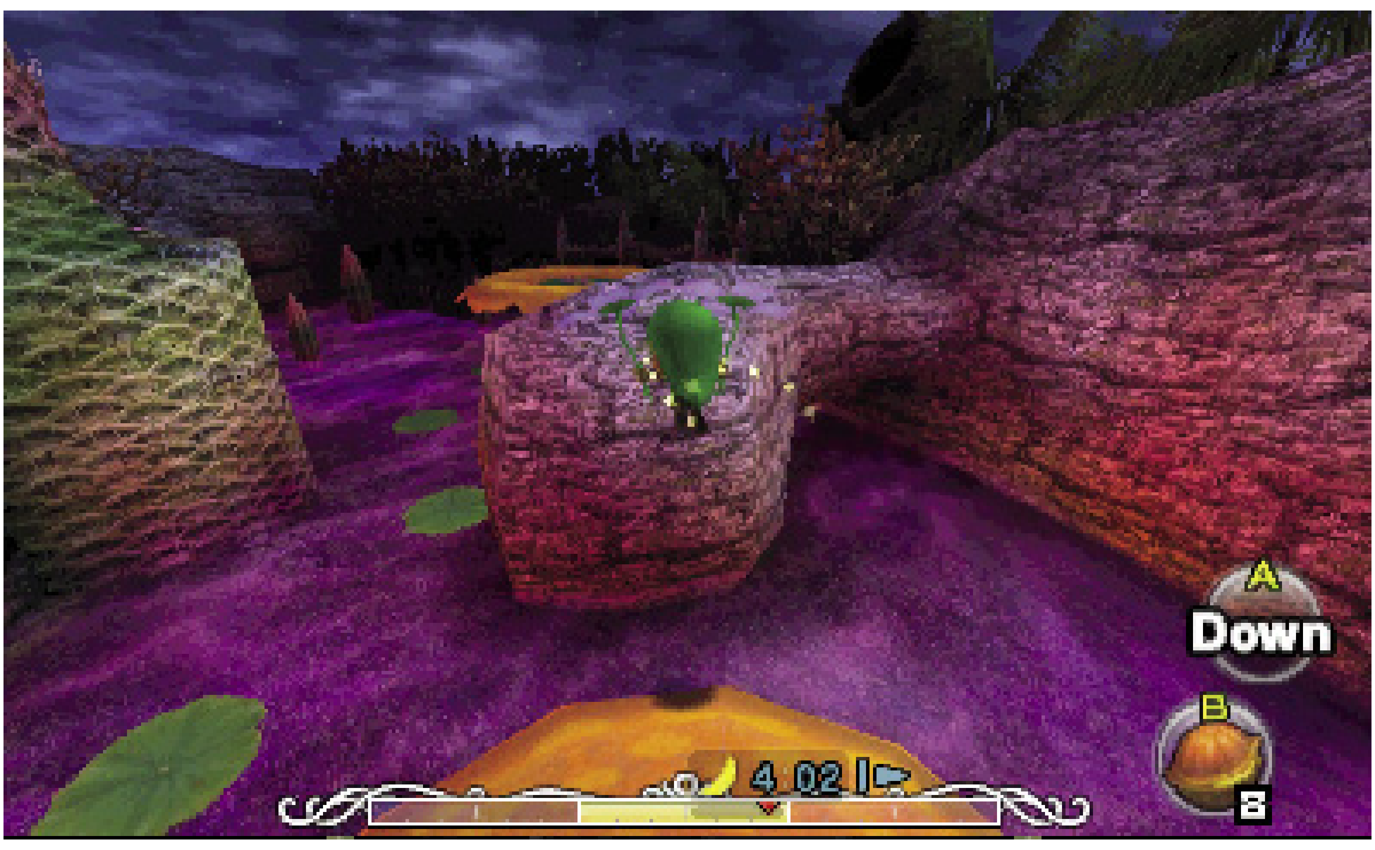
Damage: 1/4 Heart

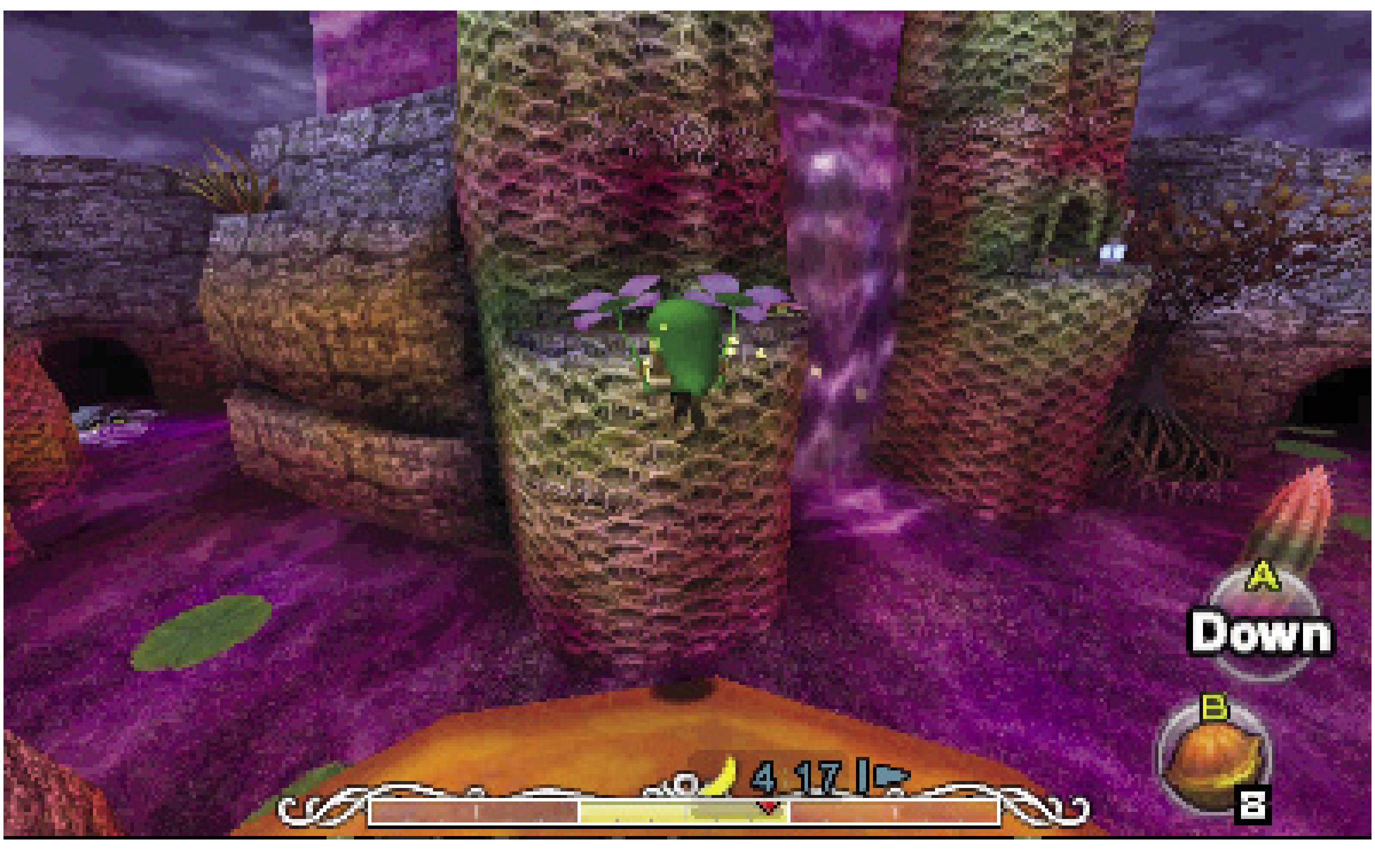


These overgrown insects buzz about the skies, aiming to zap Link with their electric stingers. Block their attacks with Link's shield or Deku Link's shell, then counter with Link's blade (jump attacks work well) or Deku Link's bubbles (a safer option).

Use another bubble to bring down a second Dragonfly that also flies nearby. Then, use your tree's Deku Flower to glide to the next big orange tree to the south.

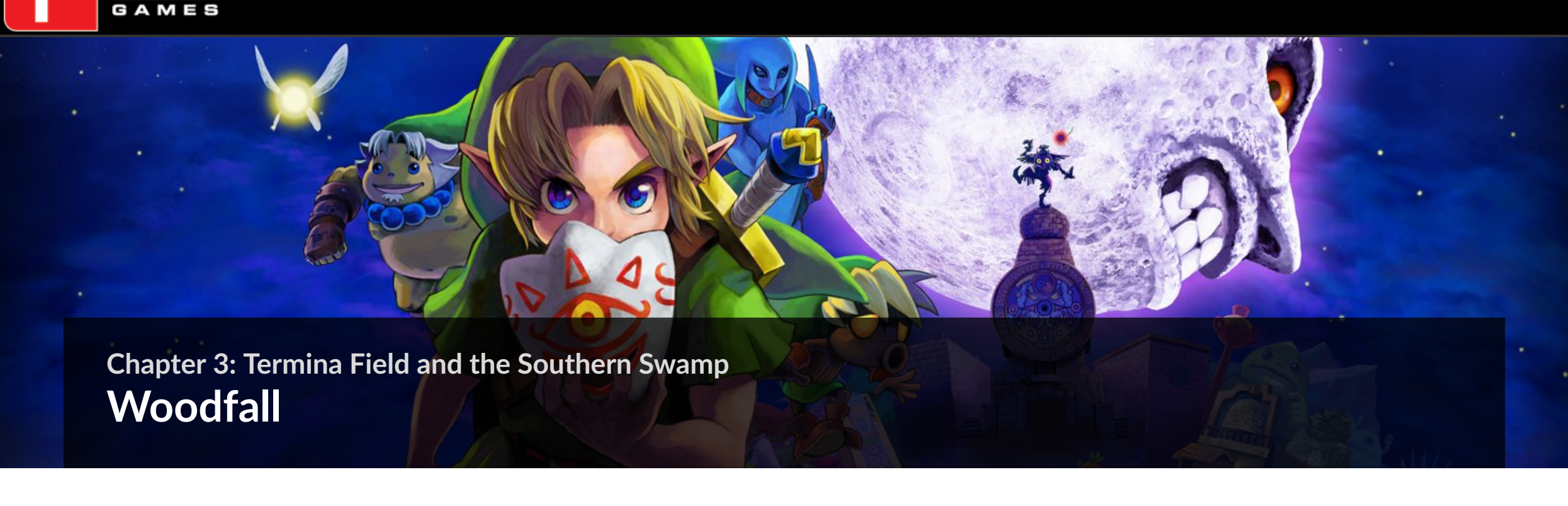






The next tree lies beyond a big rock formation to the south. Glide to the big rock, and then simply walk onto the tree. Use its Deku Flower to reach the north ledge, heading toward a waterfall.

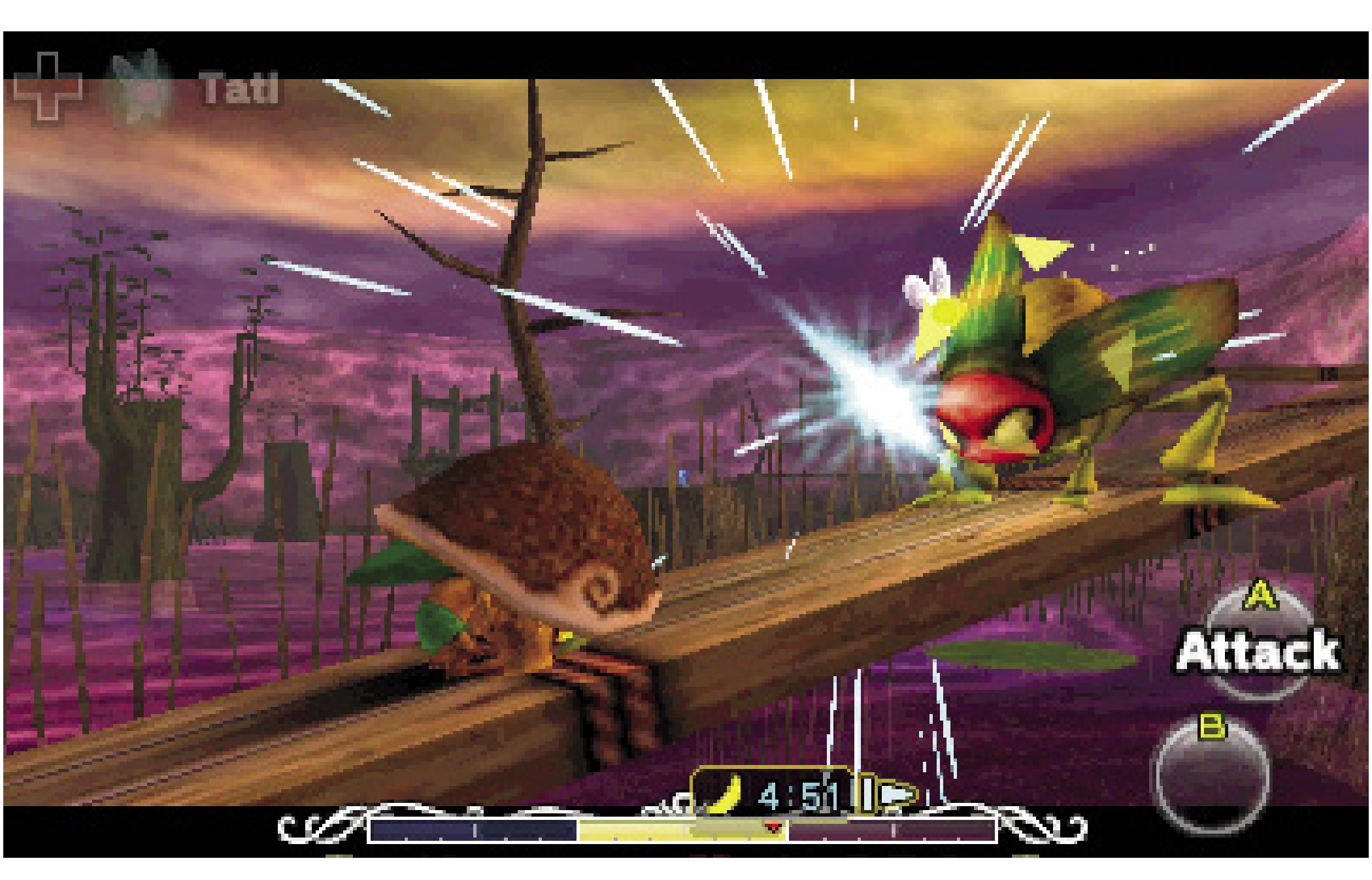
Nice work! Now simply use the ledge's Deku Flower to glide past the waterfall and land on the adjacent ledge, which features a save statue. Save your progress, and then go through the nearby passage to enter the Woodfall area.



Chapter 3: Termina Field and the Southern Swamp

Woodfall

Bogged Down



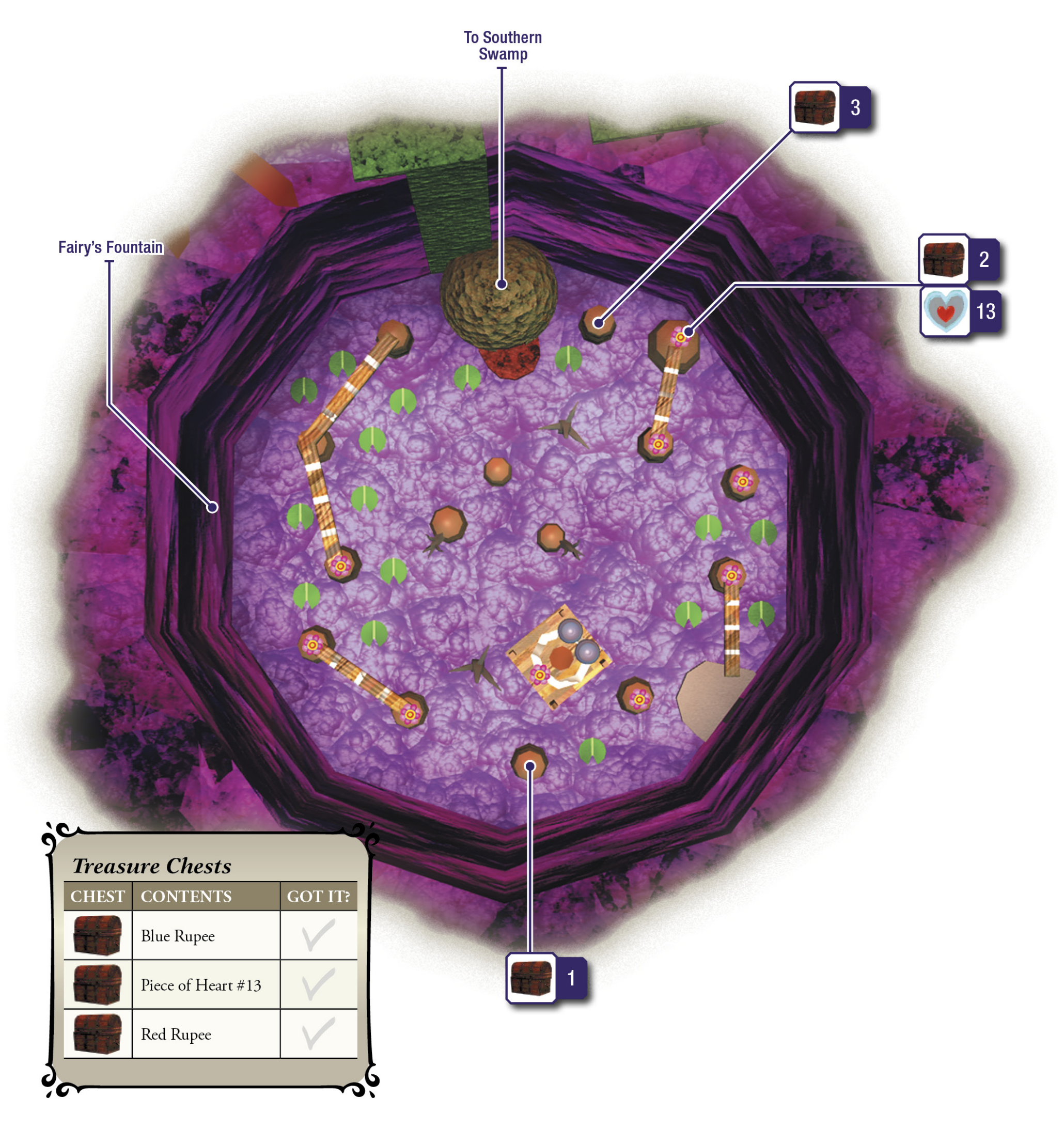
Beware: this area is filled with even more poisoned water. You must be close to the source of the problem. Chop down the bushes on the entry ledge, then go west and hop across the poisoned bog as Deku Link, heading for the west ramp.

Watch out for a feisty Hiploop patrolling the ramp. Lock on and defeat it from afar with a few of Deku Link's bubbles. If you accidentally fall off the ramp, quickly hop to the nearest lily pad before you sink into the bog.

Hiploop

Damage: 1/4 Heart

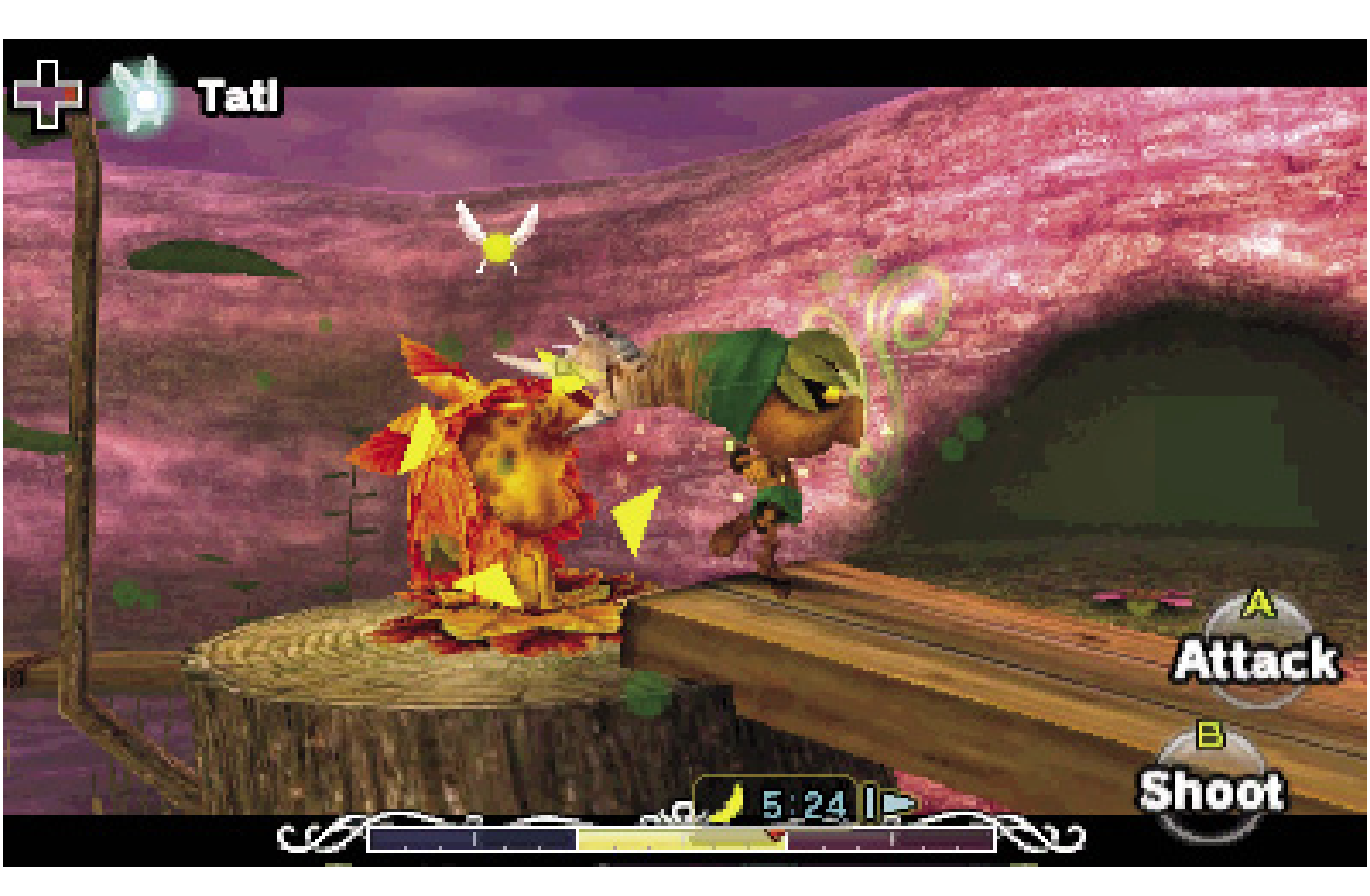
Hiploops are hot-headed insects that charge at Link once they catch sight of him. Block their charges by assuming a defensive position with R, then counter. Alternately, simply lock on to the pests and pick them off with Deku Link's bubbles from a safe range.

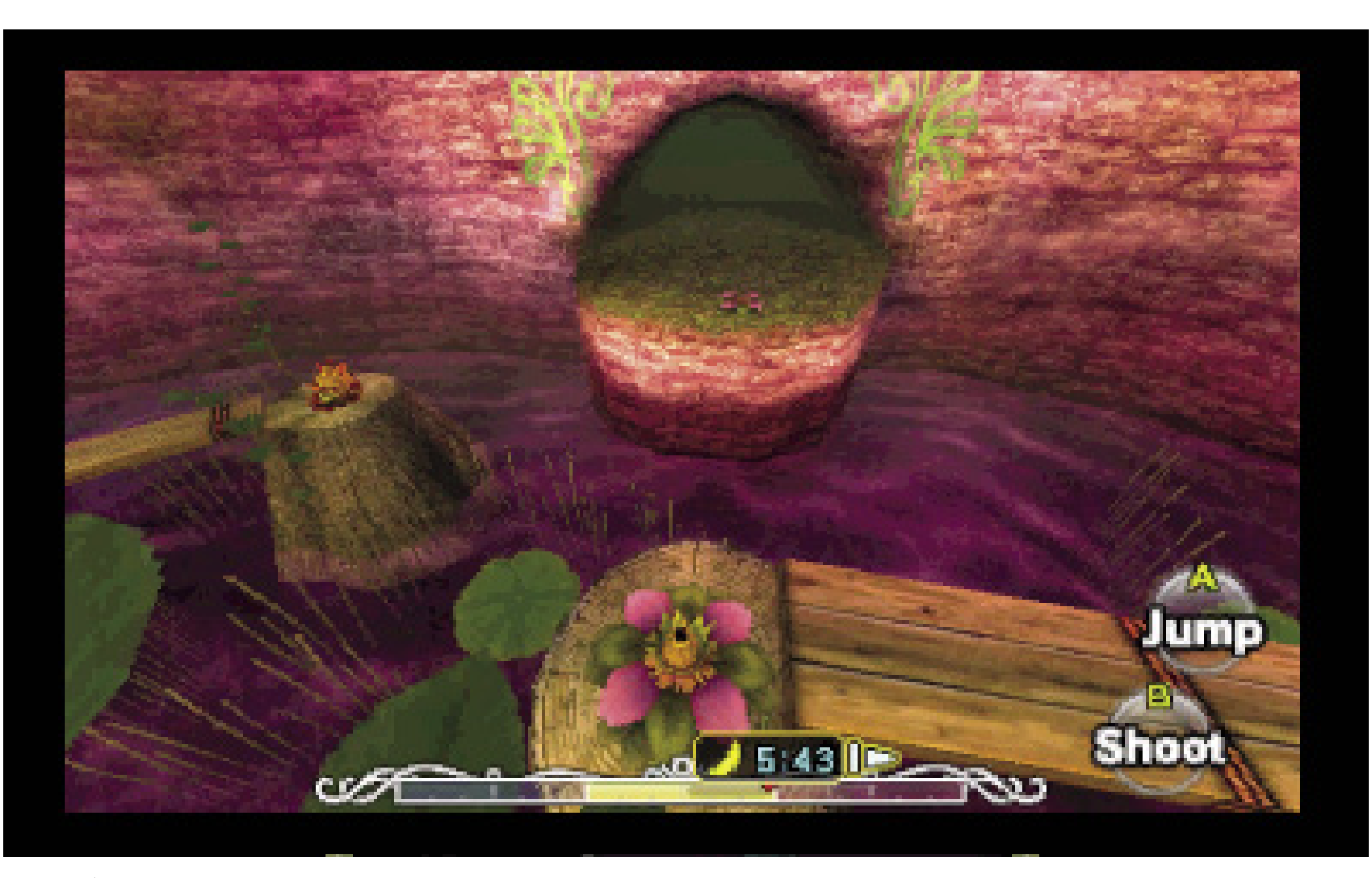


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Blue Rupee	✓
	Piece of Heart #13	✓
	Red Rupee	✓

Continue up the ramp, slaying another Hiploop on your way to a Deku Flower. Look out—a Mad Scrub pops up from this flower and spits Deku Nuts at you. Block its Deku Nuts, and wait for your chance to defeat the Mad Scrub with a bubble or spin attack.



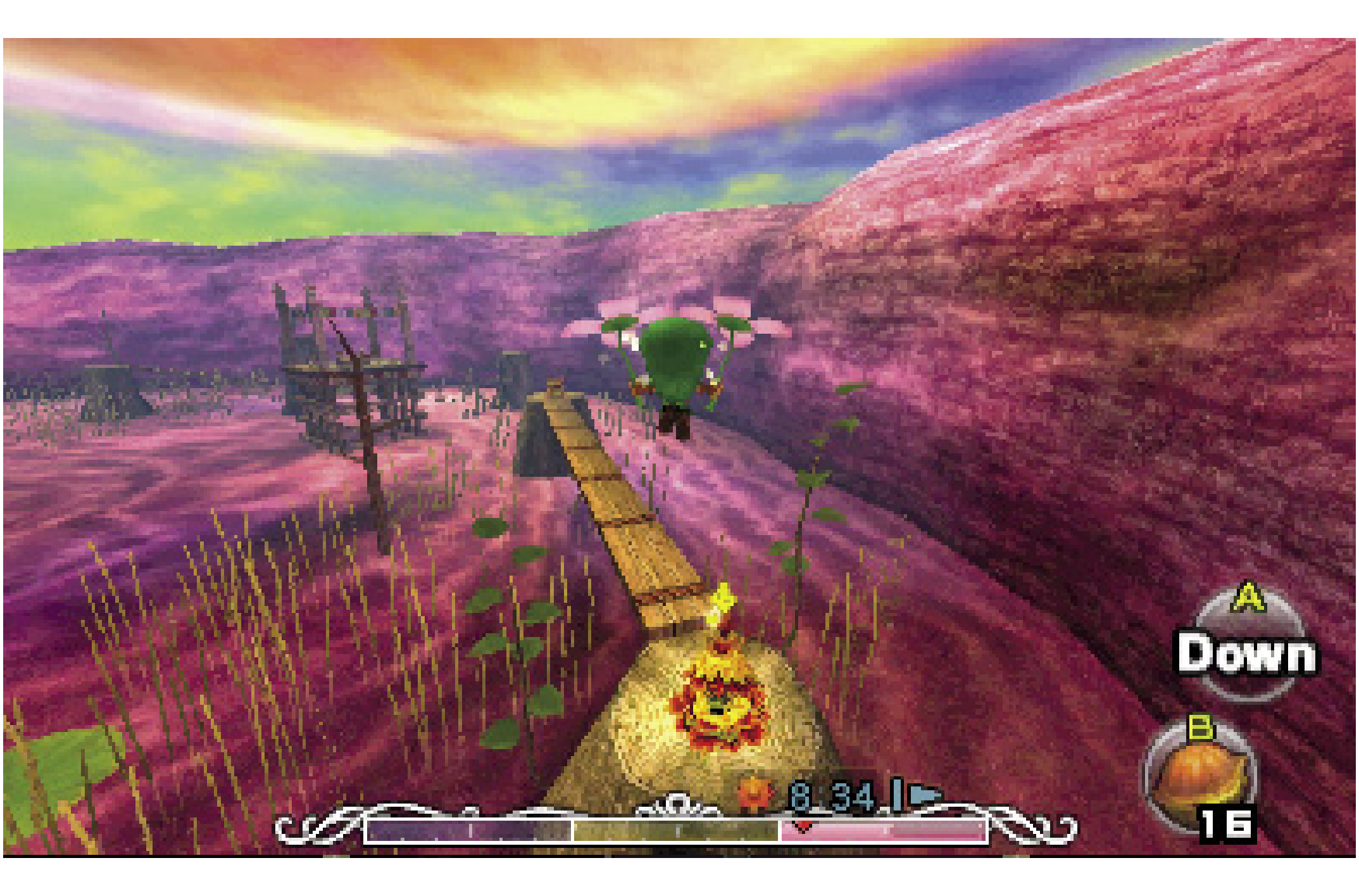


After you've defeated the Mad Scrub, you can use its flower. Dive into the flower and face west to spy a ledge with another Deku Flower. Glide over and land on the ledge, then enter the nearby cave.

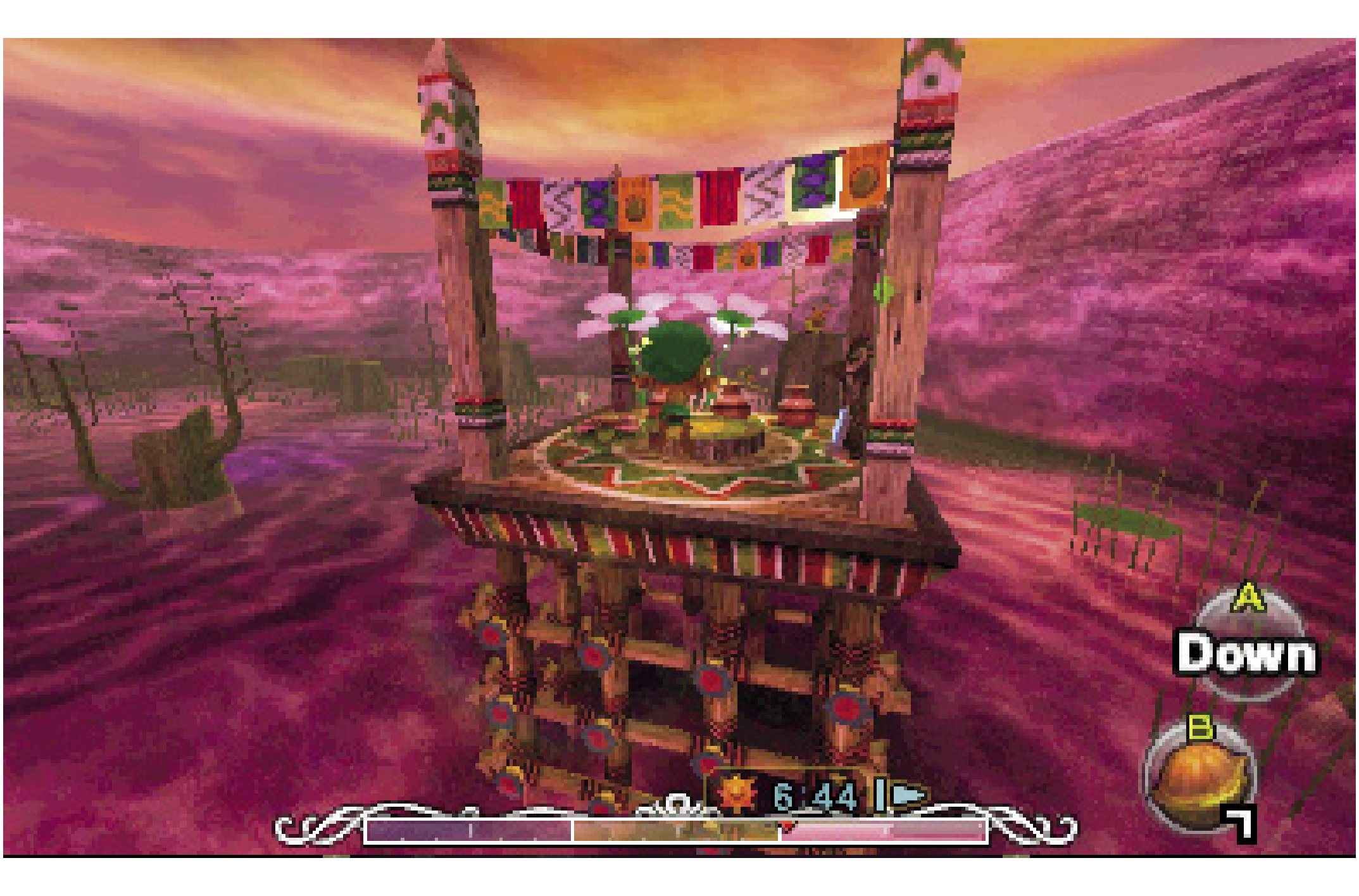
Hey, it's a Fairy's Fountain! This one's just like the one you've visited in Clock Town, and its Great Fairy has been broken and shattered just like the Great Fairy of Magic. Move to the center of the fountain, and the Great Fairy speaks to you, asking that you find the Stray Fairies that are trapped inside Woodfall Temple. You'll then be healed, with your magic power also restored. There's nothing you can do to help this Great Fairy at the moment, so head back outside.

Attack
Shoot
8:23

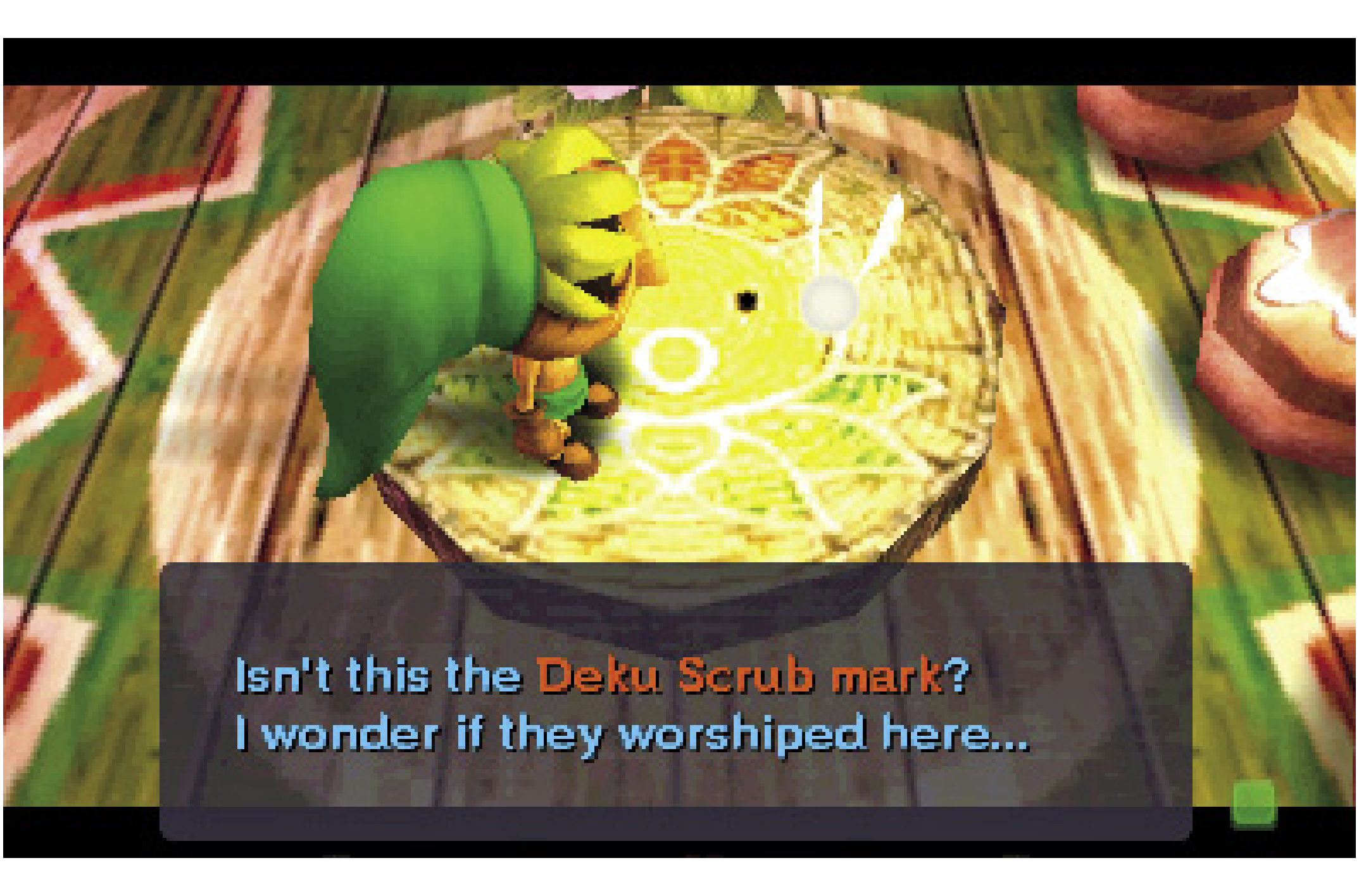
Use the Deku Flower on the ledge outside the Fairy's Fountain to glide over to another Mad Scrub that's guarding a lower stump to the south. Defeat this Mad Scrub, as well, again dropping a Deku Nut on its head if you like.



Don't bother using the Mad Scrub's Deku Flower. Instead, cross the ramp and dispatch a third Mad Scrub on the next stump. Use this one's flower to glide to the wooden platform to the east. (Ignore the chest on the south stump for now.)



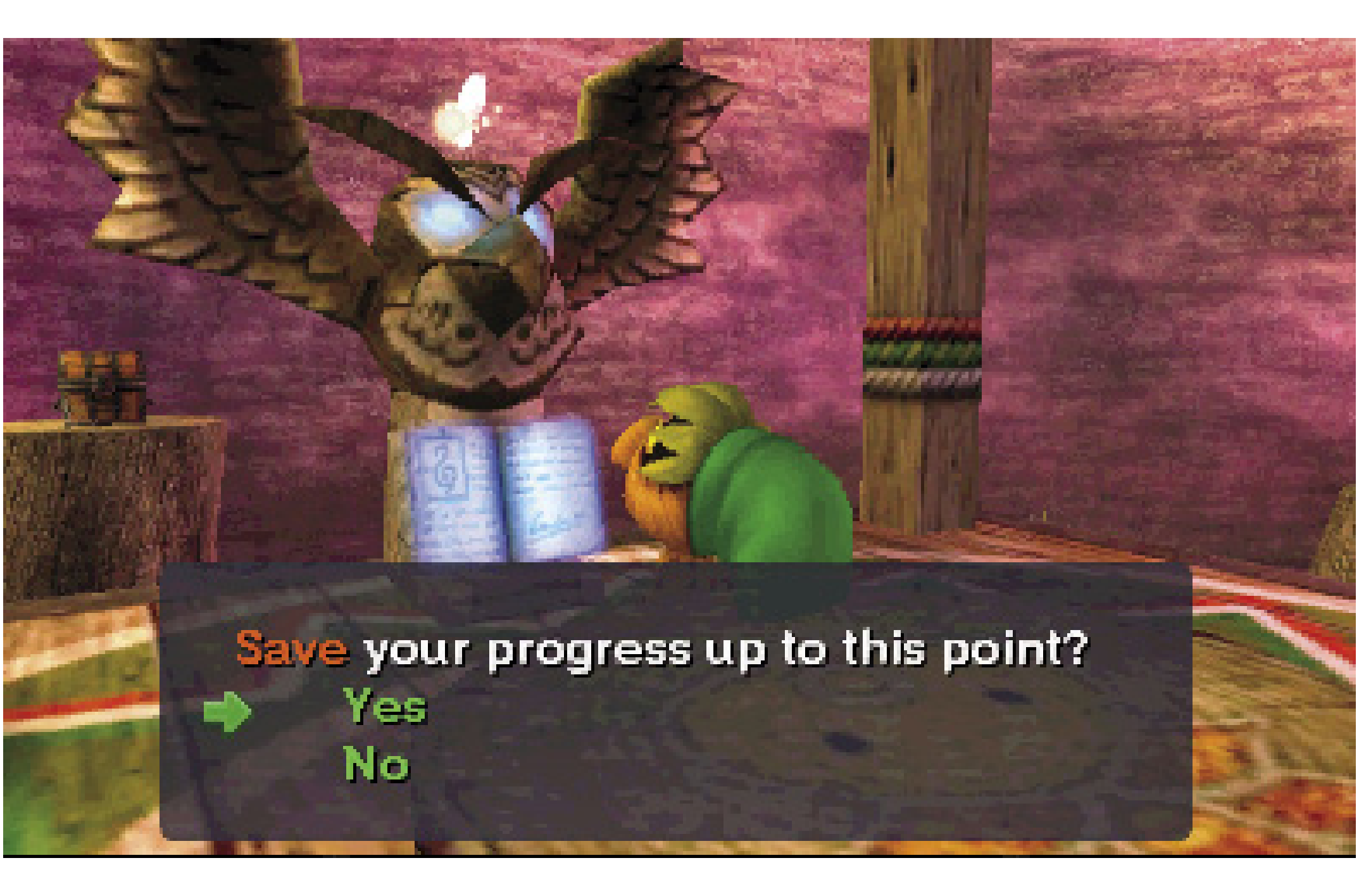
Sacred Symbol



Isn't this the Deku Scrub mark?
I wonder if they worshiped here...

Always observant, Tatl notices a special mark that's etched onto the wooden platform's floor. It's the Deku Scrub mark! The little Fairy wonders if the Dekus used to worship here before all the trouble began.

Woodfall Owl Statue



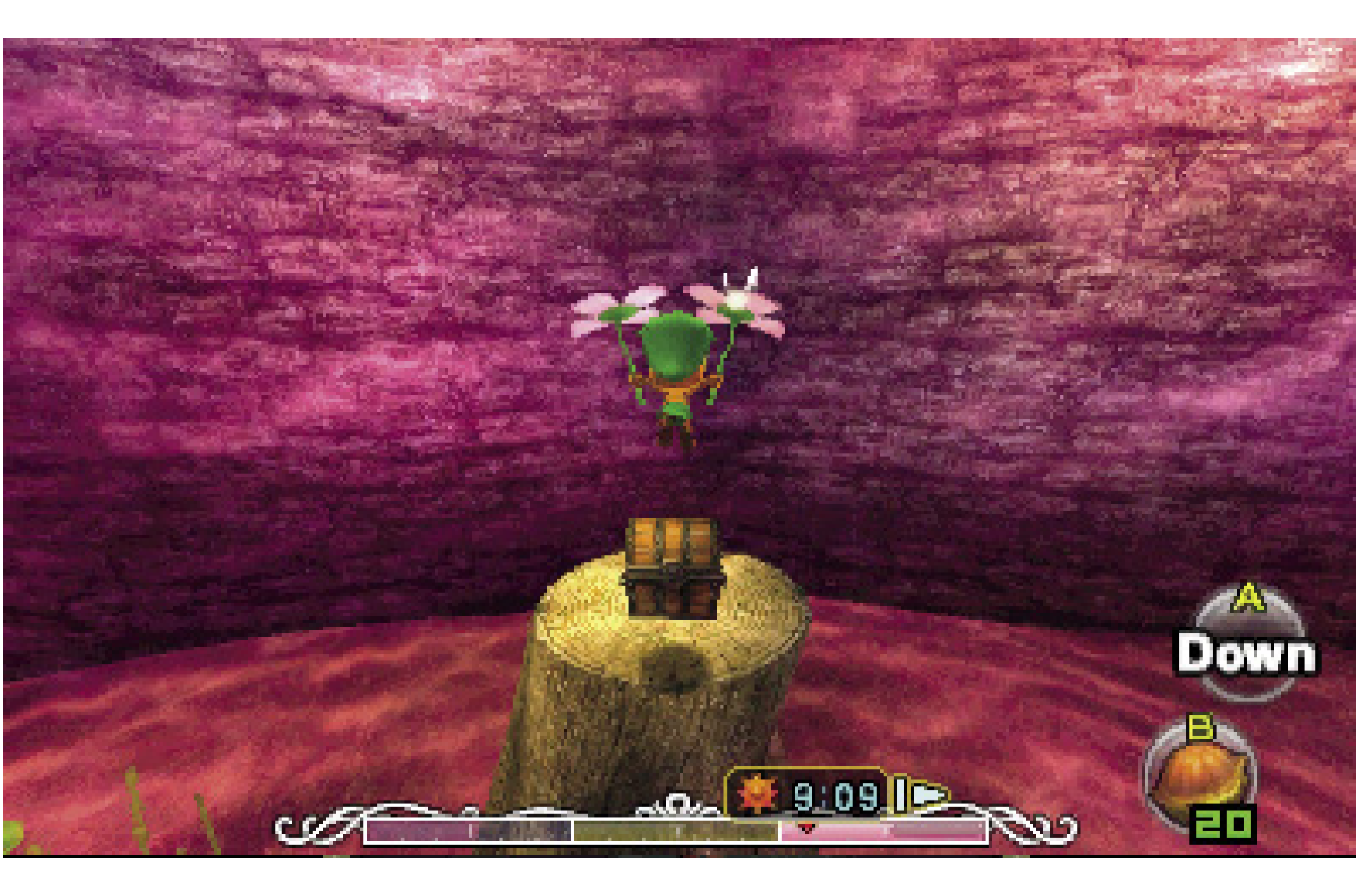
Save your progress up to this point?
Yes
No

After Tatl finishes talking, take off the Deku Mask and inspect the platform's owl statue. This activates the statue, creating a new warp point for the Song of Soaring. Now you can easily return to this remote area whenever you like. Use the statue to save your progress afterward.

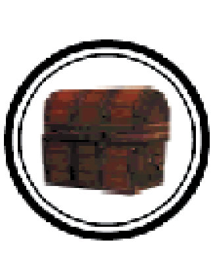
Fairy Finder

Smash the jars near the owl statue to discover another Fairy. Like the one you found near the Southern Swamp's owl statue, you can catch this little Fairy in an Empty Bottle and take it with you. You can use Fairies that you've caught at any time to restore 10 Hearts of Link's life energy. Fairies can also automatically revive Link if he ever runs out of life energy, restoring 10 of his Hearts and saving him from the brink of defeat.

Woodfall Chests



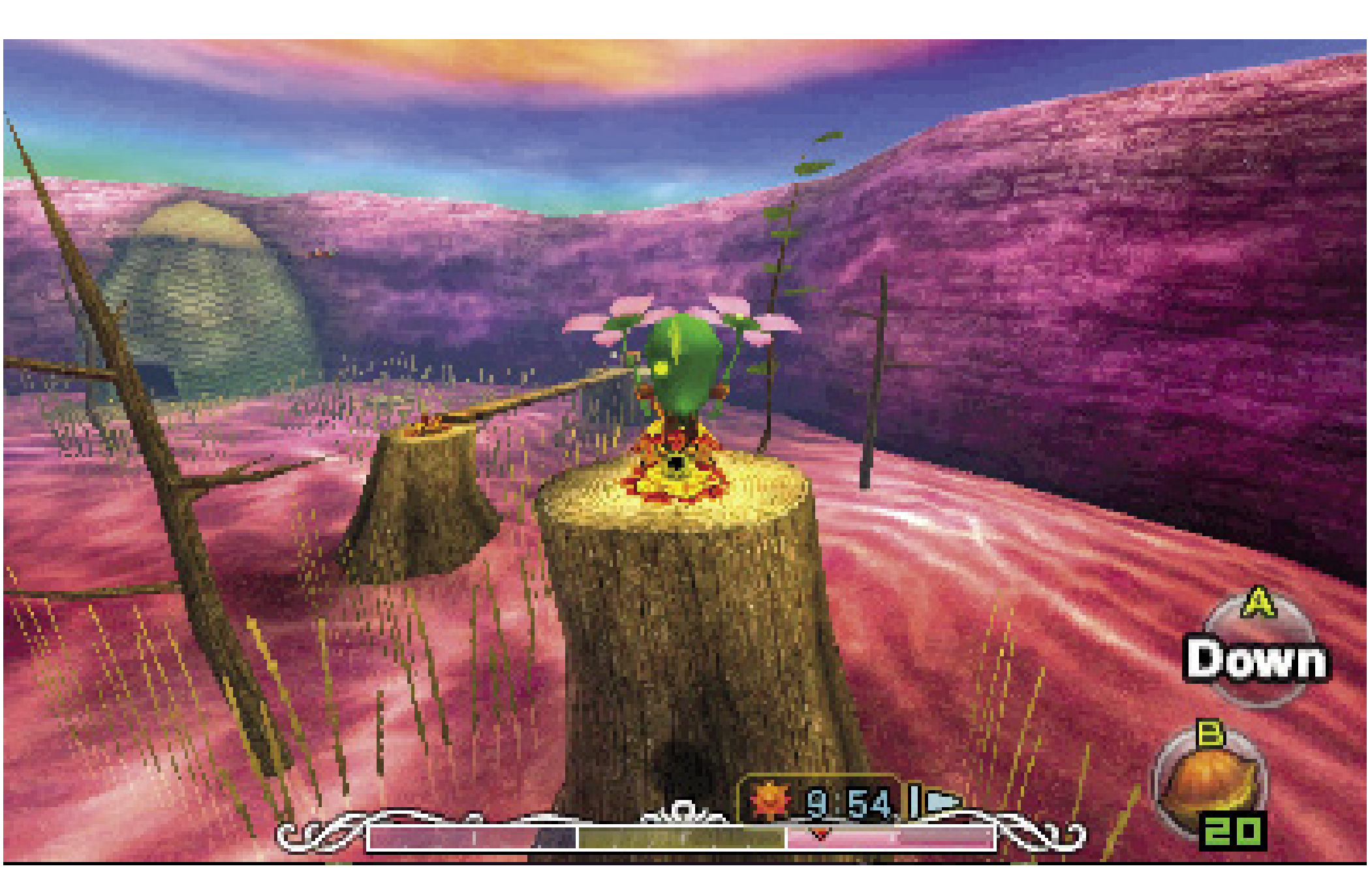
With the owl statue activated, use the wooden platform's Deku Flower to reach the tall stump to the south, which sports a treasure chest. Flip its lid to pocket a Blue Rupee. Every little bit helps!

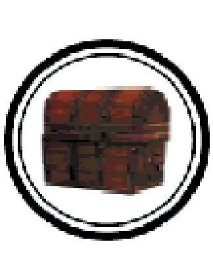


Woodfall Chest #1: Blue Rupee

After looting the chest, drop off the stump's east side and hop east along the water as Deku Link. Cross a lily pad to reach another ramp to the east, which a Hiploop guards. Wipe out the Hiploop and the Mad Scrub that follows, then use the Mad Scrub's Deku Flower to reach the next Mad Scrub to the north.

Defeat the Mad Scrub, along with the circling Dragonfly that buzzes about. Next, cross the nearby wooden bridge and defeat one last Mad Scrub that's guarding a chest. Open the chest to obtain a precious Piece of Heart.



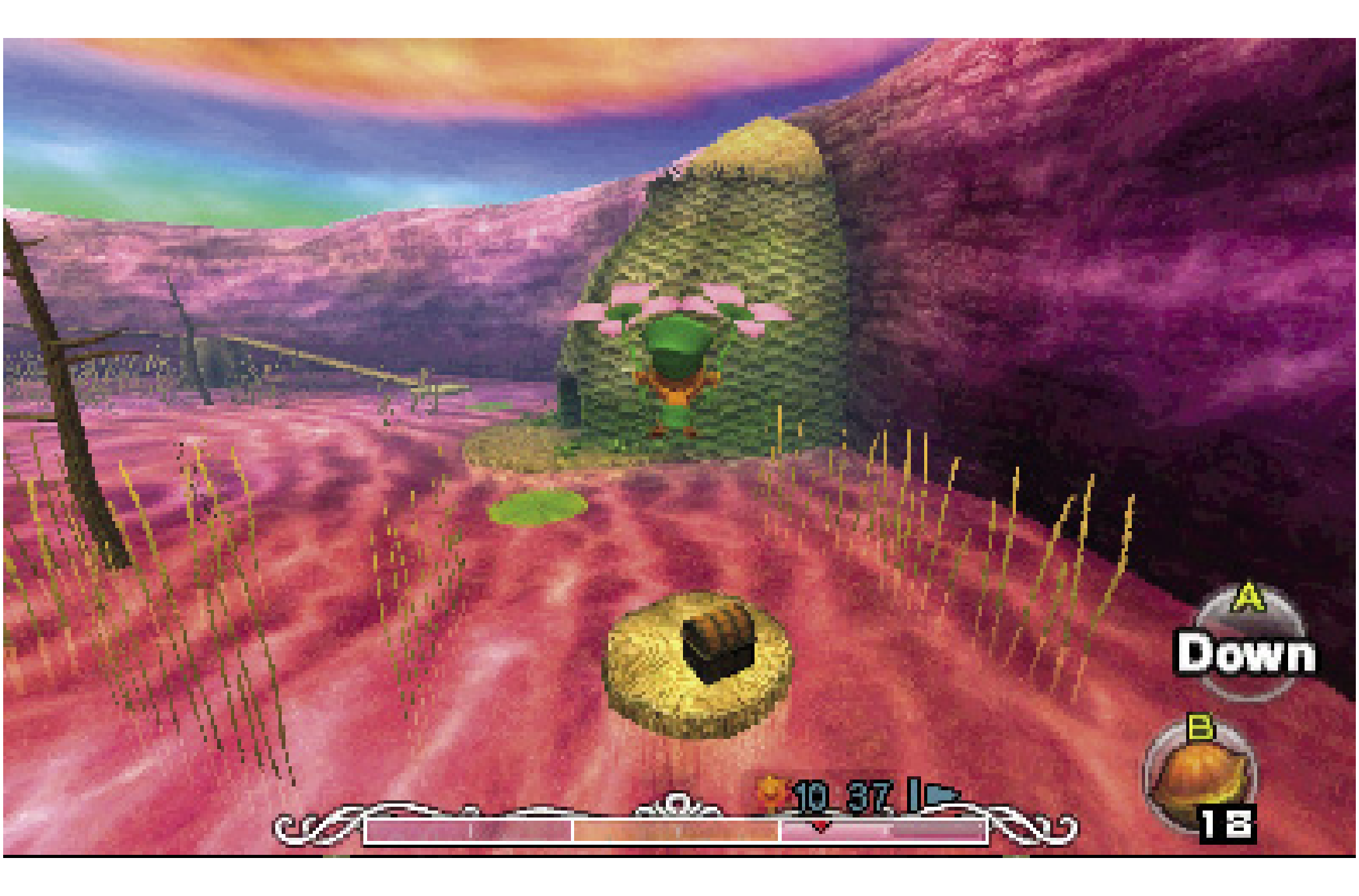


Woodfall Chest #2: Piece of Heart #13

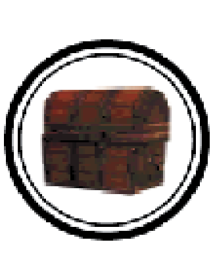
Piece of Heart #13

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

One Last Chest

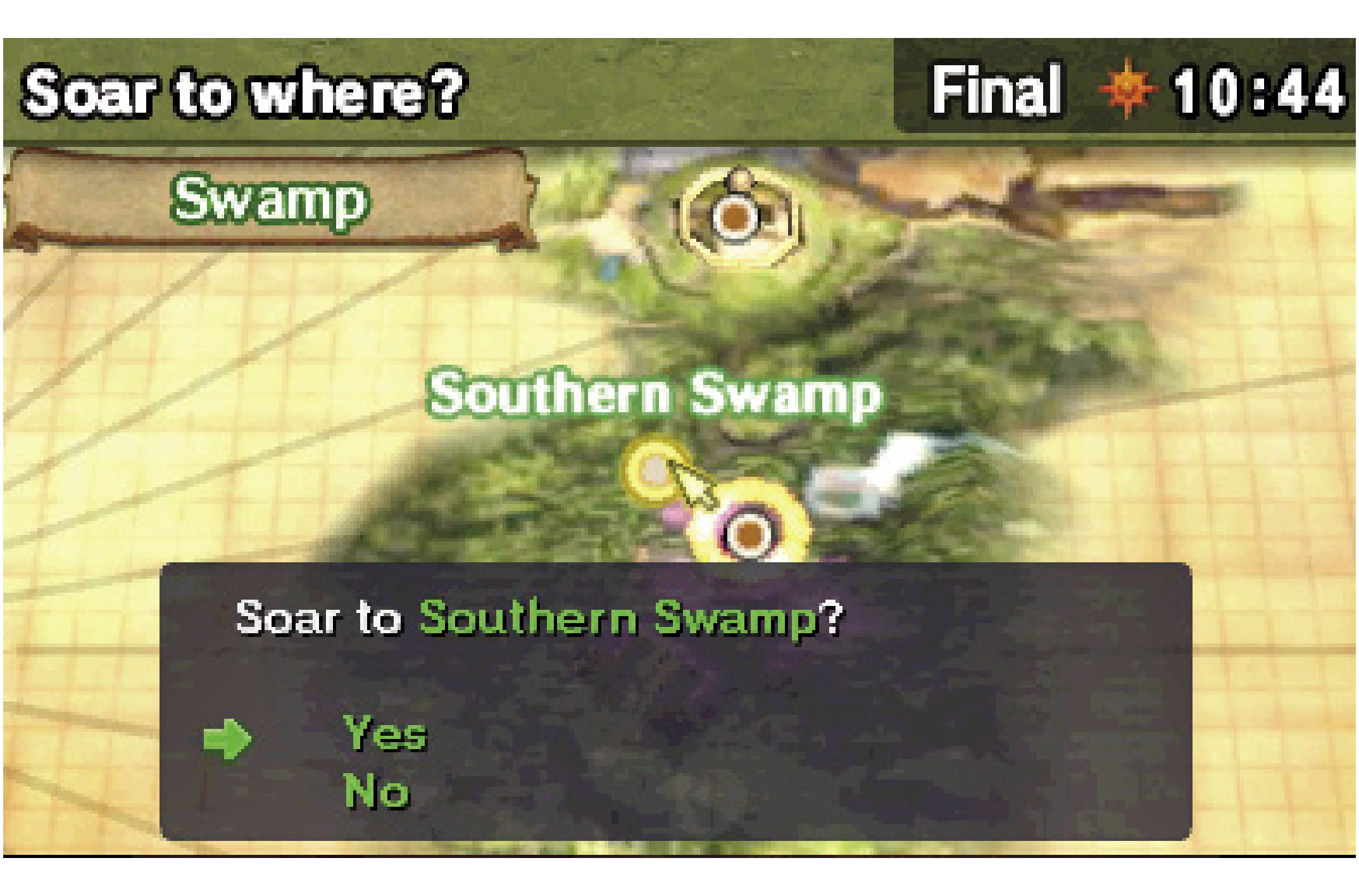


A look at your mini-map shows there's one more chest in Woodfall. It's right nearby; use the Deku Flower near the Piece of Heart's chest to reach it, then open the chest for a Red Rupee.



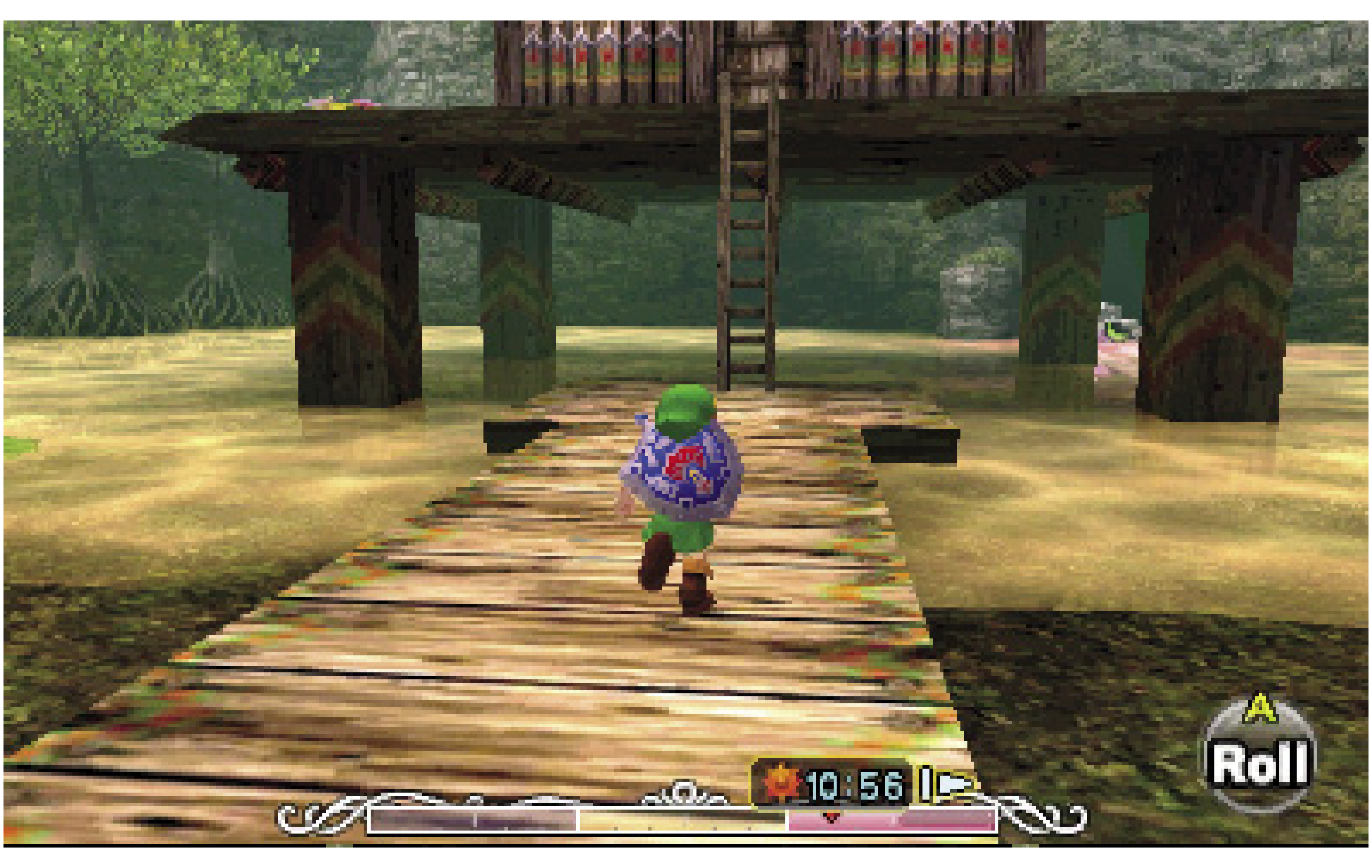
Woodfall Chest #3: Red Rupee

That's all you'll be doing around Woodfall for now. Whip out your ocarina (or Deku Pipes) and play the Song of Soaring. Select the Southern Swamp as your destination, and you'll be whisked directly over to the Southern Swamp's owl statue. Don't worry: you can easily return to Woodfall any time now that you've activated its owl statue.



Soar to Southern Swamp?
Yes
No

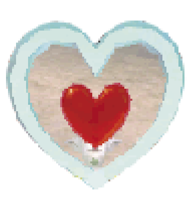
The Pictographer's Heart



Time is likely dwindling by this point—you're probably close to (or already on) the Final Day. But there are still a few profitable things to do before you reset time. Climb the Swamp Tourist Center's ladder and go inside.

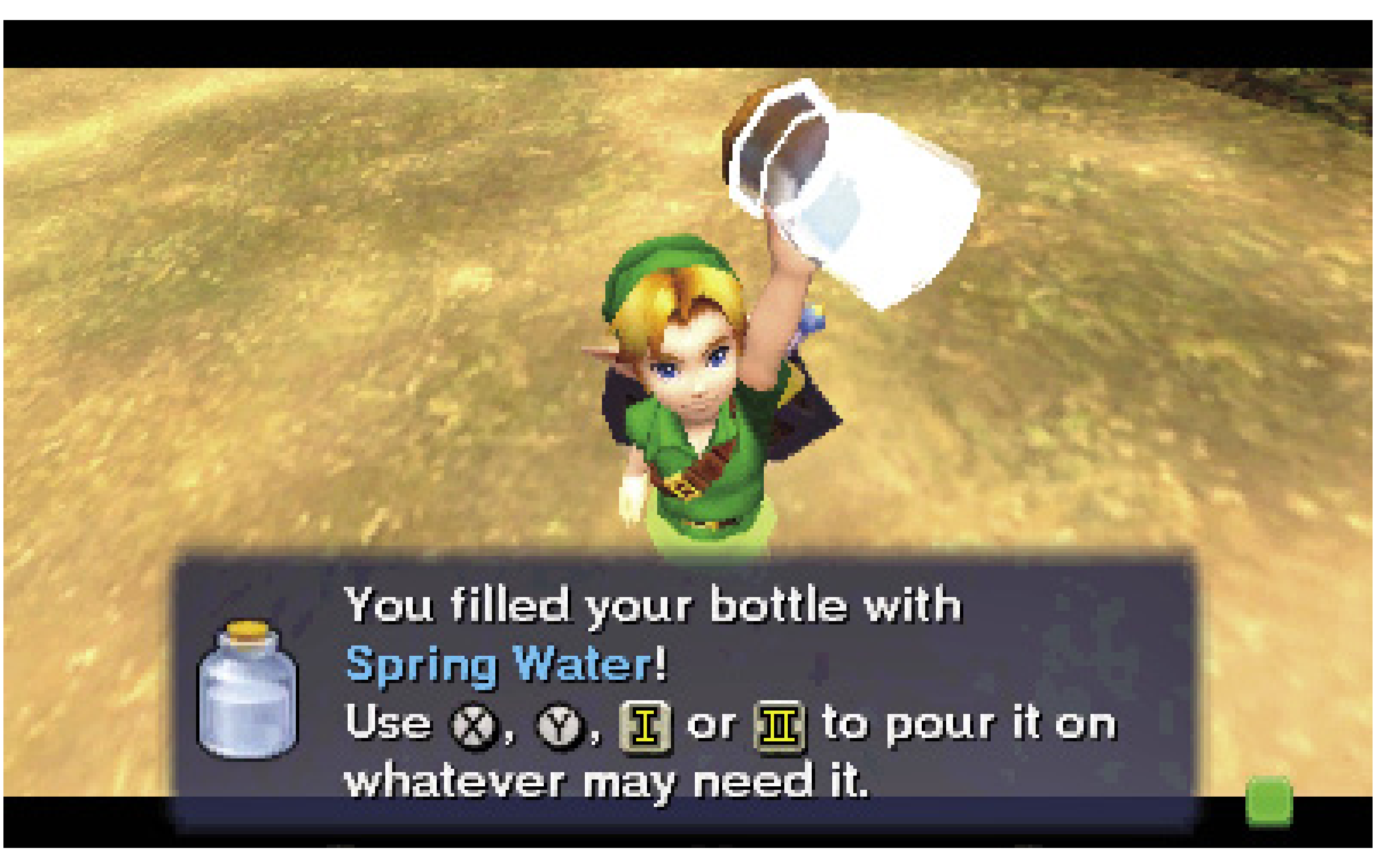
Step up to the counter on the left, and show the burly pictographer the stunning picture that you've snapped of the Deku King. The big guy is so thrilled with your pictography skills that he rewards your efforts with a lovely Piece of Heart.

Piece of Heart #14



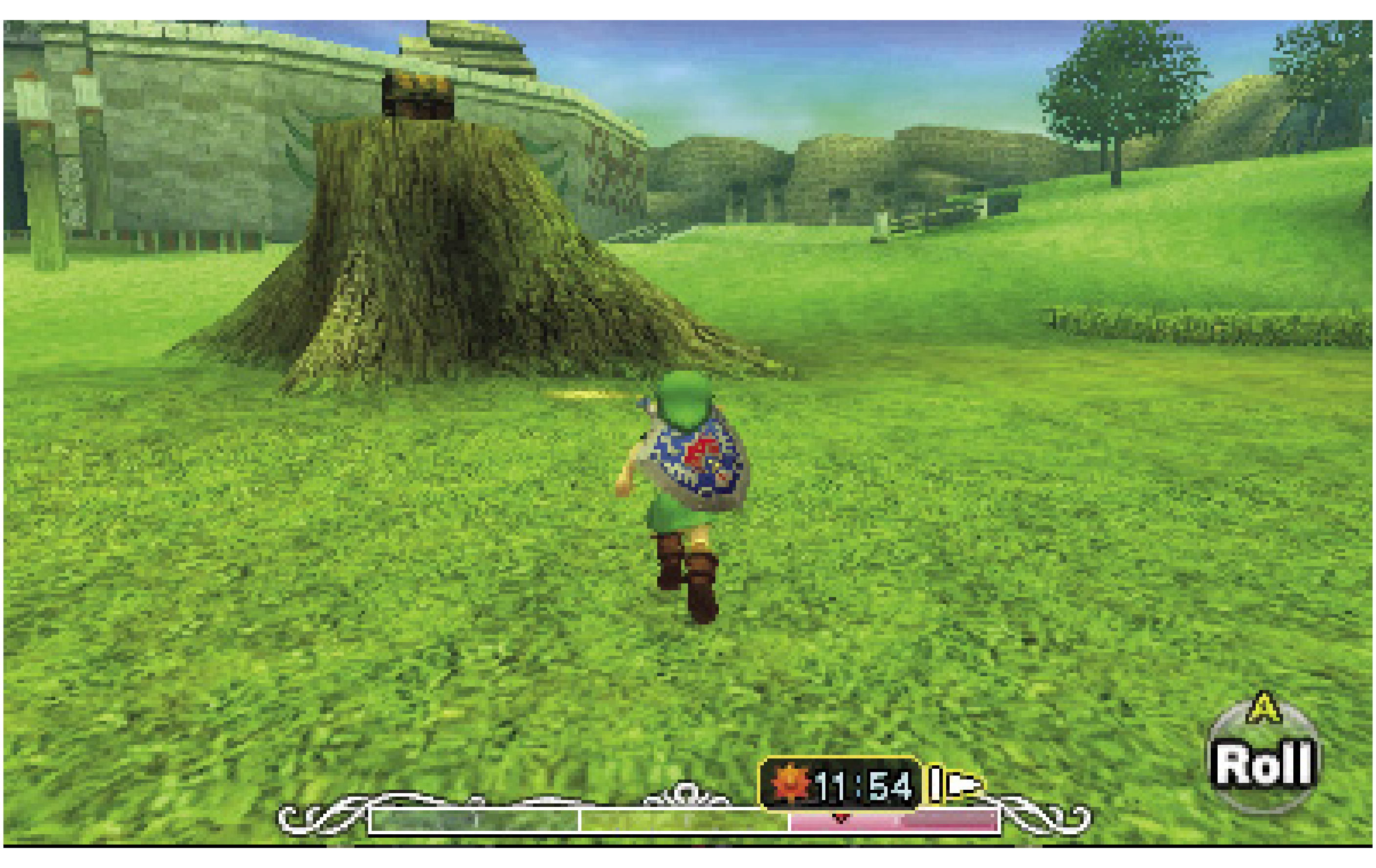
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Termina Field Treasure



You filled your bottle with Spring Water! Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to pour it on whatever may need it.

That wraps up the Southern Swamp for now. Exit the Swamp Tourist Center, and wade into the deep water beneath the building. Fill your Empty Bottle with Spring Water, releasing the Fairy that you might have caught in Woodfall to make room if necessary.



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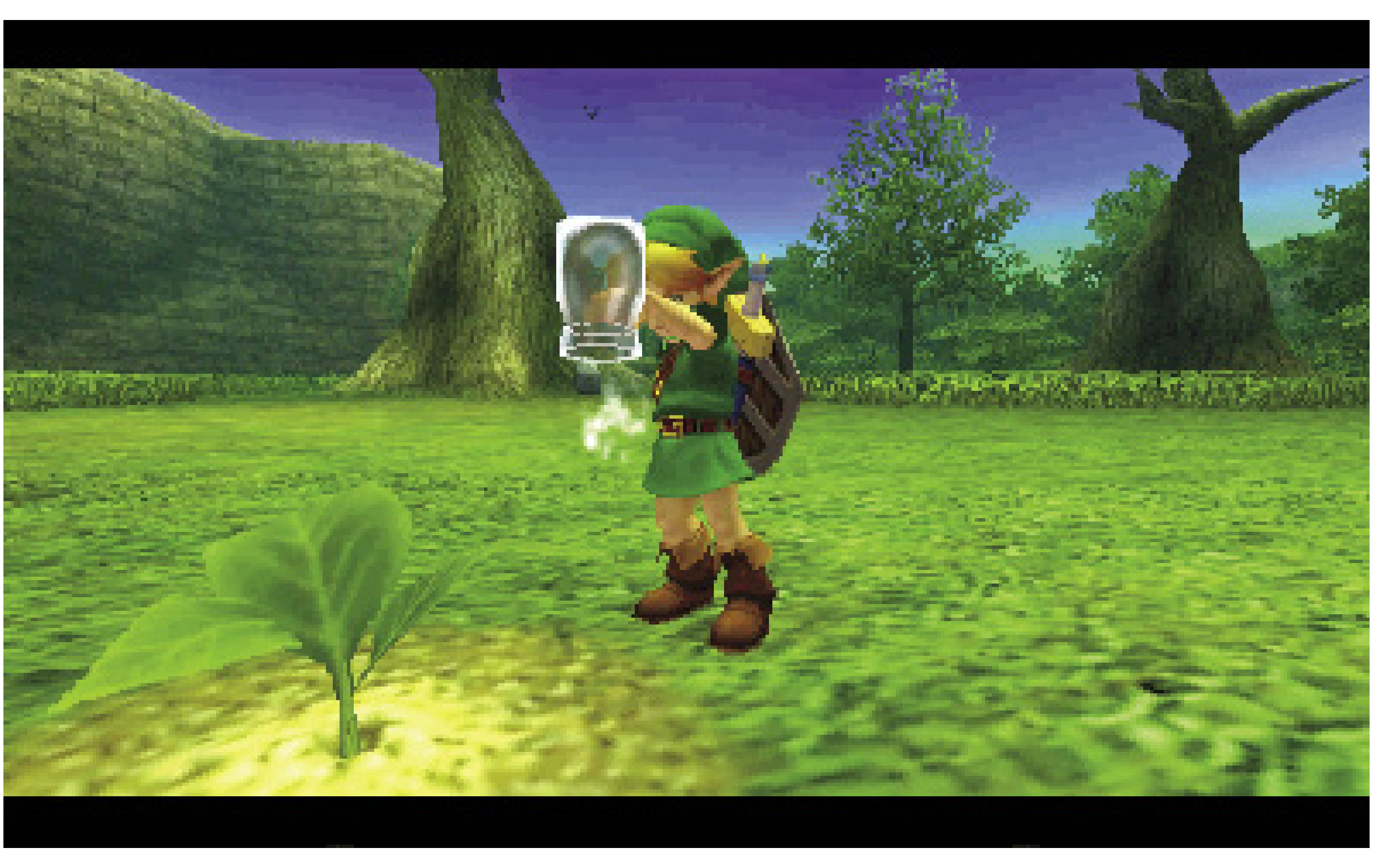
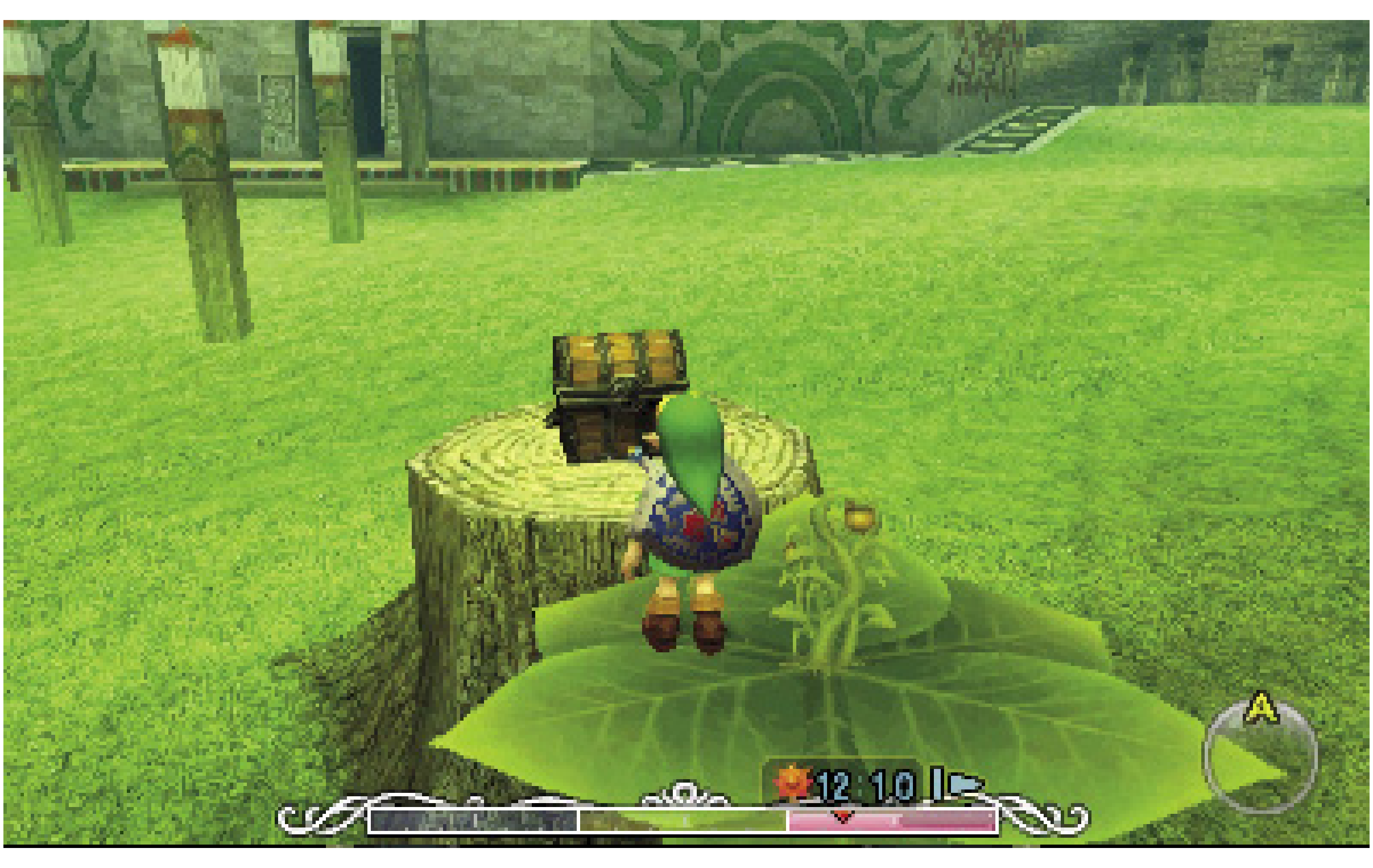
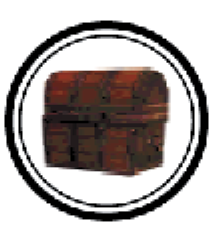


With your bottle brimming with Spring Water, make the trek back to Termina Field. As you enter Termina Field, veer to the right, and look for a chest atop a large tree stump. You may have spotted this chest before, and now you can reach it.



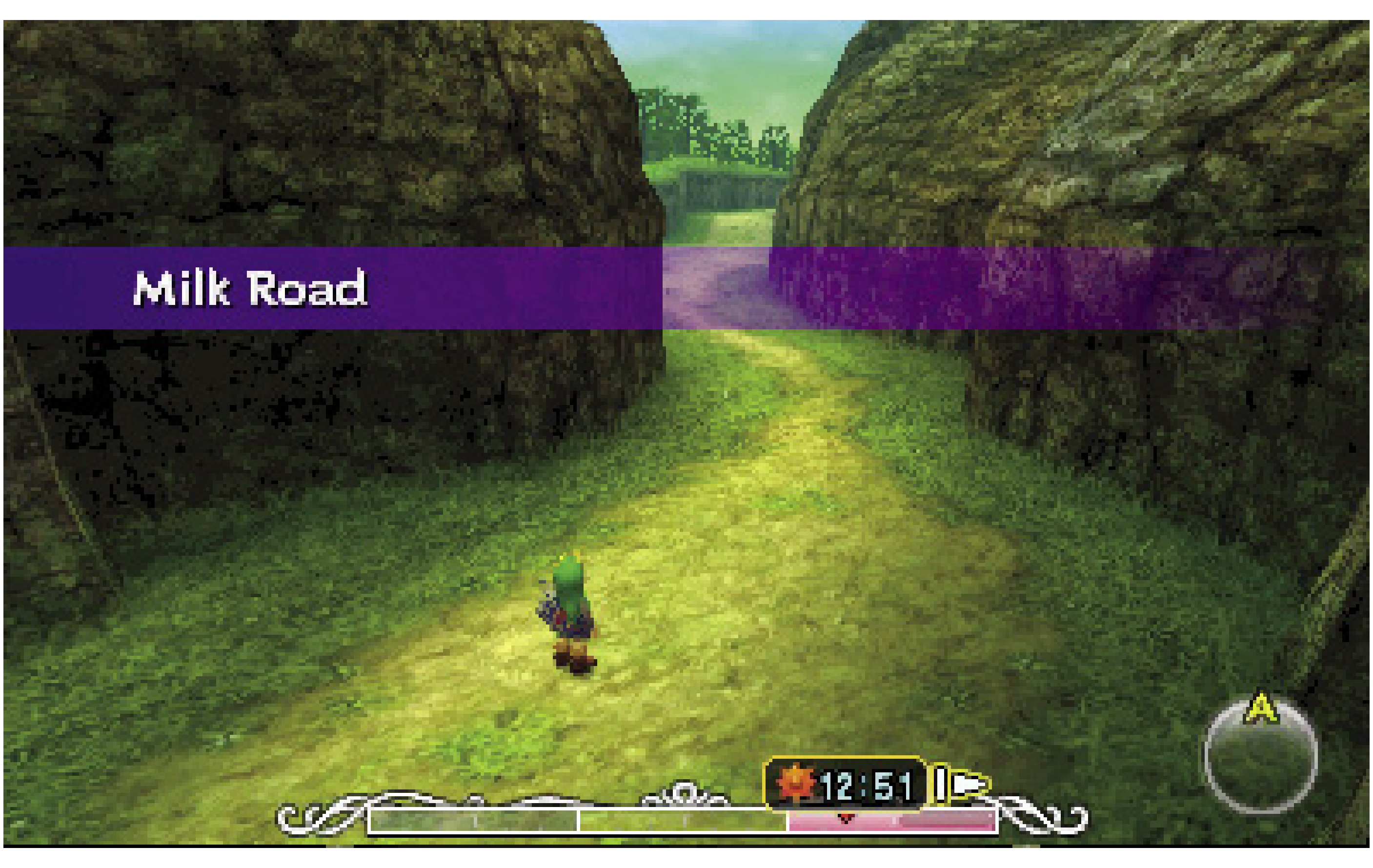
Search for a patch of soft soil near this stump. You know what to do! Plant your last Magic Bean in the soil, then feed it some Spring Water to make it grow into a leaf platform.

Hop onto the leaf platform and ride up to the chest. Jump off, and open the chest to collect a Red Rupee. Righteous!



Termina Field Chest #5: Red Rupee

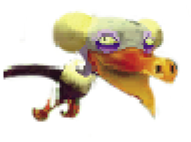
Milking It



If you still have time left on the clock (and you likely do), then there's one last thing to accomplish. It involves the Bremen Mask that you obtained from Guru-Guru during your previous explorations of Clock Town. Drop from the chest stump, and head for Termina Field's southwest trail, which leads to Milk Road. Beware the dangerous Takkuri bird that circles the skies near the trail's entrance. Don't fight it, just flee!

Takkuri

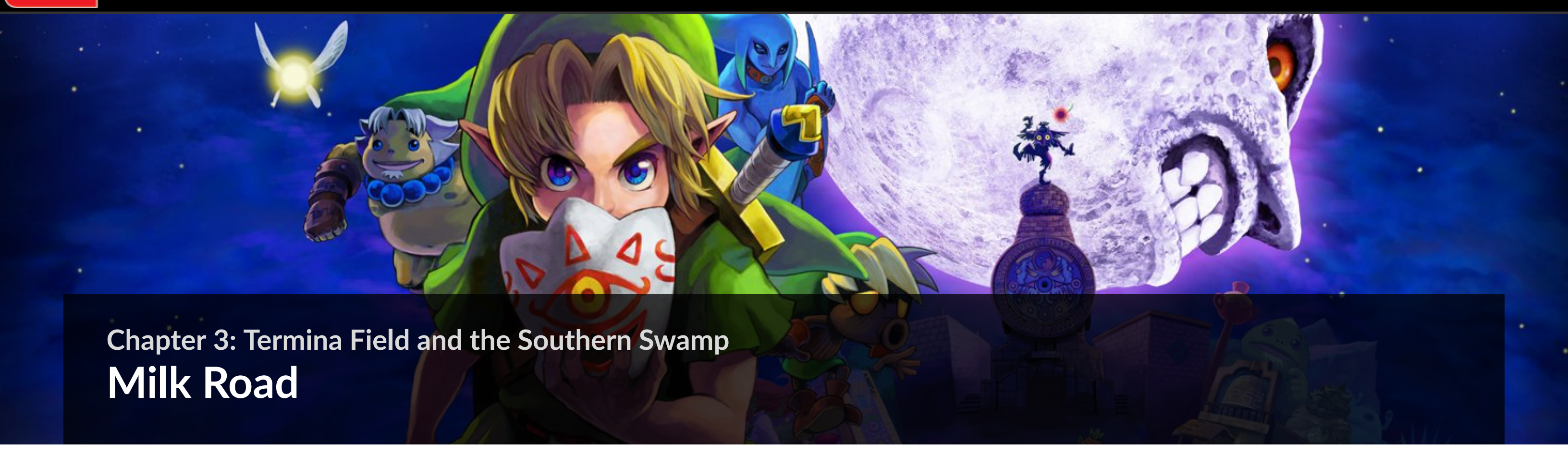
Damage: 1/4 Heart



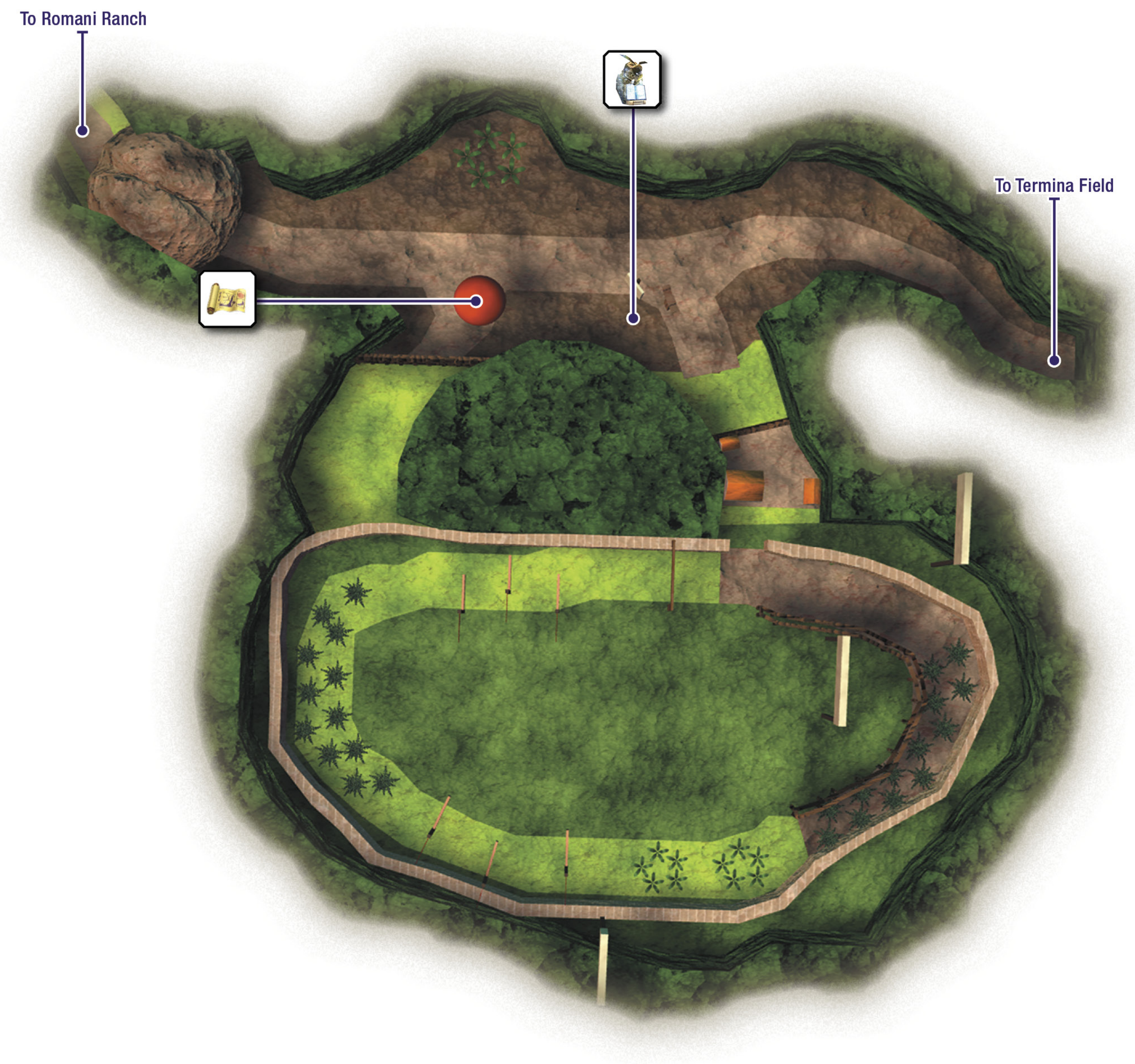
Hold fast your valuables! These big, bad birds swoop down on Link, aiming to steal his precious items. Takkuris will pluck up Link's bombs, Arrows, and even his Rupees! You can attack a Takkuri to make it drop whatever it has stolen, but if you don't flee the scene quickly, a Takkuri may even manage to make off with your Empty Bottle. Takkuris can withstand a lot of damage, so battling them is quite risky. It's best to run away from these flying fiends before you suffer an unfortunate loss—although rumor has it that slaying a Takkuri can lead to vast riches.

Lost Your Bottle?

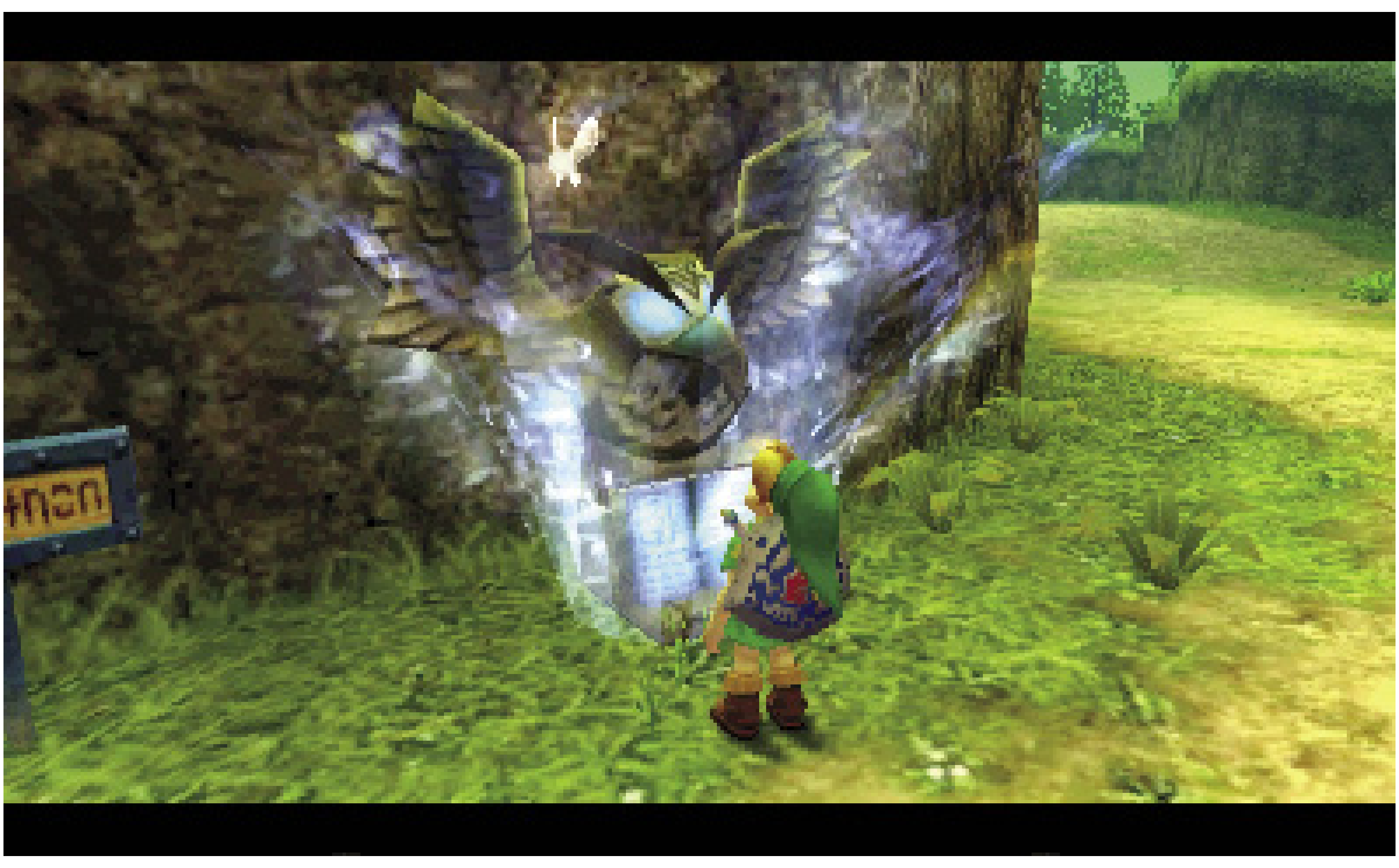
If the Takkuri swipes your Empty Bottle, you won't have a chance to reclaim it from the monster. Instead, you have two options. You can buy back your bottle by visiting the Curiosity Shop in West Clock Town at night (it opens at 10 p.m. each night and the bottle costs 20 Rupees). You can also simply play the Song of Time to reset to the Dawn of the First Day, at which point you'll find your bottle back in your inventory where it belongs.



Milk Road

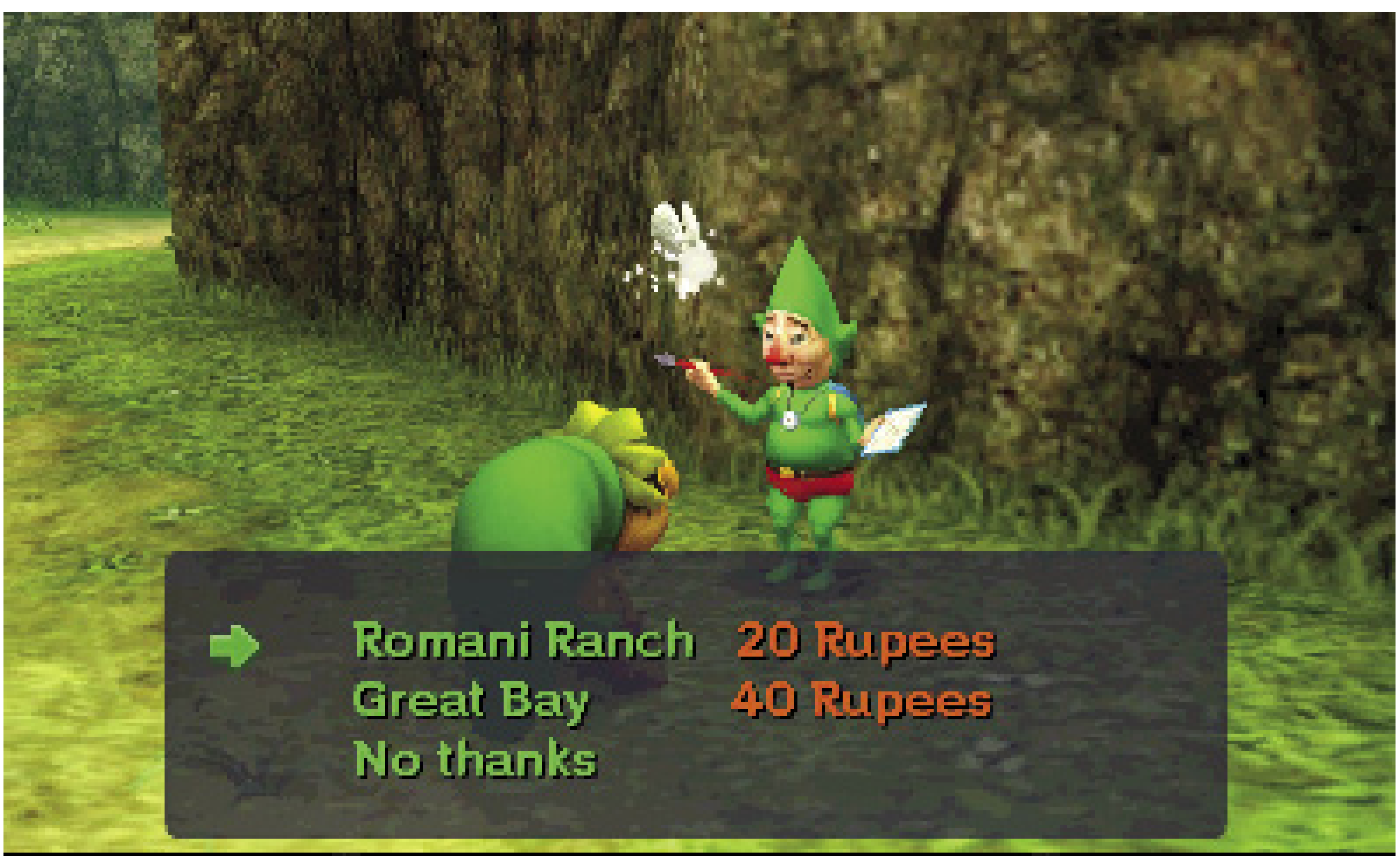


Milk Road Owl Statue



As you enter Milk Road, veer to the left and spot an owl statue standing near the wall. Strike it with Link's sword to unlock another Song of Soaring warp point. Chop down the nearby tall grass afterward to release a Fairy that you can catch in an Empty Bottle.

Romani Ranch Map



Romani Ranch 20 Rupees
Great Bay 40 Rupees
No thanks

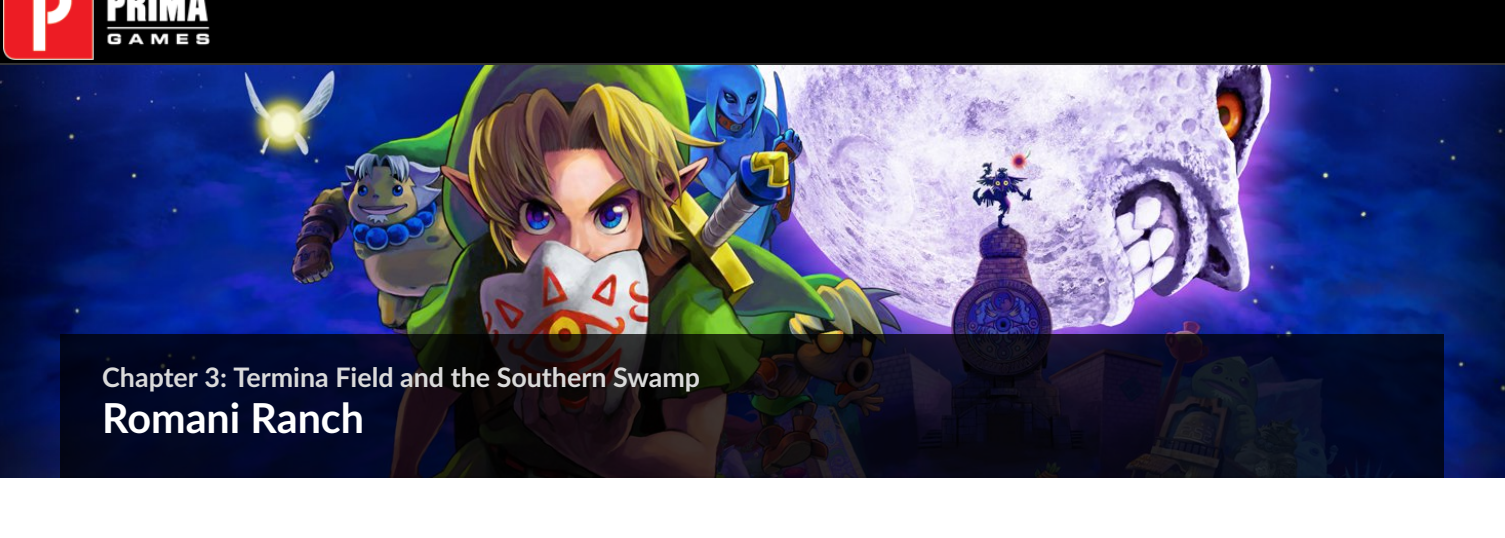
After activating the owl statue, put on the Deku Mask and look up to spy Tingle floating overhead on his red balloon. Blast the balloon with a bubble to knock Tingle down, then purchase his Romani Ranch map for 20 Rupees. This also provides you with a map of Milk Road and the nearby Gorman Track.

Accessing Romani Ranch

During the First and Second Days, a giant boulder blocks the west road to Romani Ranch. It's likely reached the Final Day by this point, so the boulder should be removed. If it's still in your way, simply play the Song of Double Time to advance to the Dawn of the Final Day. At that point, the burly worker will have removed the boulder. Go west along Milk Road during the Final Day to visit Romani Ranch.

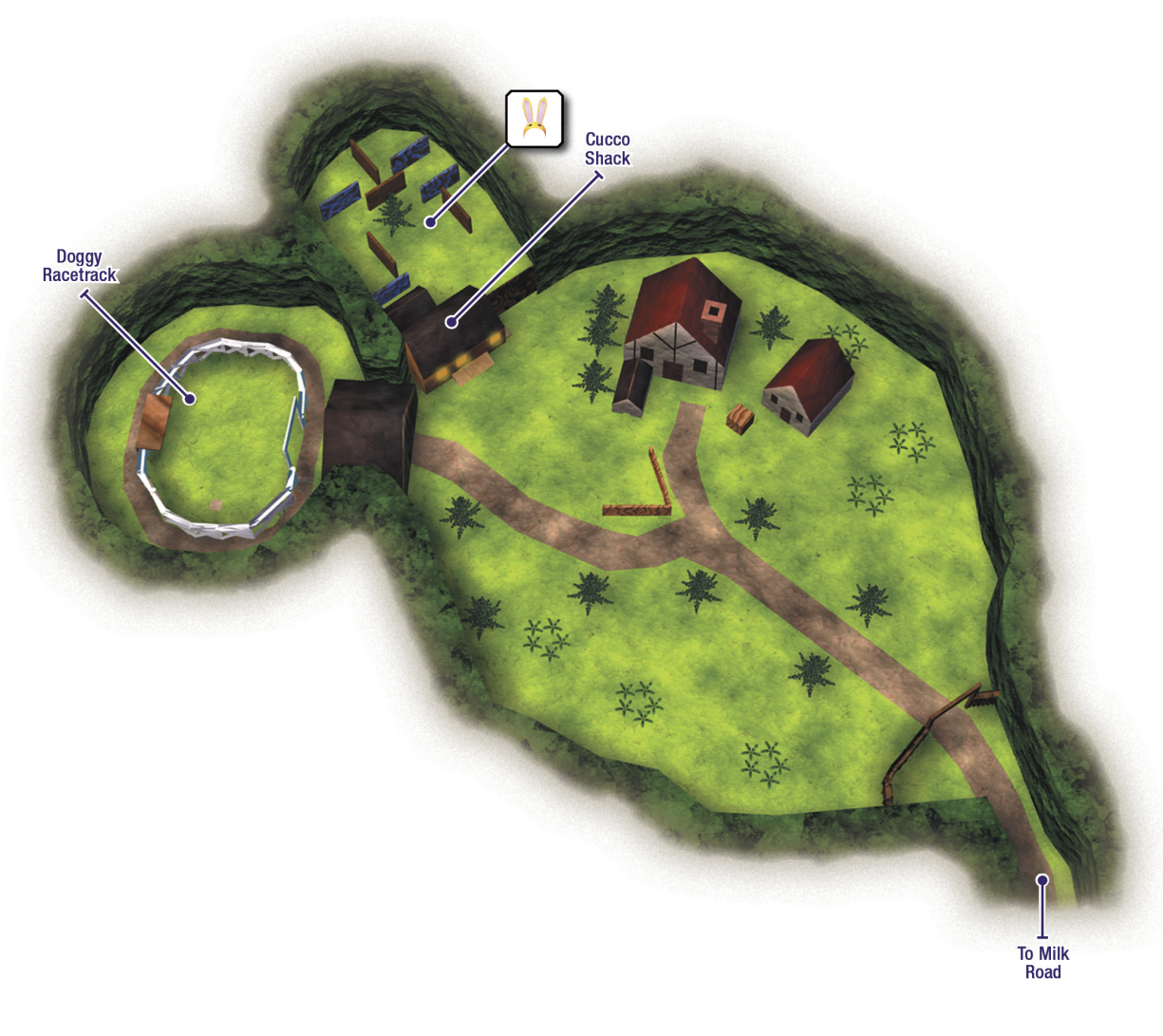
Romani Ranch Map

You got a map of Romani Ranch! Now you can find your way around the farm. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.

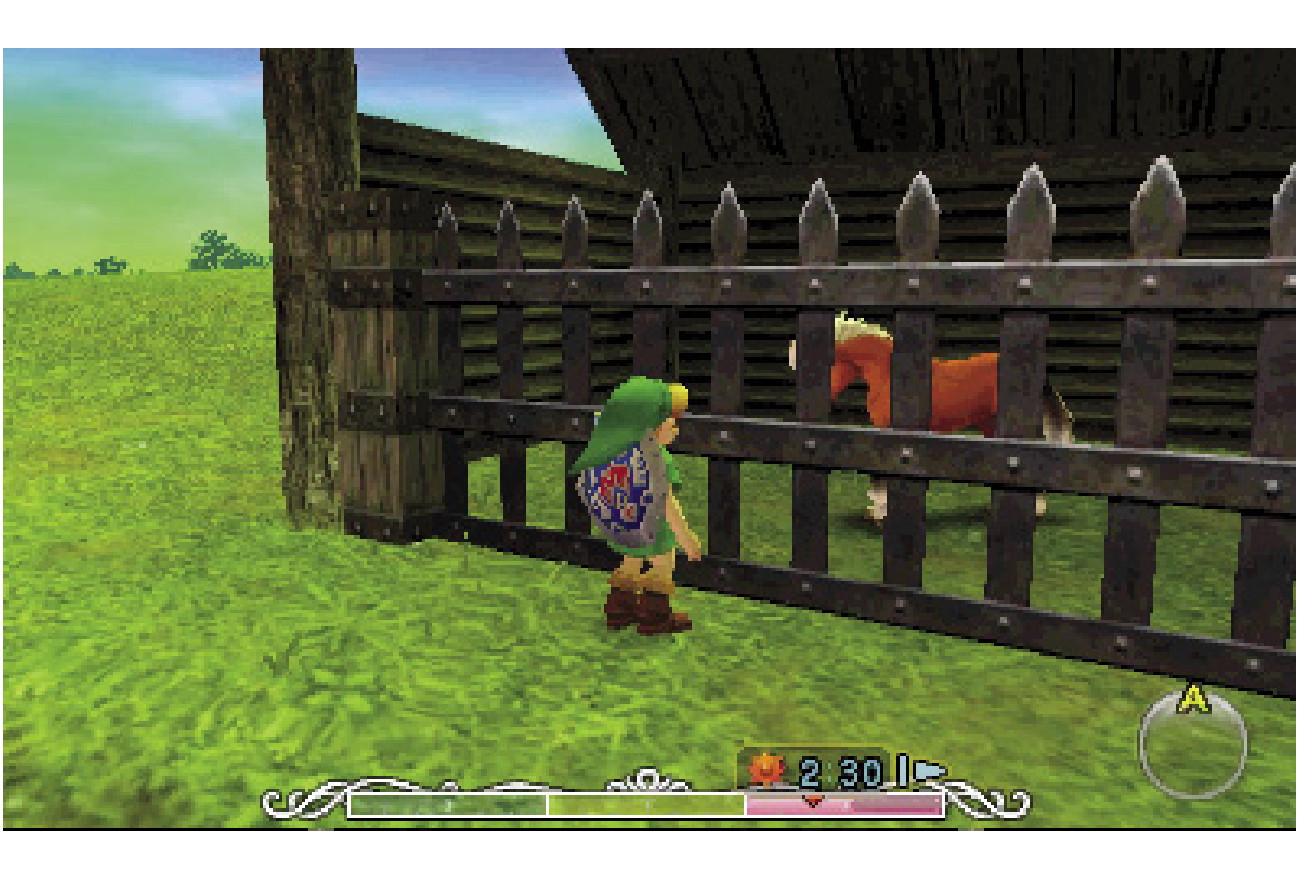


Chapter 3: Termina Field and the Southern Swamp

Romani Ranch

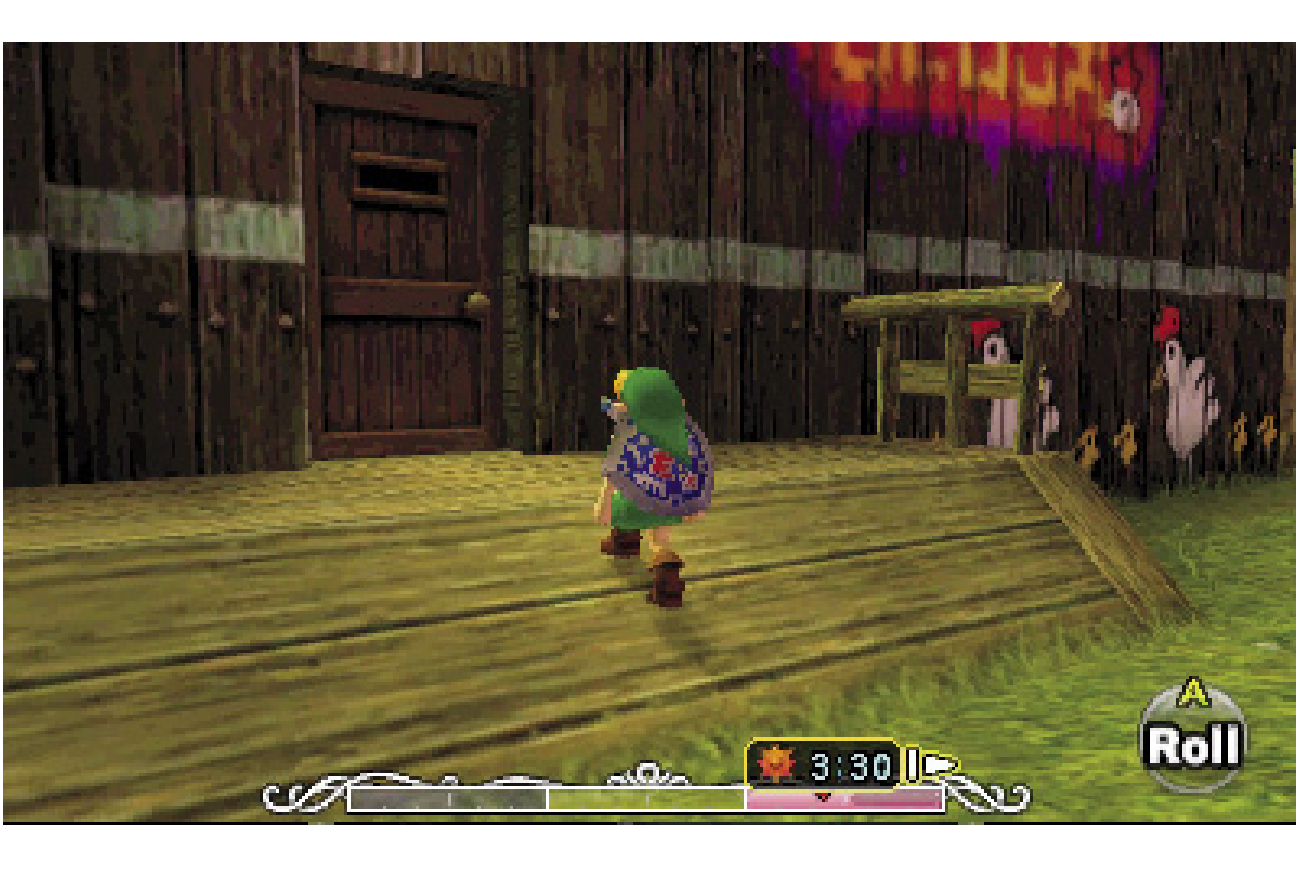


An Old Friend



Follow the ranch's trail west until it forks, then veer right (north). Tatl catches sight of Link's horse, Epona. You've found her! Unfortunately, Epona is being kept beyond a fence, and you can't free her yet. Still, it's nice knowing that she's being cared for.

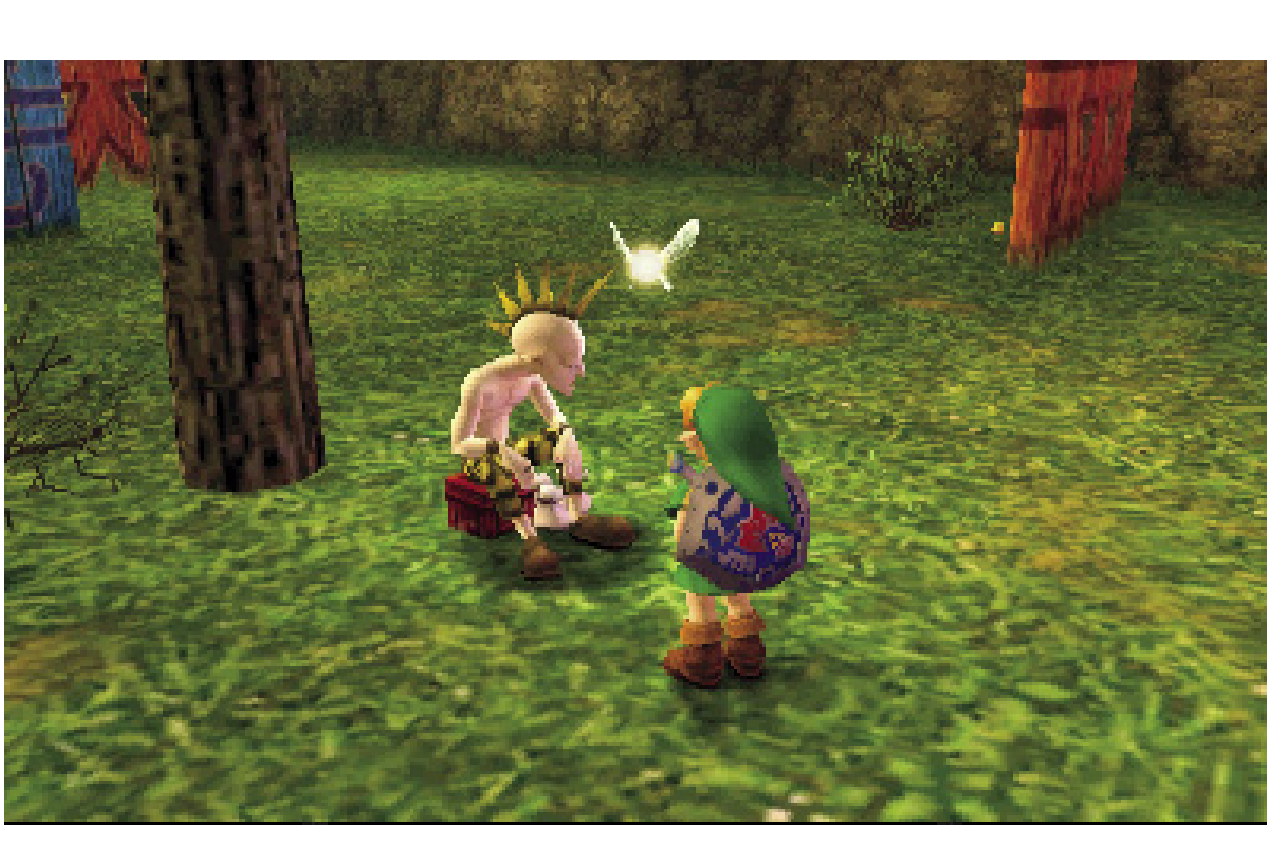
Crazy for Cuccos

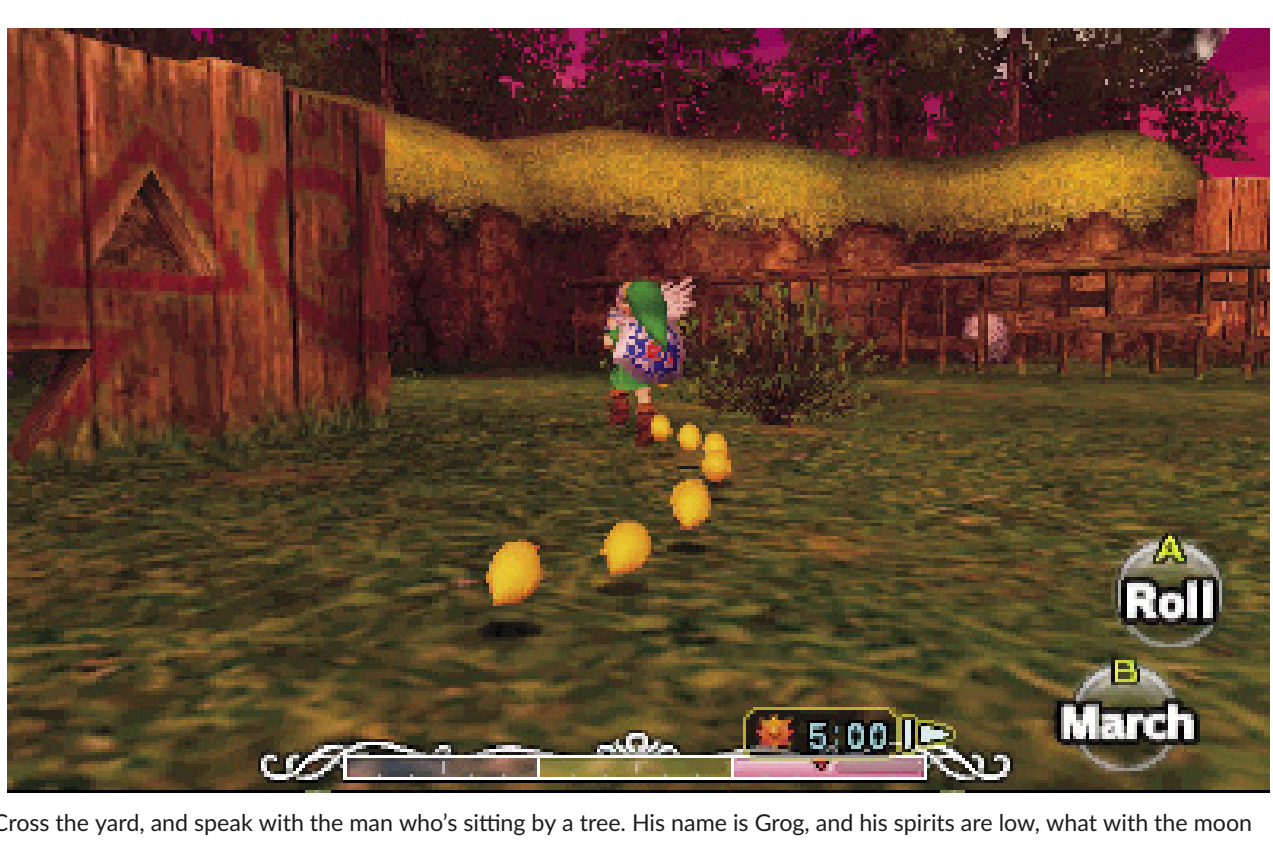


The ranch girl, Romani, doesn't have much to say to you during the Final Day, but you can add her to your Bombers' Notebook if you like. Leave her be afterward, and follow the west trail to find a shack with some cuccos painted on it. Open the door and head inside.

No Dogs Allowed

A doggy racetrack also lies near the Cucco Shack, but don't bother placing any bets there just yet. It's too much of a gamble now, but you'll eventually find an item that helps you pick out the likely winners.



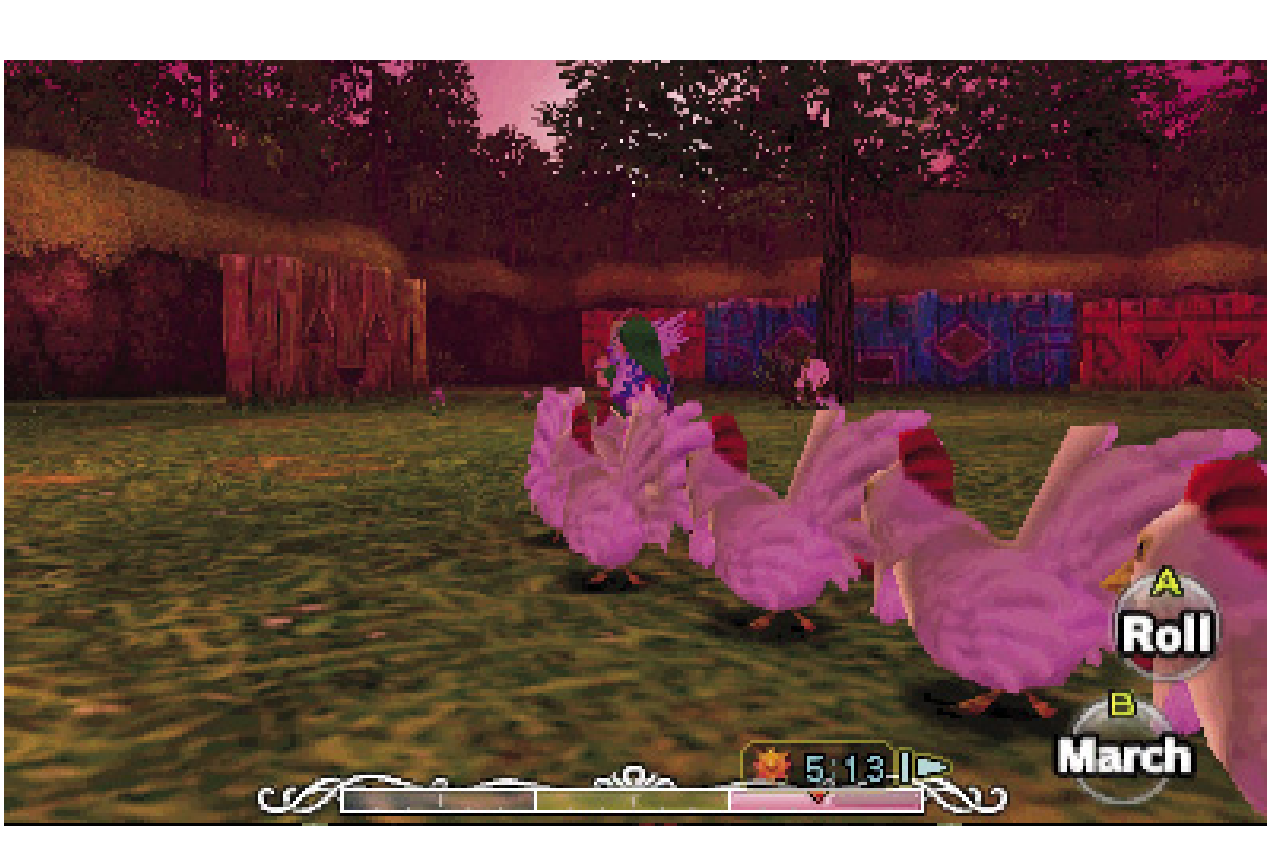


Cross the yard, and speak with the man who's sitting by a tree. His name is Grog, and his spirits are low, what with the moon crashing down and all. Grog doesn't ask for much out of life; he just wishes he could see his little cucco chicks grow up to be roosters.

See if you can improve Grog's mood. Put on the Bremen Mask you've been carrying around all this time, then hold Ⓑ to start marching. March all around the yard without letting go of Ⓑ, and the little cucco chicks will begin to follow you.

Keep marching around the yard until all 10 cucco chicks are following Link's lead. Once all 10 chicks are following Link, they'll magically begin to grow into roosters. Don't question it!

Keep marching until all 10 cucco chicks have grown into roosters. This makes Grog happy (well, a little bit, at least), and he gives Link the Bunny Hood as thanks for cheering him up.



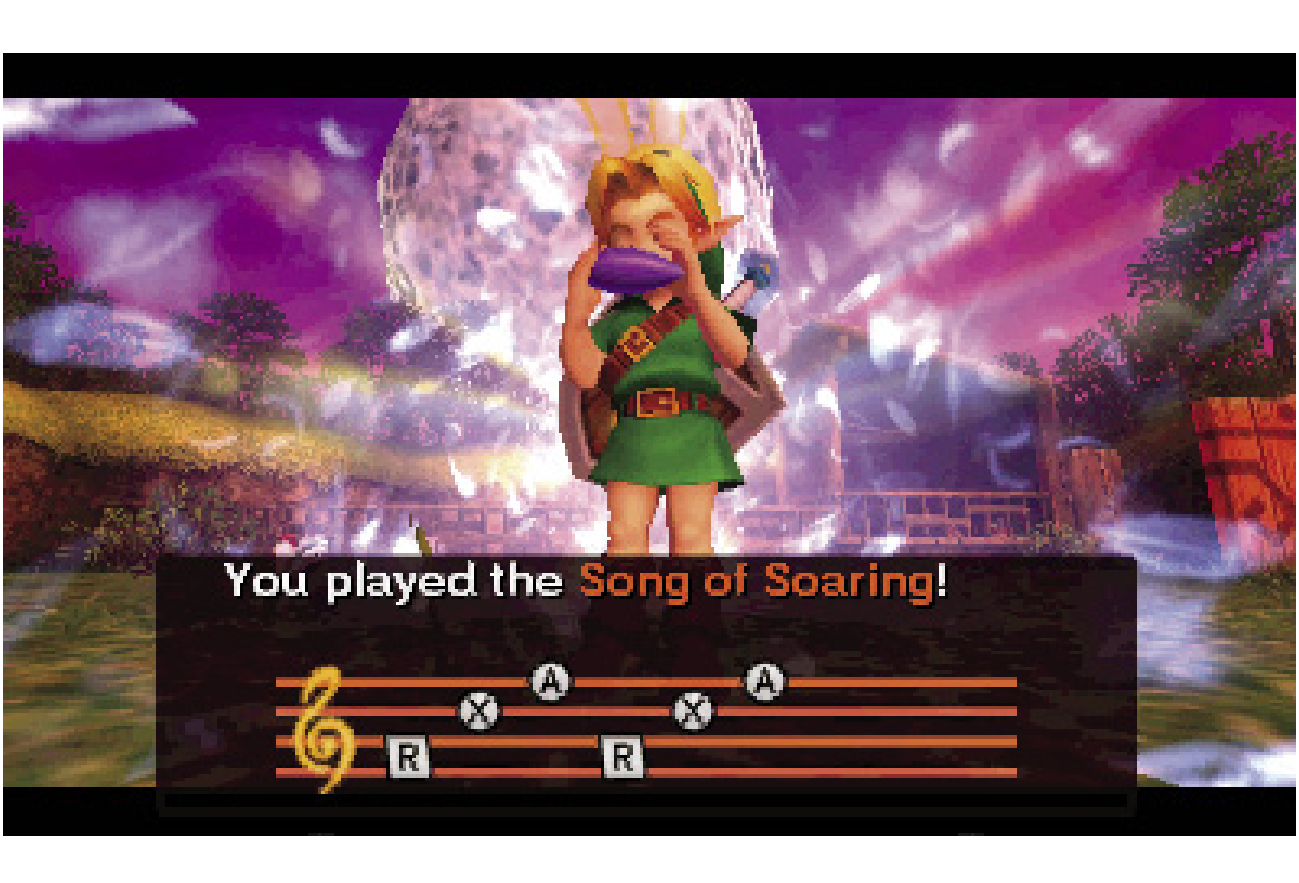
Bunny Hood

You got the Bunny Hood! My, what long ears it has! Will the power of the wild spring forth?

Bunny Hood Bonanza

The Bunny Hood is one of the coolest masks that Link can find, as it makes him run faster and jump farther than normal. Give it a whirl by putting it on and sprinting around the ranch. Vroom!

Time is moving right along, but you should put the Bunny Hood to good use before you save. Play the Song of Soaring to quickly return to Clock Town, then deposit all of your Rupees into your bank account. You're about to find lots more!

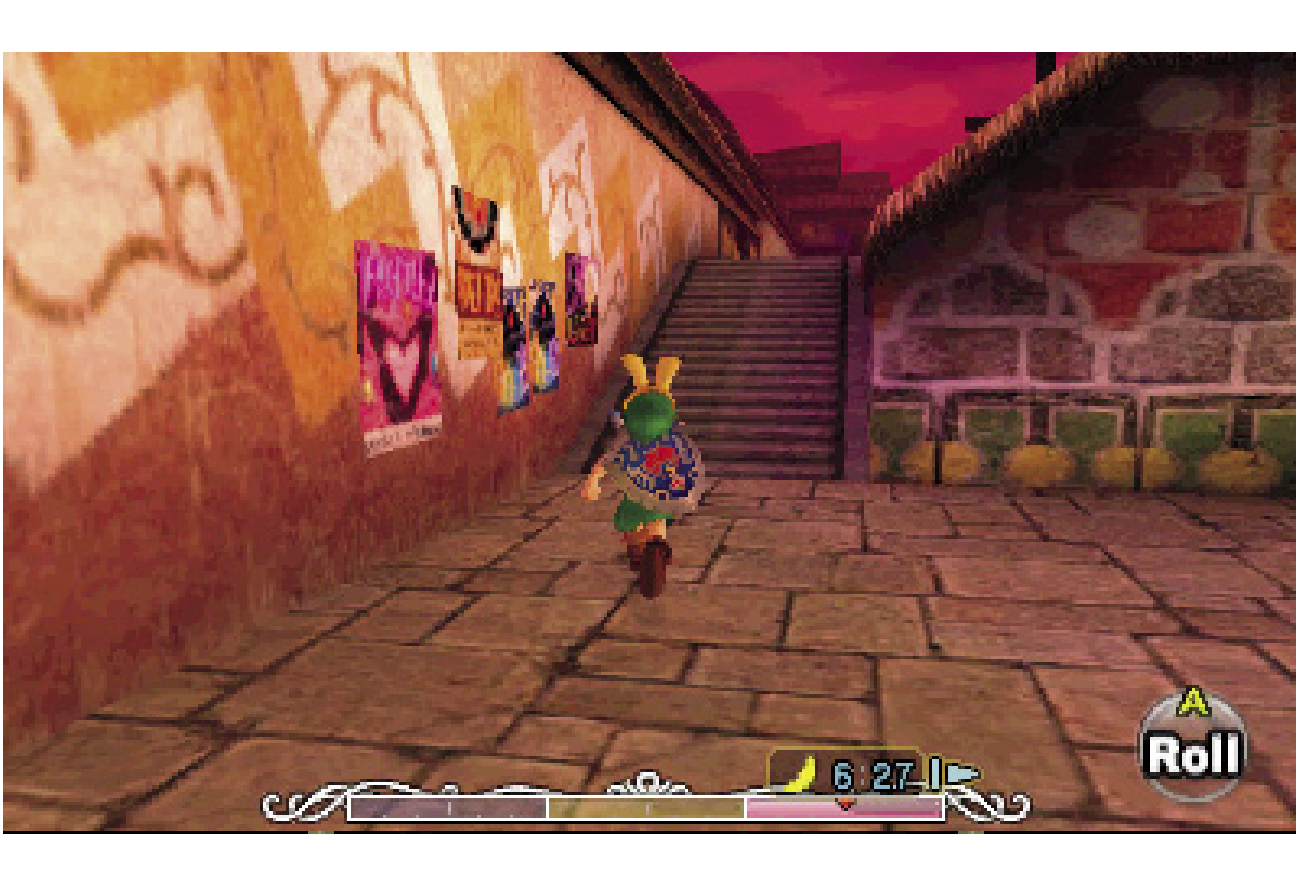


You played the Song of Soaring!

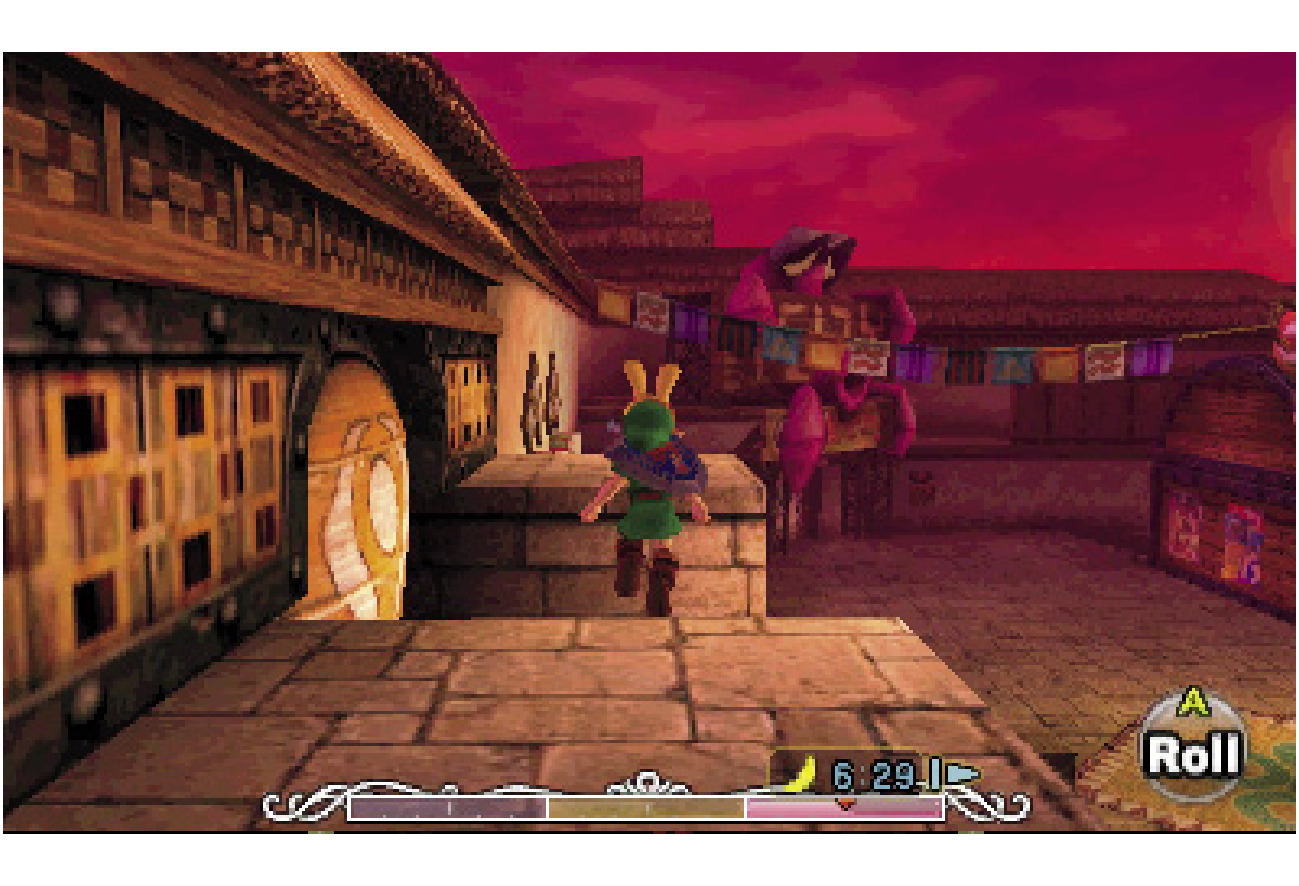
Swamp Scrub Salesman

If you gave the Town Title Deed to the Business Scrub near the Swamp Tourist Center, you'll see that he has set up shop here in Clock Town. You can purchase Magic Beans from this Business Scrub for 10 Rupees apiece if you like, but you can no longer use the Clock Town Deku Flower as your own. Just like Rupees and other items, Magic Beans are lost when you reset time, so don't buy any more Magic Beans just now.

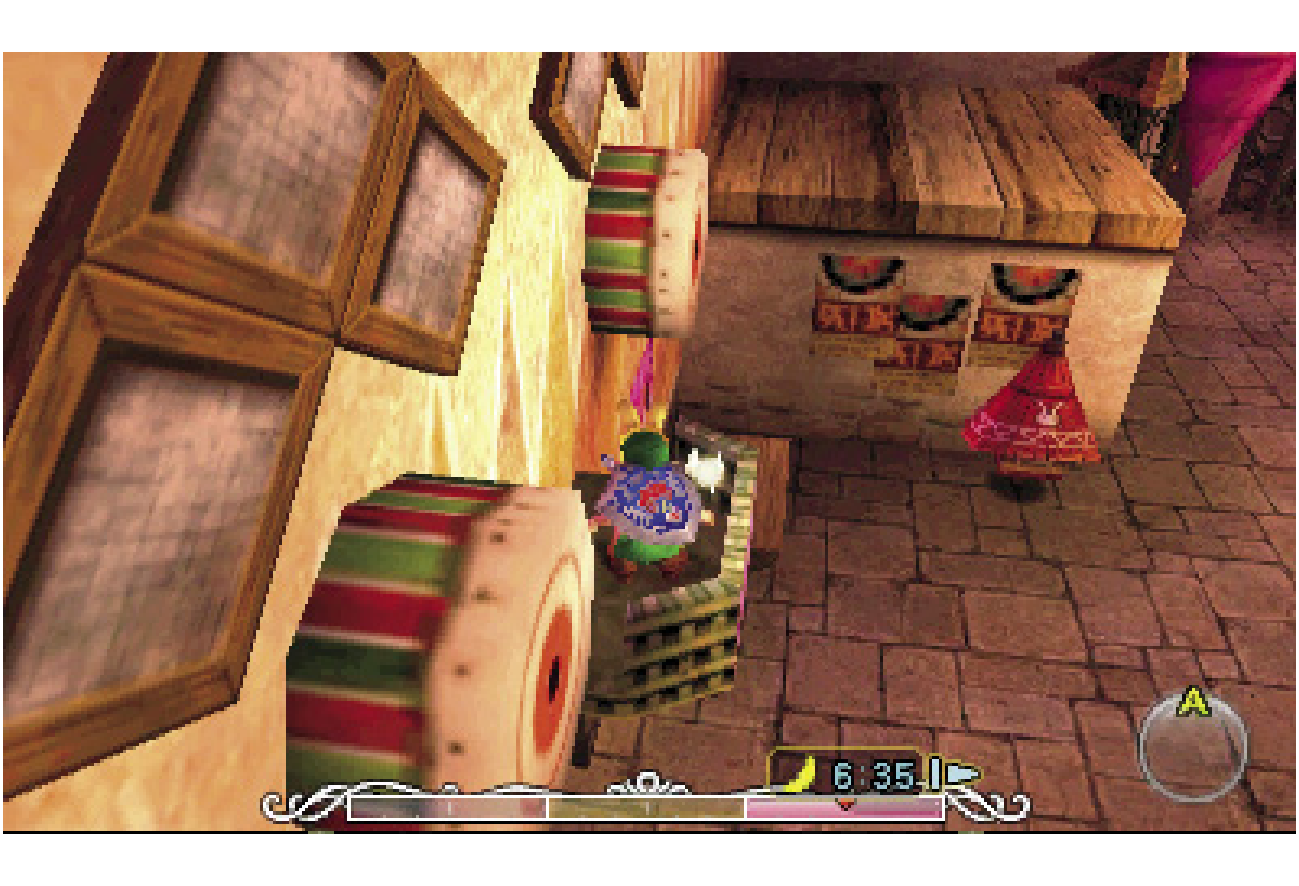
Go to East Clock Town's north end, and head for the stairs that lie just south of the alley that leads to the sewers. While wearing the Bunny Hood, sprint straight up the stairs.



After you scale the stairs, keep running forward, and leap to the top of the stone column near the town's east gate.



While standing atop the stone column, notice that Tatl flies over to the sign of Honey & Darling's Shop. Jump onto this sign, which resembles a basket, and then leap to the roof of the Town Shooting Gallery to the south.



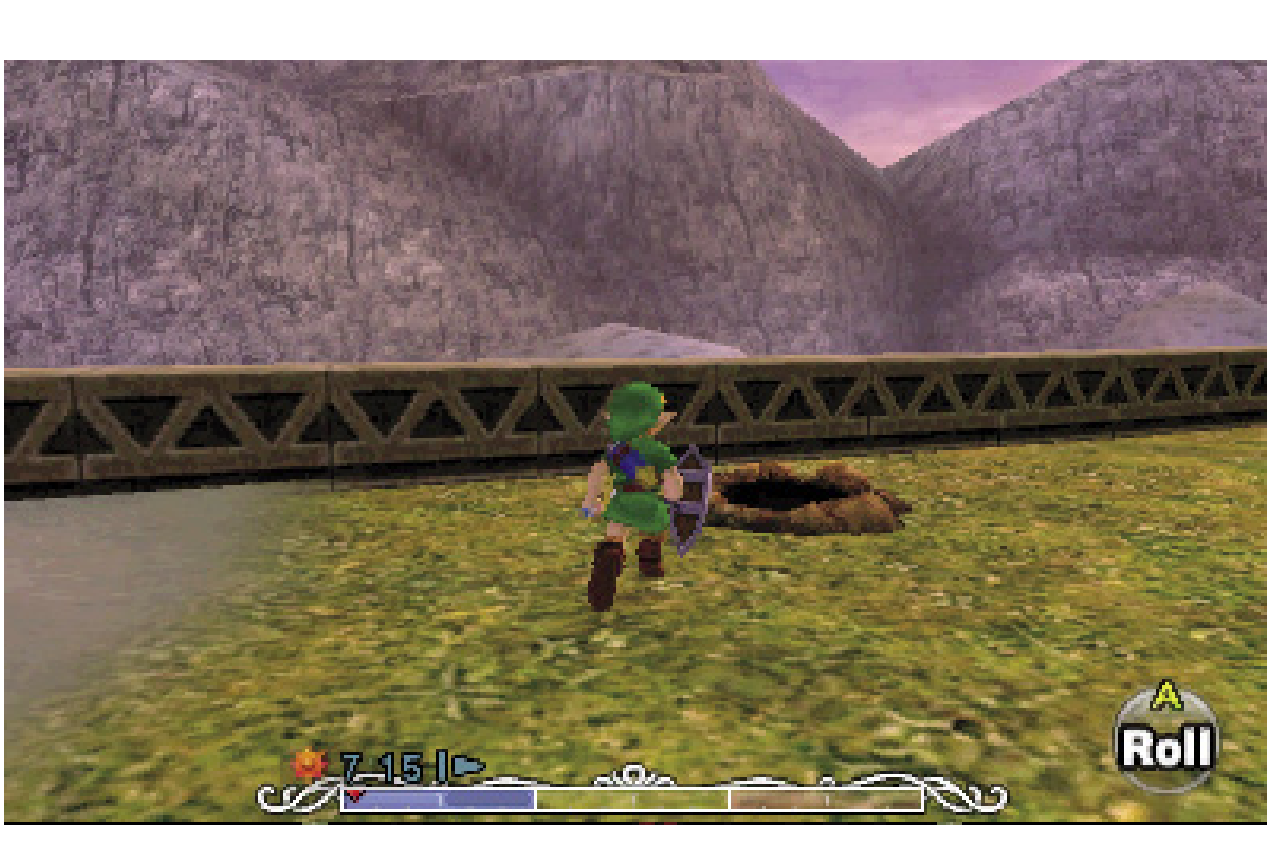
Run around the Town Shooting Gallery's roof to locate a hidden treasure chest. Flip its lid to score a Silver Rupee. Like every chest, this one resets whenever you travel back in time. Now that you have the Bunny Hood, you can easily collect these 100 Rupees whenever you rewind time.

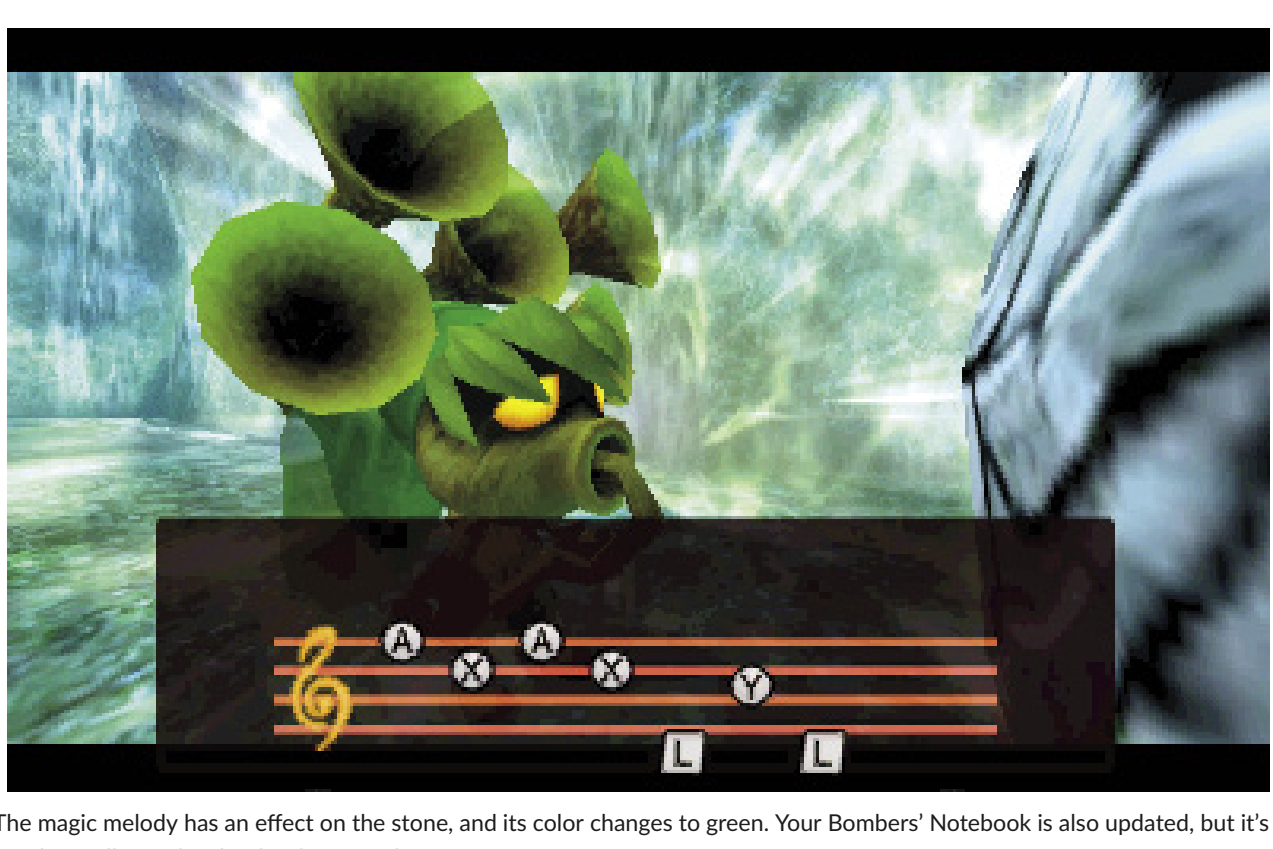
Clock Town Chest #5: Silver Rupee

Heart of Stone

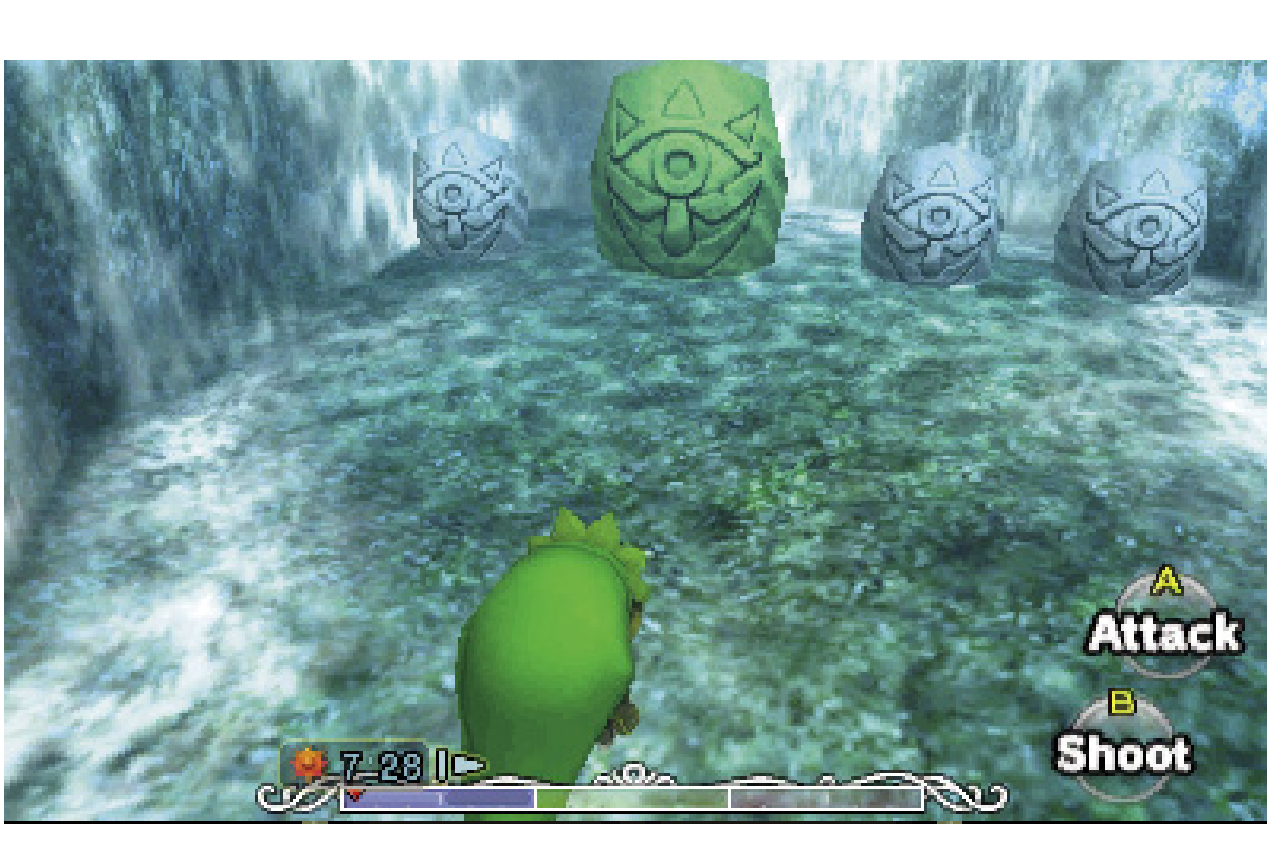
Time is running out by now, but there are two more things worth accomplishing now that you've learned the Sonata of Awakening and have obtained the Bunny Hood. First, play the Song of Time to return to the Dawn of the First Day. Play the Inverted Song of Time to slow time afterward, then exit Clock Town through its north gate and search for a hole in the ground near the top of the snowy slope that leads down to the lower snowfield. Drop into this hole to visit a small cavern with four standing stones.

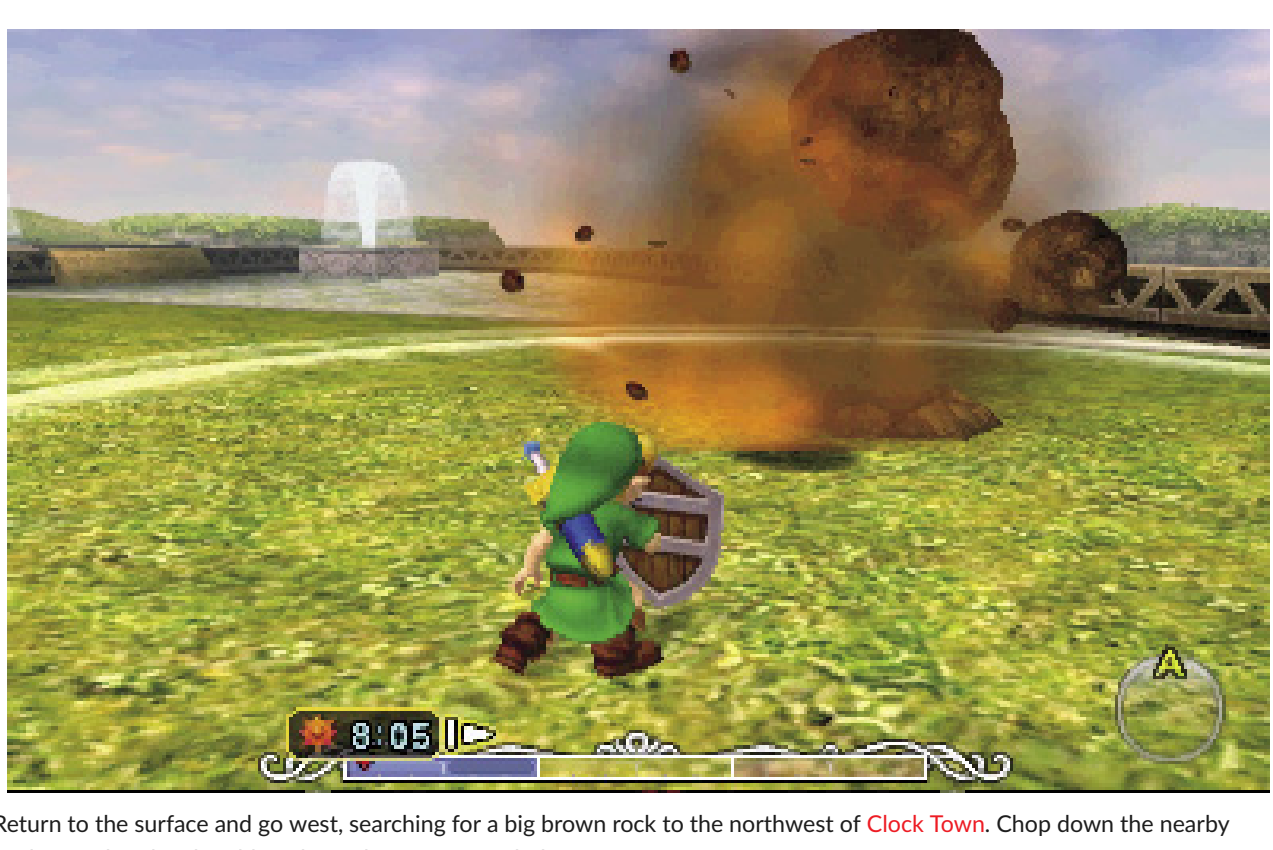
You may have noticed similar stones around Termina before. Strike them with Link's blade, and they'll tell you exactly how much time is left before the moon crashes down. The stones in this cavern serve a different purpose, however. Don the Deku Mask and stand directly in front of the largest stone, then play the Sonata of Awakening on the Deku Pipes.



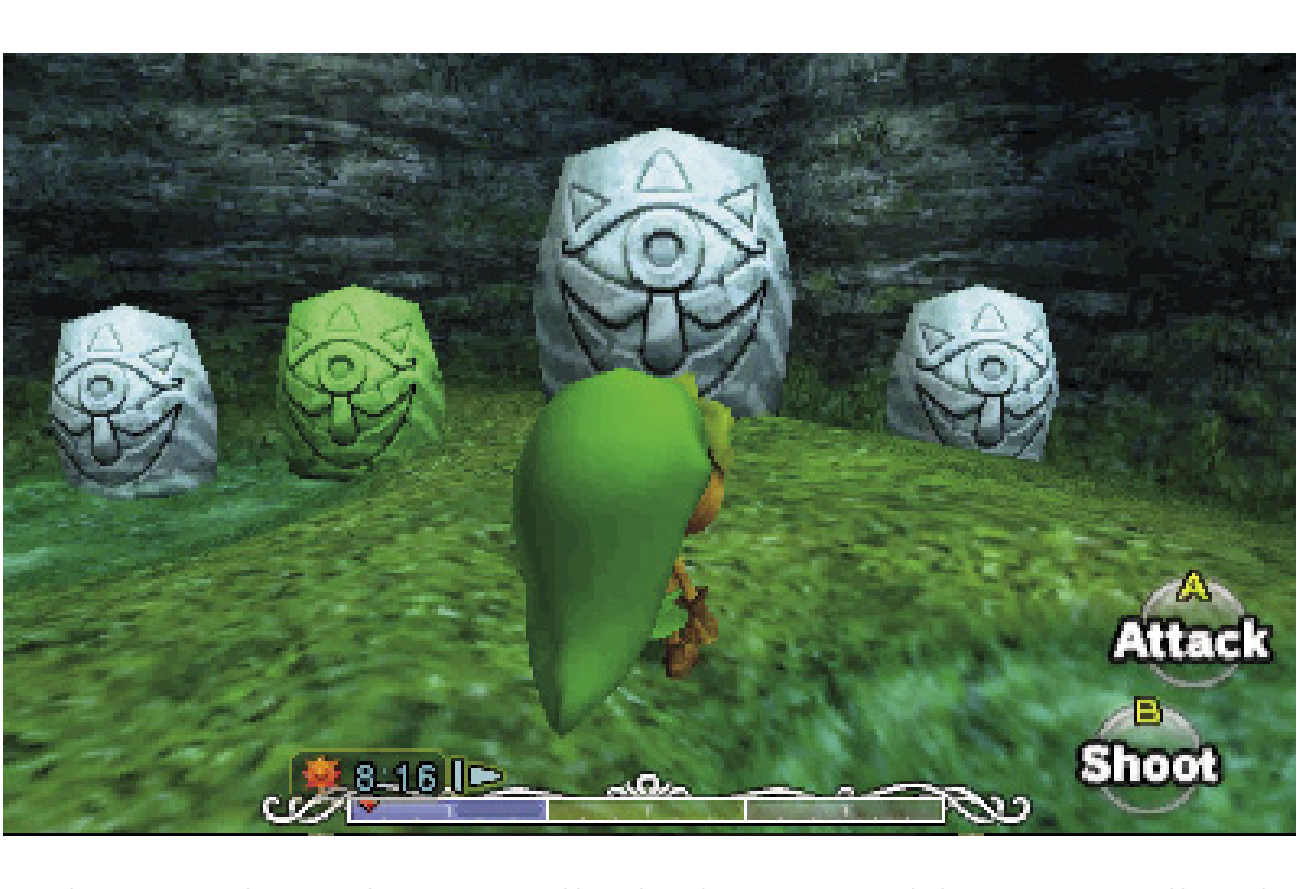


The magic melody has an effect on the stone, and its color changes to green. Your Bombers' Notebook is also updated, but it's tough to tell exactly what has happened.

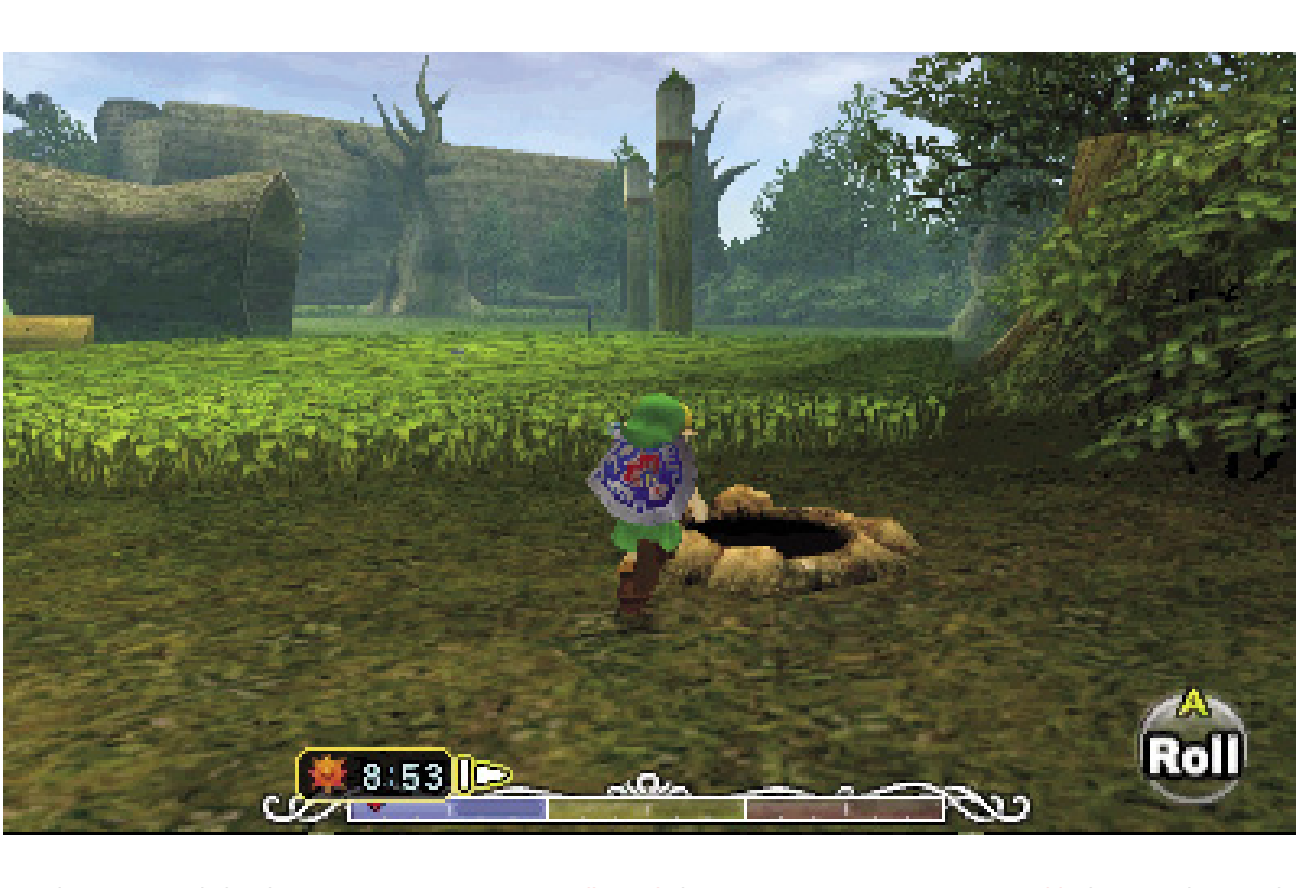




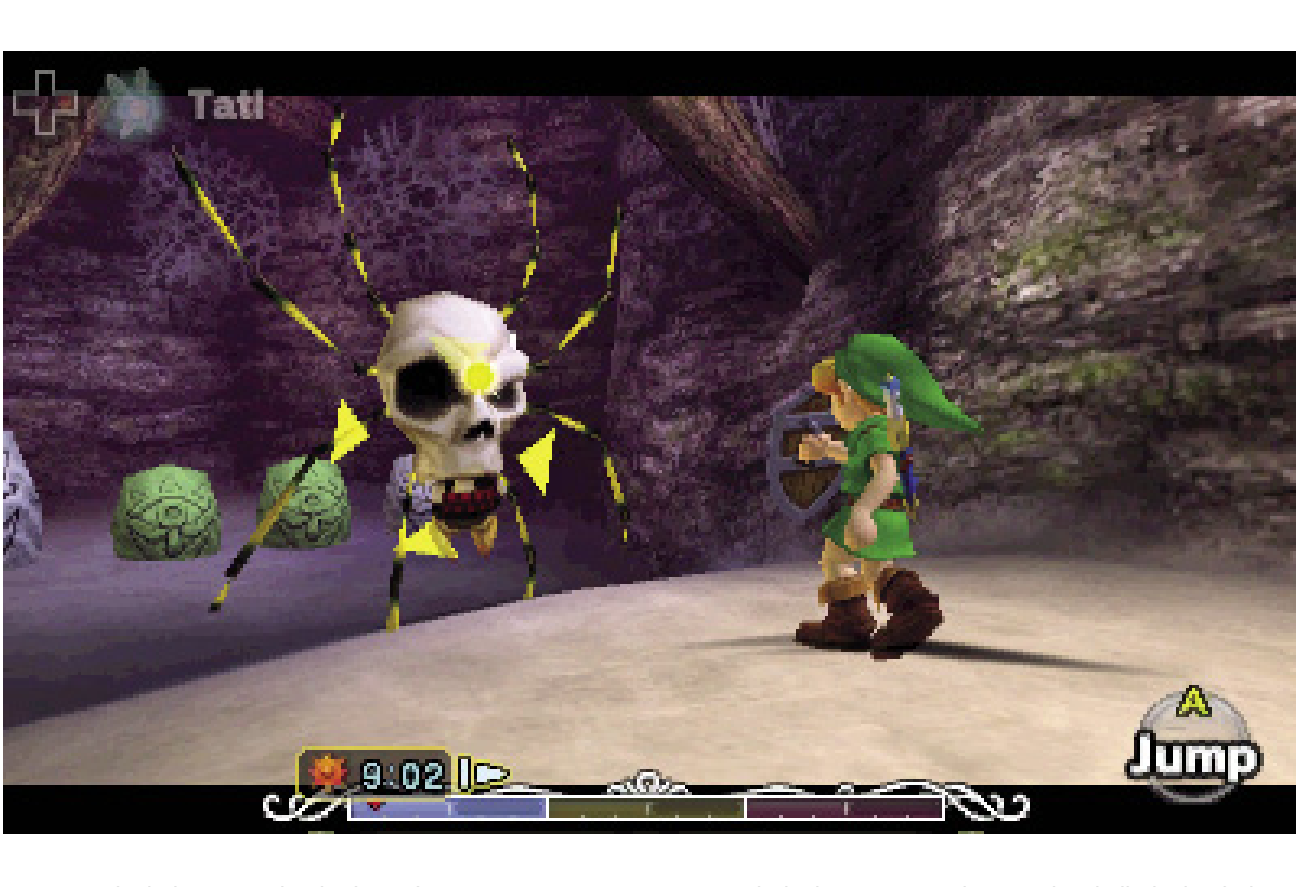
Return to the surface and go west, searching for a big brown rock to the northwest of Clock Town. Chop down the nearby bushes for bombs, then blast the rock to uncover a hole.



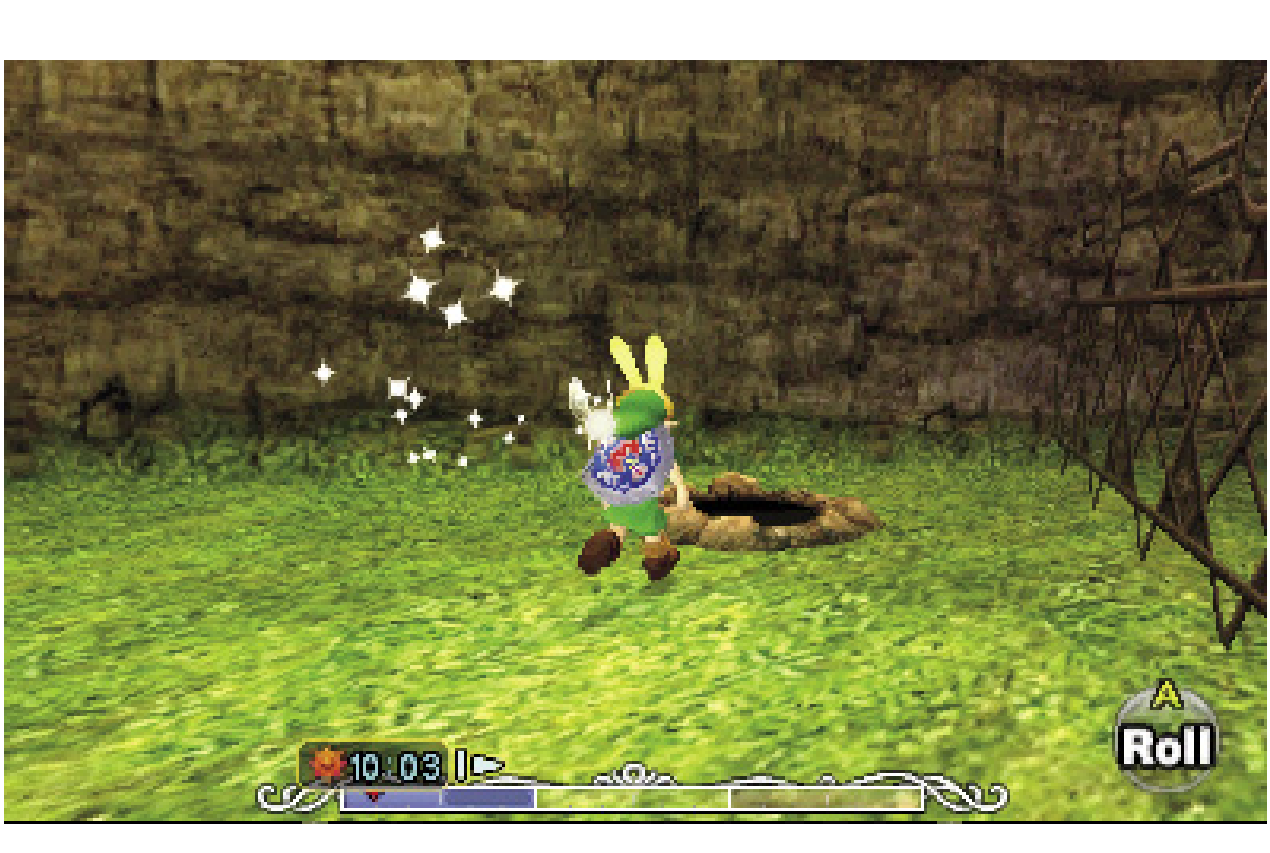
Drop down to visit another cavern that features four additional standing stones, one of which is green. Again, stand before the largest stone play the Song of Awakening as Deku Link to turn the big stone green, as well. It seems you must find two more of these mysterious caves.

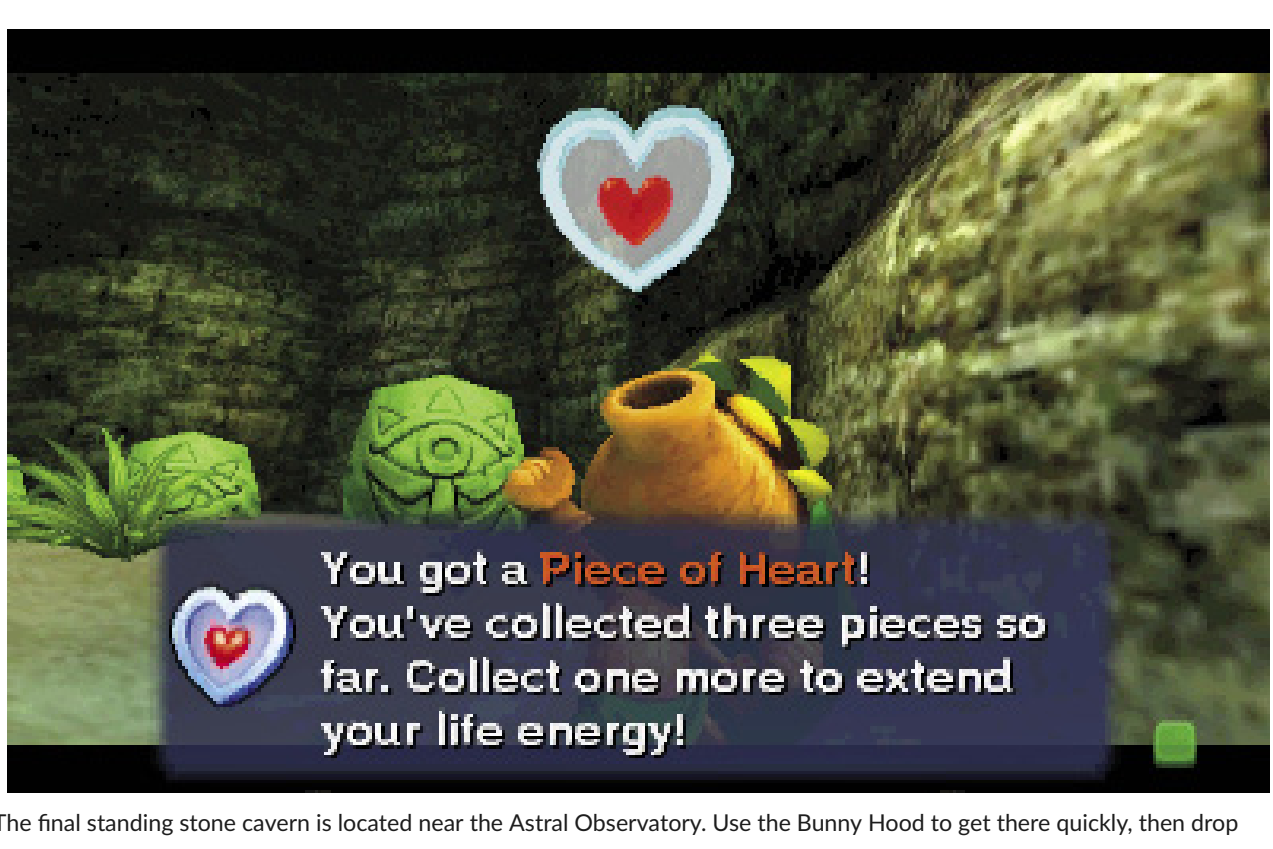


Exit the cavern, and play the Song of Soaring. Warp to Milk Road, then go east to return to Termina Field. Flee from that awful Takkuri as you go east, searching for another hole along Termina Field's south wall.



Drop into the hole to visit the third standing stone cavern. As you approach the biggest stone, beware the Skulltula that lurks down there. Play the Sonata of Awakening on the Deku Pipes again to activate the third standing stone. One more to go!





You got a Piece of Heart! You've collected three pieces so far. Collect one more to extend your life energy!

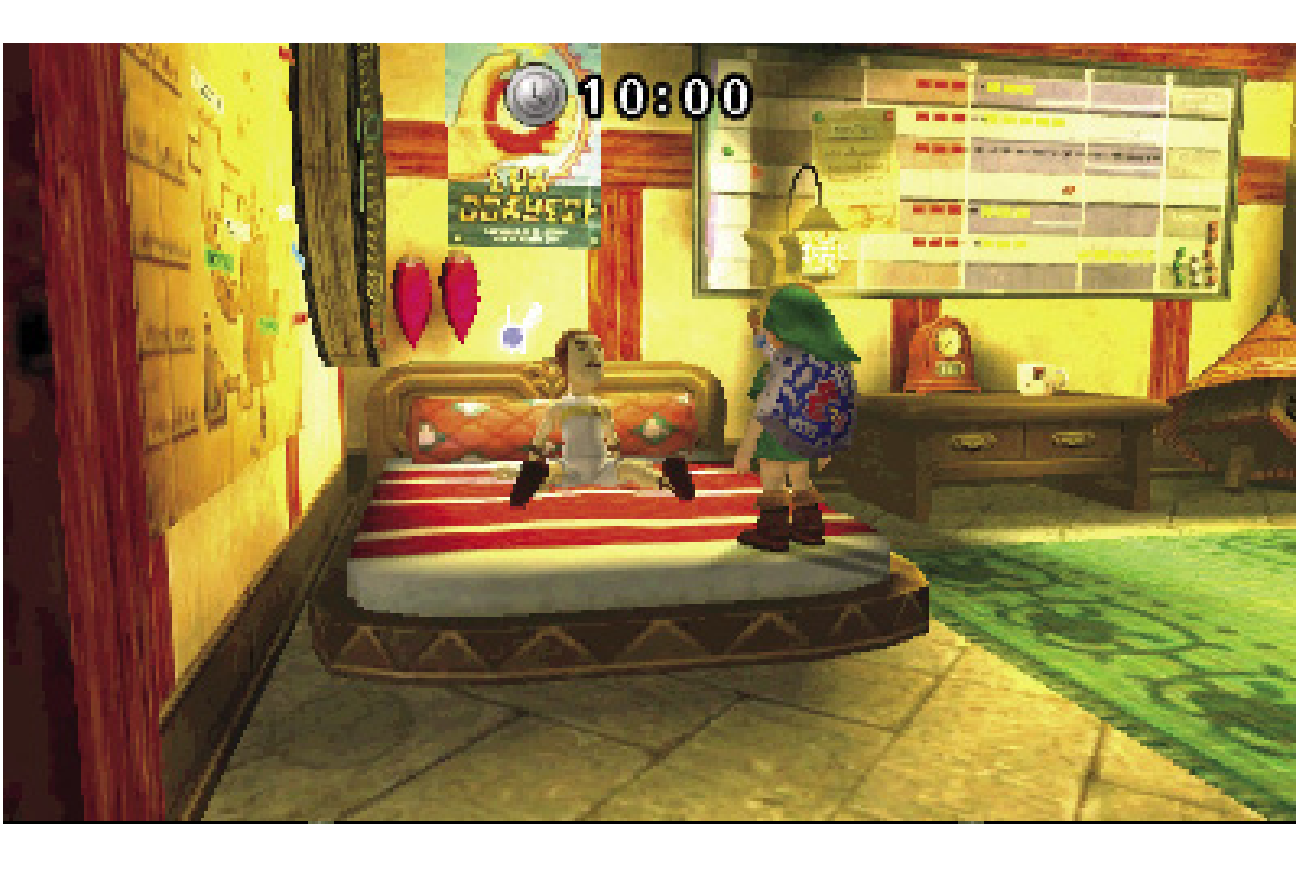
The final standing stone cavern is located near the Astral Observatory. Use the Bunny Hood to get there quickly, then drop into the hole near the fence on the observatory's north side.

There's nothing to fear in this cavern. Play the Sonata of Awakening to activate the final stone, and you'll be rewarded with a Piece of Heart.

Piece of Heart #15

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

The Postman's Challenge



Warp back to Clock Town and head for the Post Office, which is located at West Clock Town's north end. Enter the Post Office any time after 3 p.m. on the First Day (use the Song of Double Time to advance to 3 p.m. if need be), and you'll find the postman performing his rigorous training in bed. Now that you've found the Bunny Hood, you're ready to take on his challenge.

Slap on the Bunny Hood and speak to the postman. He challenges you to try his training. Accept his offer, and a timer soon appears onscreen. Press Ⓐ to stop the timer at the exact moment that it hits 10 seconds, and you'll win a Piece of Heart. This is tough to do without the Bunny Hood because the timer vanishes after a few seconds if you're not wearing it. You must stop the timer at exactly 10 seconds to win.

Free Postage

Your first attempt at beating the postman's challenge is free, but if you fail, he'll ask for 2 Rupees if you want to try again. You can avoid paying this fee by leaving the Post Office and then entering again.

Piece of Heart #16

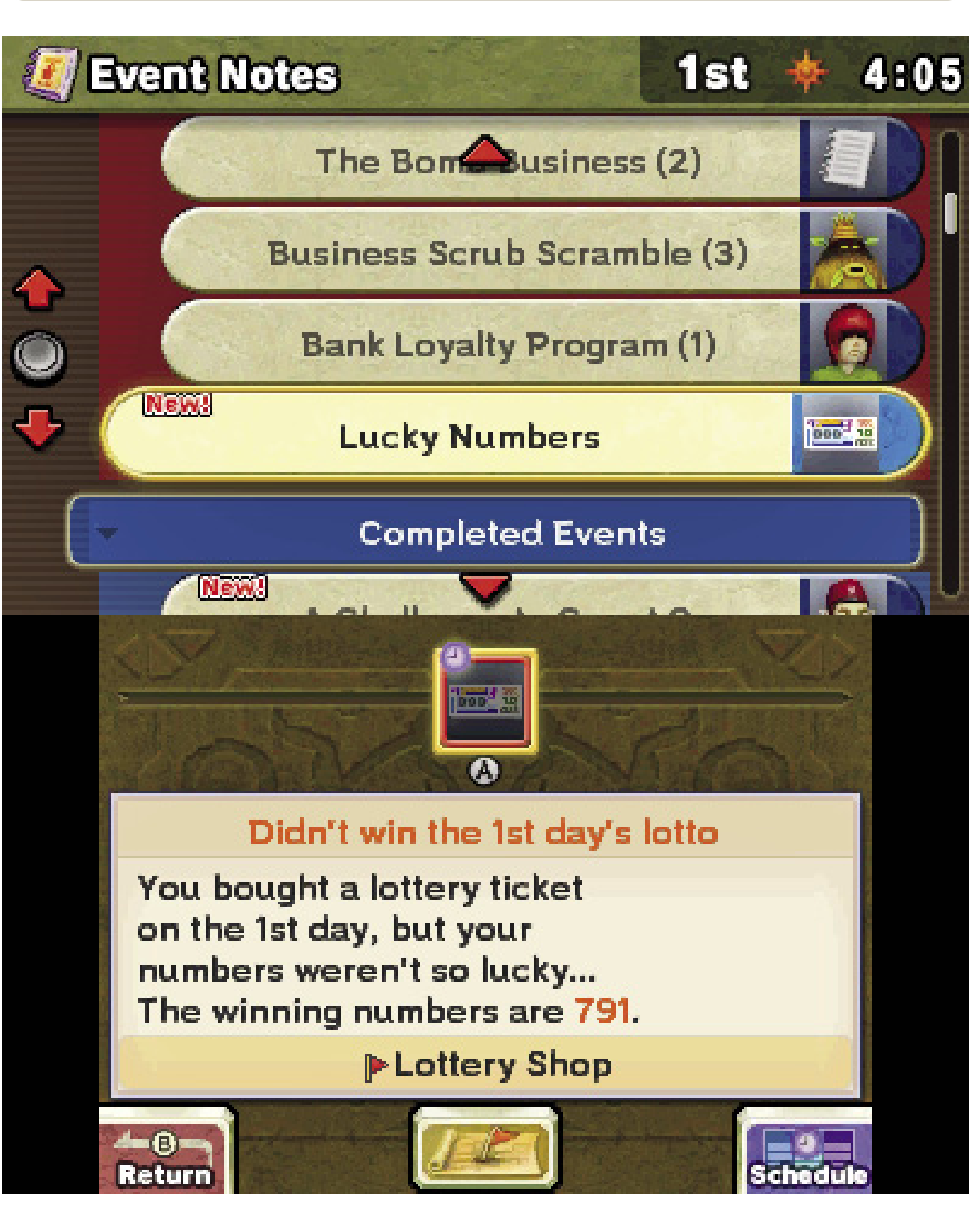
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Lucky Lotto

If you'd like to add another stamp to your Bombers' Notebook (and earn some fast Rupees in the process), now's a good time to do so. If you've been following this walkthrough, then you've already played the Clock Town lottery on all three days, so your Bombers' Notebook reveals the winning numbers that are drawn each day. Now's the time to put that information to good use!

Numbers Game

If you haven't played the Clock Town lotto yet, do so by visiting the Lottery Shop in West Clock Town between the daytime hours of 6 a.m. and 6 p.m. on the First Day. Pay 10 Rupees to buy a lotto ticket, then pick your numbers. Return to the Lottery Shop between the nighttime hours of 6 p.m. and 6 a.m. on the same day and see if you've won. Even if you don't win, you'll record the winning numbers for the First Day in your Bombers' Notebook. Learn all three days' winning numbers by playing the lotto each day, and you can win big whenever you like.

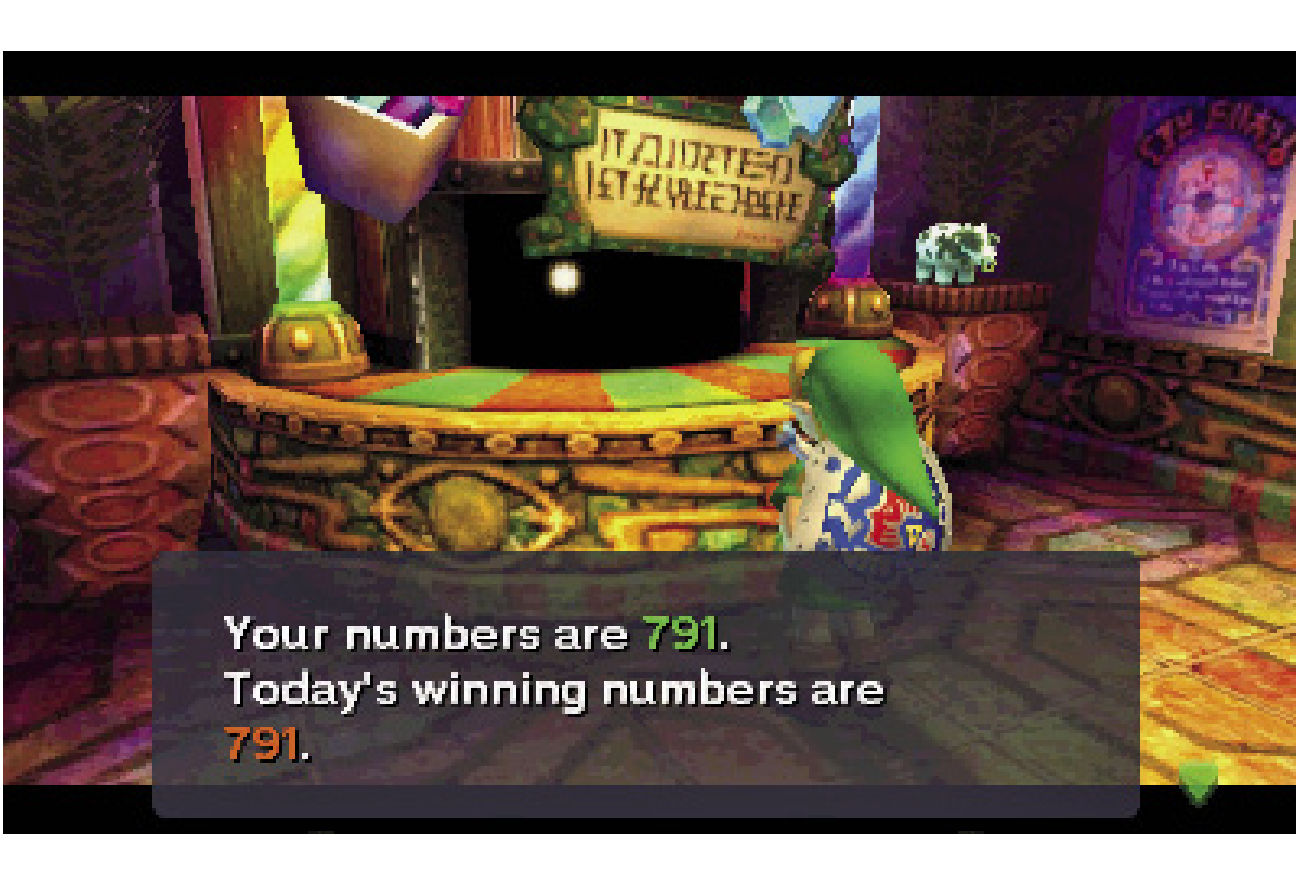


Didn't win the 1st day's lotto

You bought a lottery ticket on the 1st day, but your numbers weren't so lucky... The winning numbers are 791.

Lottery Shop

If it's before 6 p.m. on the First Day, visit the Lottery Shop, which is located across from the Post Office in West Clock Town. (If it's after 6 p.m., simply play the Song of Time and return to the Dawn of the First Day.) Check your Bombers' Notebook to see what the First Day's winning numbers will be, then spend 10 Rupees to buy a lottery ticket and choose those numbers.

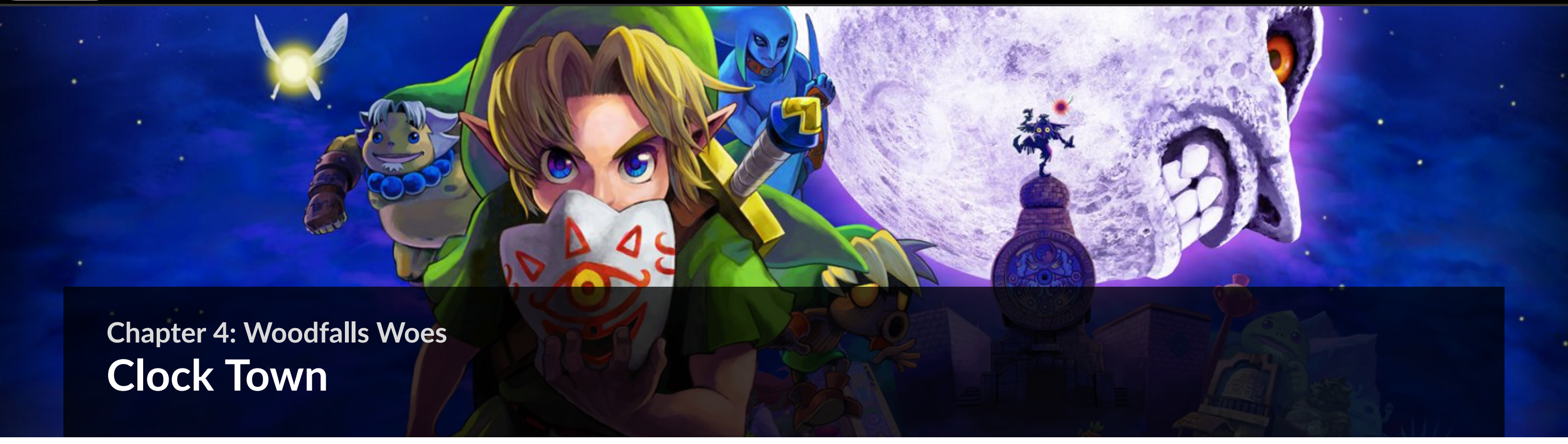


Your numbers are 791. Today's winning numbers are 791.

Exit the Lottery Shop, and play the Song of Double Time. Advance to the Night of the First Day (any time after 6 p.m.), then reenter the Lottery Shop and claim your Purple Rupee prize. Repeat this on the Second and Final Days to win a total of three Purple Rupees. Win the lottery on all three days to pocket 150 Rupees and add a new stamp to your Bombers' Notebook.

Time to Save

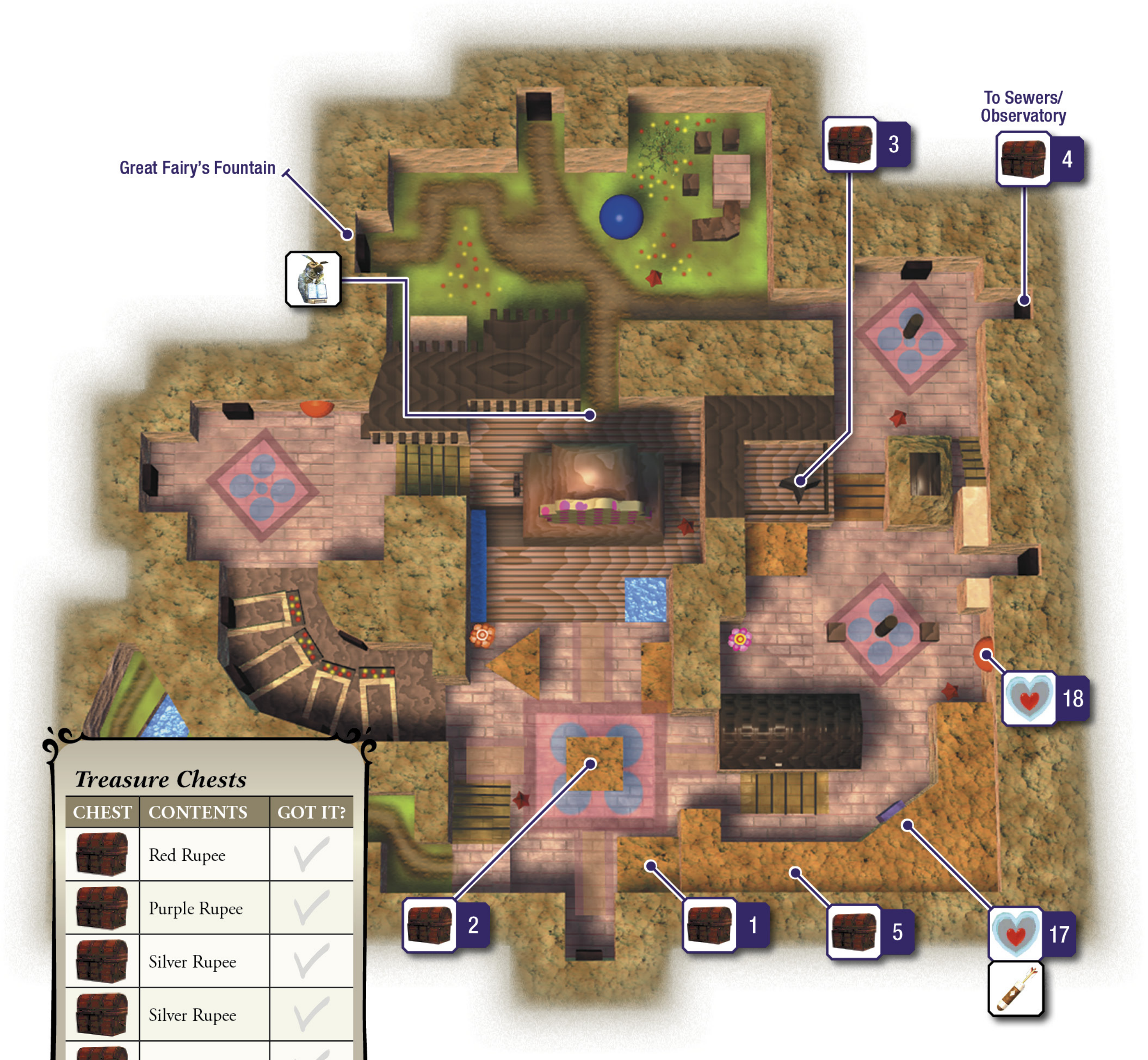
You've made a lot of progress, so stop here for now. Deposit all of your Rupees into your bank account, then save your game at the Clock Town owl statue and play the Song of Time to return to the Dawn of the First Day. Make sure you get plenty of rest, for you'll be tackling your very first dungeon next!



Chapter 4: Woodfalls Woes

Clock Town

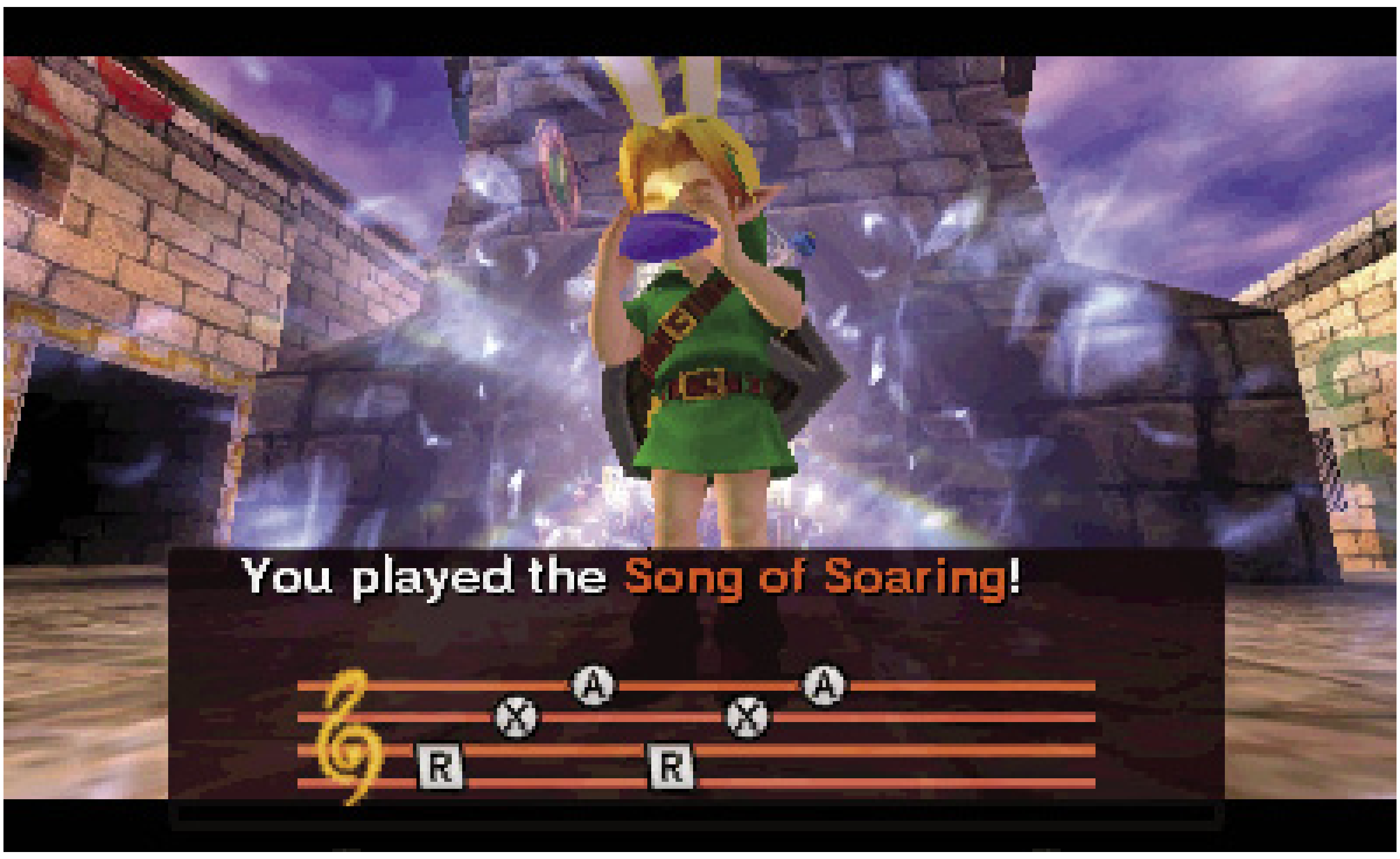
Having thoroughly searched the lands surrounding Clock Town, Link has discovered unsettling mysteries deep within the swamps of Woodfall. The Deku Princess has gone missing, and the crystal-clear waters surrounding the Woodfall area have somehow become dark and poisoned. Our hero must find a way to save the Deku Princess and restore Termina's swampland to its natural state.



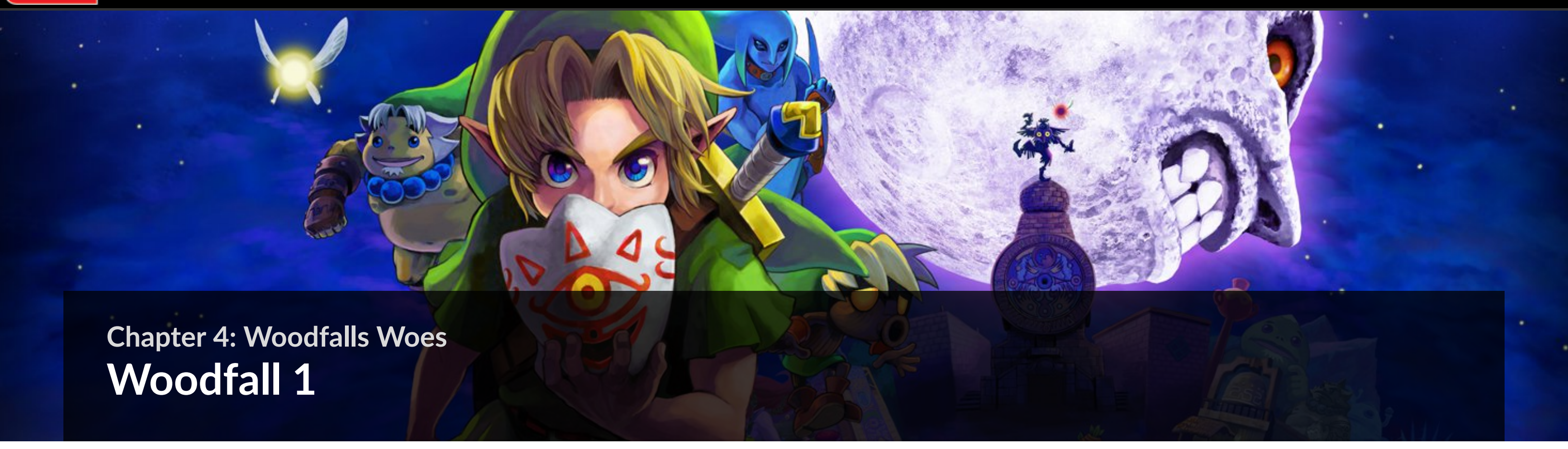
Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Purple Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓

To Woodfall!

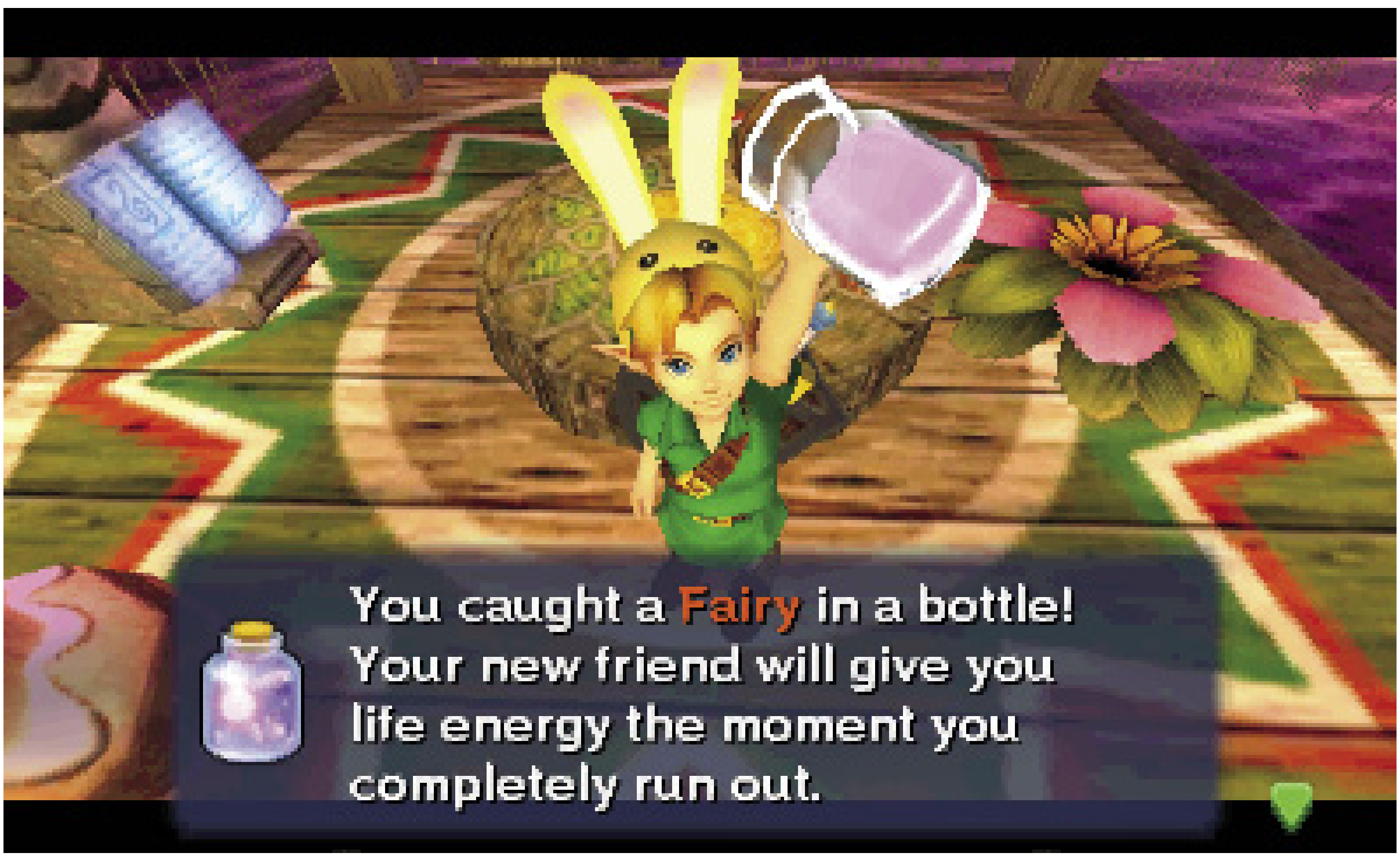

You played the Song of Soaring!

Trouble is brewing in Woodfall, and there isn't a moment to lose. If you haven't yet done so yet, play the Song of Time to reset to the Dawn of the First Day, then play the Inverted Song of Time to slow down the flow of time. Afterward, play the Song of Soaring, and soar to Woodfall.



Woodfall 1

Fairy in a Bottle



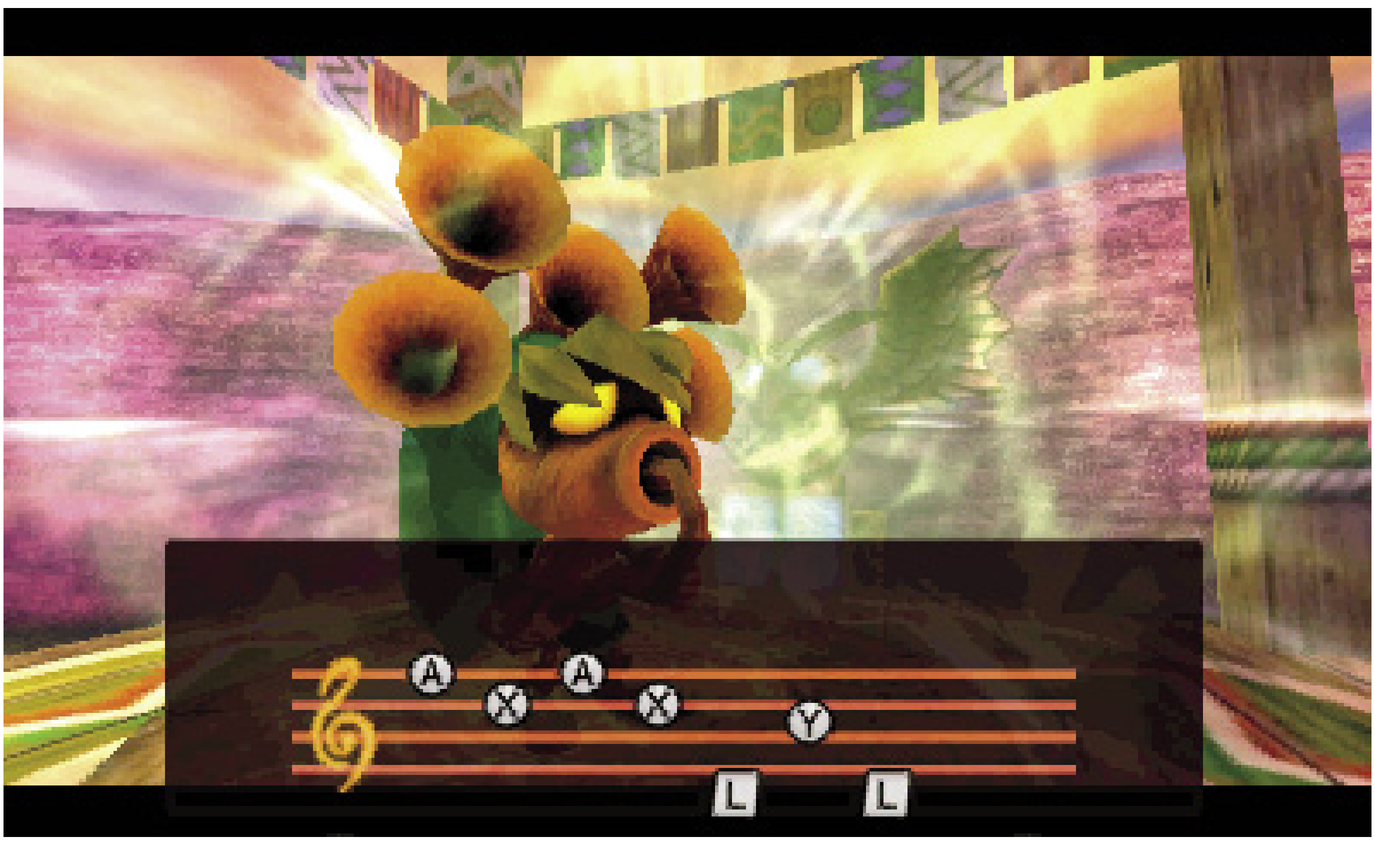
You caught a Fairy in a bottle! Your new friend will give you life energy the moment you completely run out.

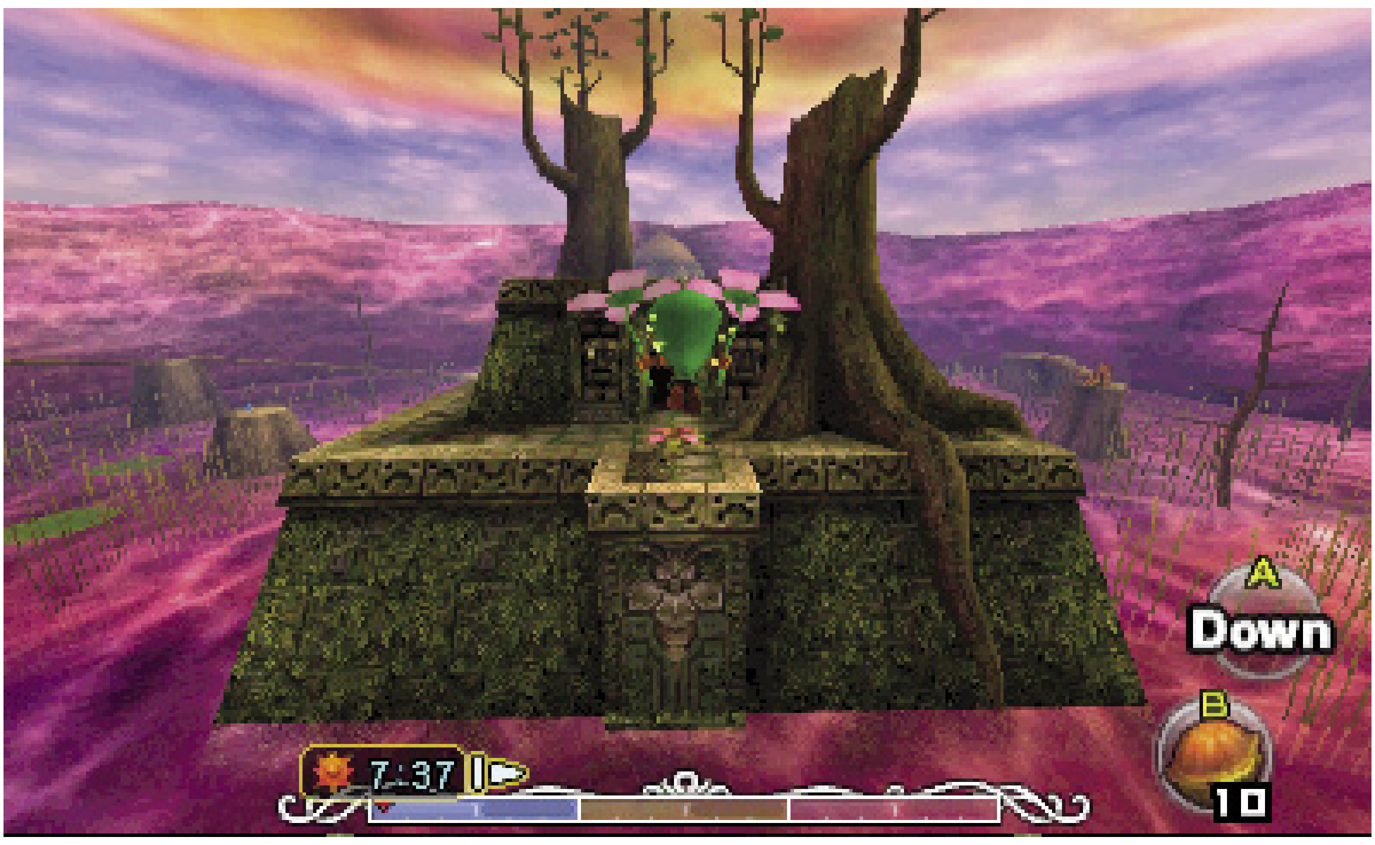
After soaring, you'll find yourself standing on Woodfall's wooden platform, right near the owl statue. You're headed into dangerous ground, so smash the nearby jars and catch the little Fairy that pops out of one of them in your Empty Bottle. Simply equip your bottle and wave it to catch the Fairy.

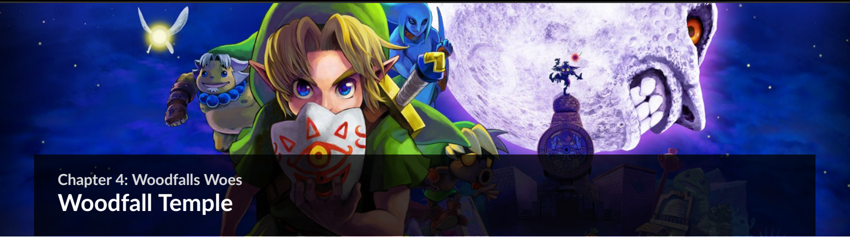
Raising the Temple

Stand on the platform's circular crest, put on the Deku Mask, and then play the song that the imprisoned monkey taught you back at Deku Palace: the Sonata of Awakening. (Press the music sheet button on the Touch Screen to look up the notes.)

The Sonata of Awakening's commanding melody causes a giant structure to rise from the poisoned marsh. It's Woodfall Temple! Use the nearby Deku Flower to glide over to the temple, then hurry inside to begin your search for the missing Deku Princess.

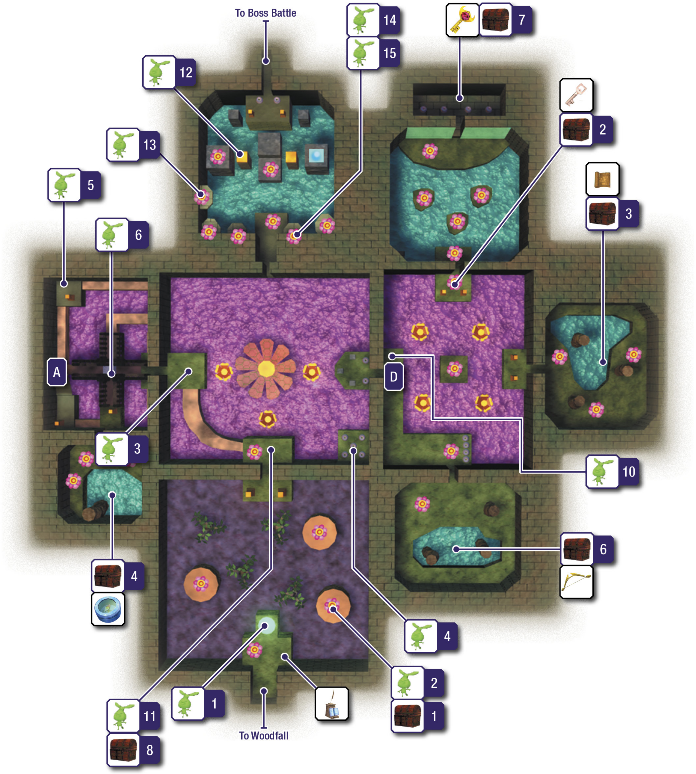






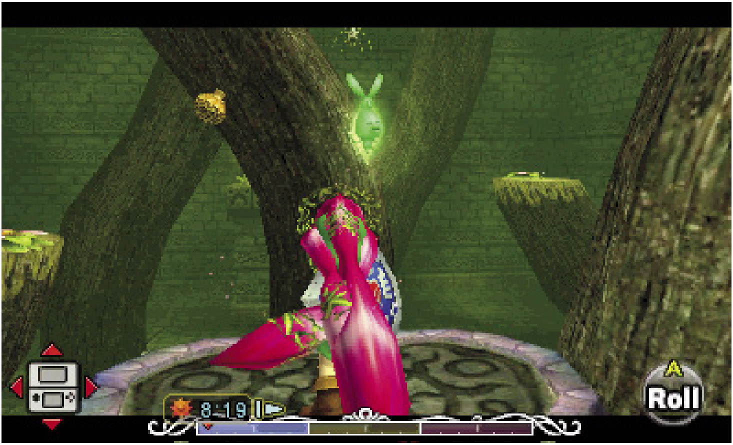
Chapter 4: Woodfalls Woes

Woodfall Temple



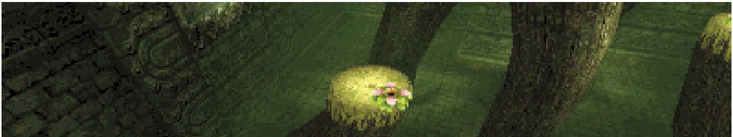
Basement floor and first floor (side rooms)

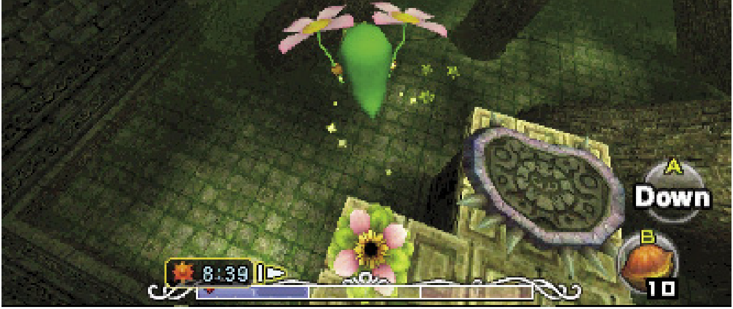
Room 1: Entry Chamber



A Stray Fairy floats in Woodfall Temple's very first chamber. That's right: as you discovered during your recent explorations, the Great Fairy of Woodfall has been broken and shattered, just like the Great Fairy in Clock Town. Take off the Deku Mask, and put on the Great Fairy's Mask that you obtained from the Great Fairy in Clock Town. Collect the Stray Fairy—the first of 15 you'll be finding in this dungeon.

Stray Fairy #1

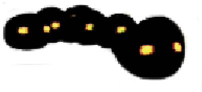




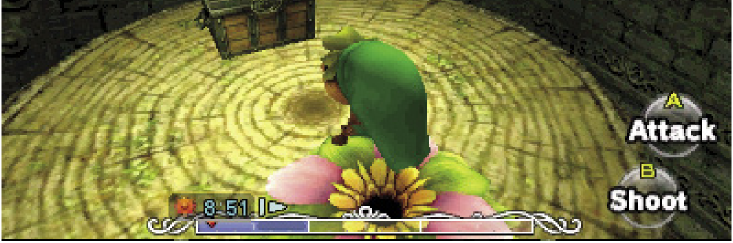
Smash the entry ledge's jar to release another Fairy that you can catch in your Empty Bottle. (Only one Fairy can be kept in a single bottle at a time; this one's a backup in case you didn't get the one back near the Woodfall owl statue.) Then, put on the Deku Mask and use the entry ledge's Deku Flower. Pop out and glide to the next Deku Flower ahead. From there, sail to the next Deku Flower to the east, which a treasure chest sits near. If you fall, slay the Black Boes at the chamber's bottom, and then use one of the south ladders to climb back up.

Black Boe

Damage: 1/4 Heart



Often attacking in swarms, Black Boes slink about the floor and then leap at Link, ramming into him for damage. Lock on and back away to avoid being surrounded, and block to avoid damage. When you see an opening, unleash the full fury of Link's blade or Deku Link's spin attack.

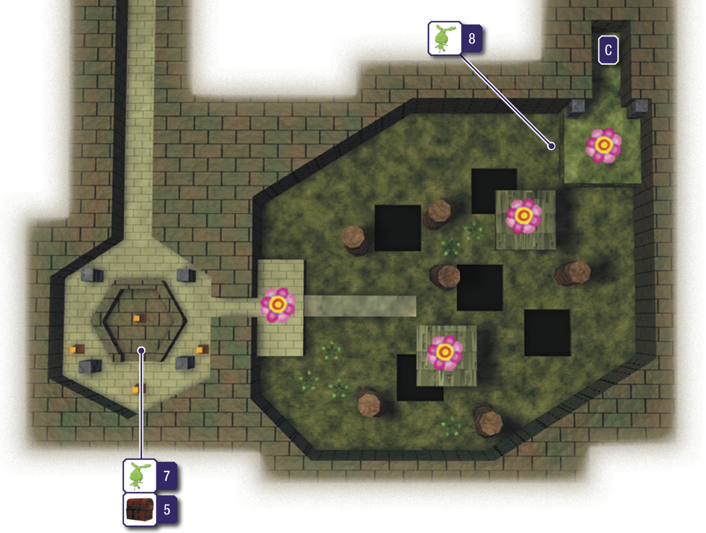


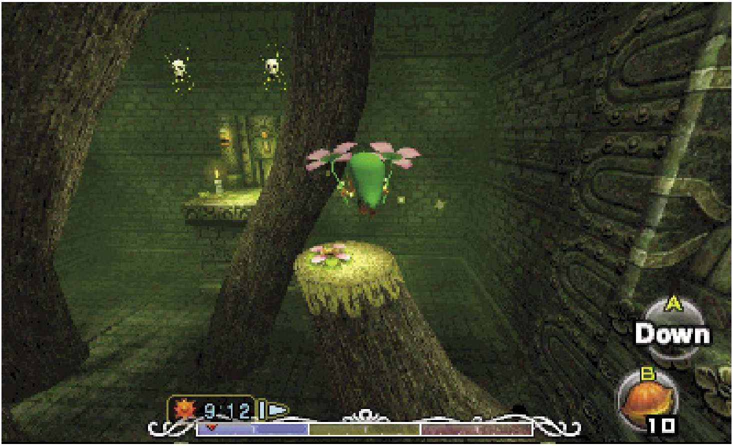
Open the chest to free another Stray Fairy. Link collects this one automatically, with no need for the Great Fairy's Mask this time. That's two!

Dungeon Chest #1: Stray Fairy #2

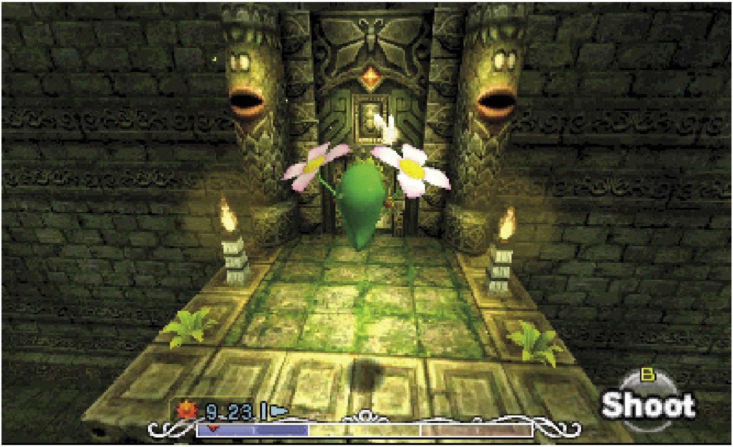
Stray Fairy #2

Second floor



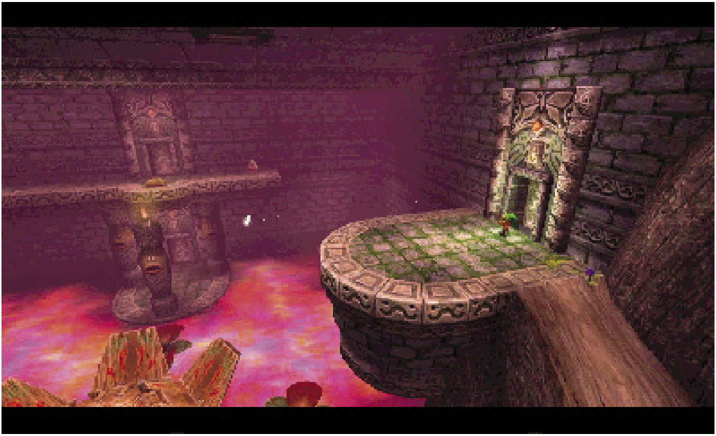


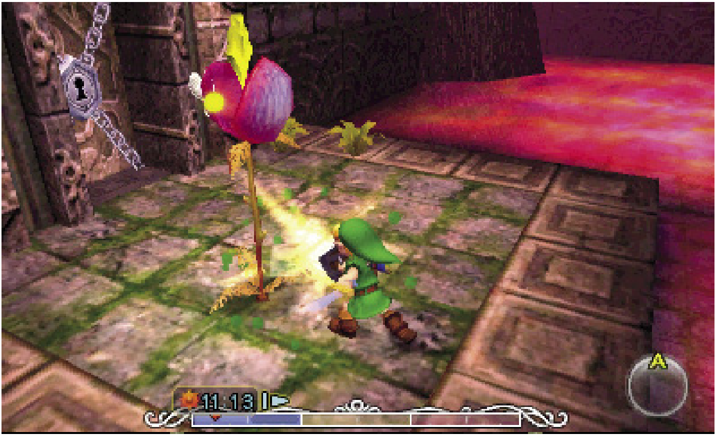
After opening the chest, put the Deku Mask back on and dive into the platform's Deku Flower. Launch up and glide, making a stop on a stump before using another Deku Flower to sail toward the north ledge.



When you land on the north ledge, two Skulltulas drop from the ceiling. Try to land on the exact center of the ledge to avoid being hit, and for safety, hold R to defend yourself when you land. Use Deku Link's bubbles to slay the Skulltulas if you like, or leave them be and proceed through the north door to enter Room 2.

Room 2: Shrine Chamber





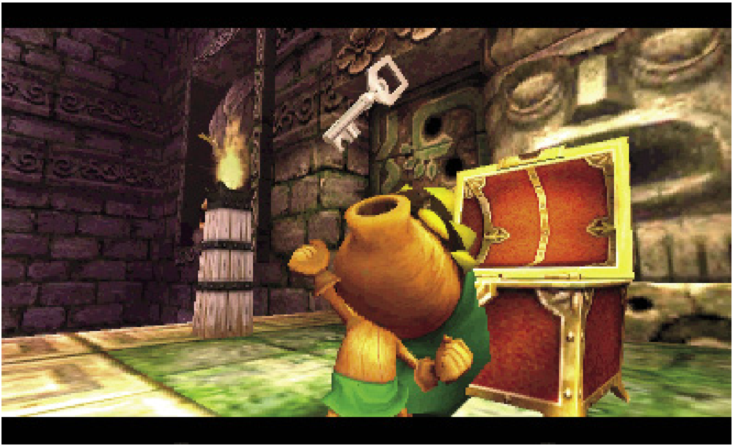
The stench of this room is overpowering, as the water here is foul and poisoned. Be careful not to fall in as you explore.

Defeat the entry ledge's Deku Baba, then descend the nearby root ramp to reach the room's west ledge. Slay another Deku Baba here to free the third Stray Fairy. Use the Great Fairy's Mask to lure it toward you afterward.

Stray Fairy #3

A
5
B
Shoot
11:32

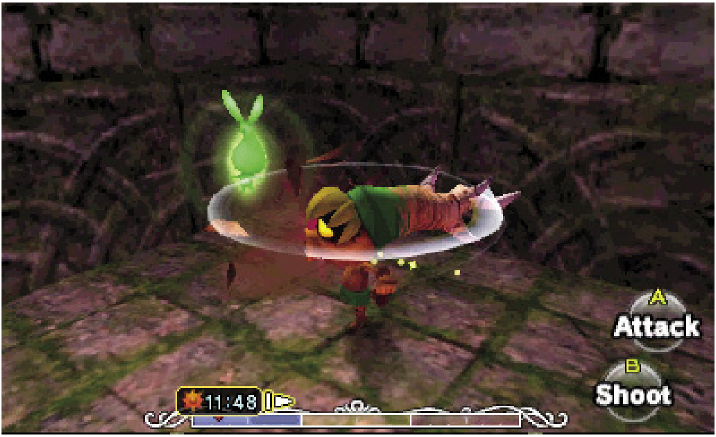
The west door is locked and requires a key to open. As Deku Link, hop eastward across the poisoned water instead, landing on the nearby flower. Continue jumping eastward along the water, landing on each flower to catch your breath as you circle around the big shrine in the room's center. Keep going until you reach the room's east ledge.

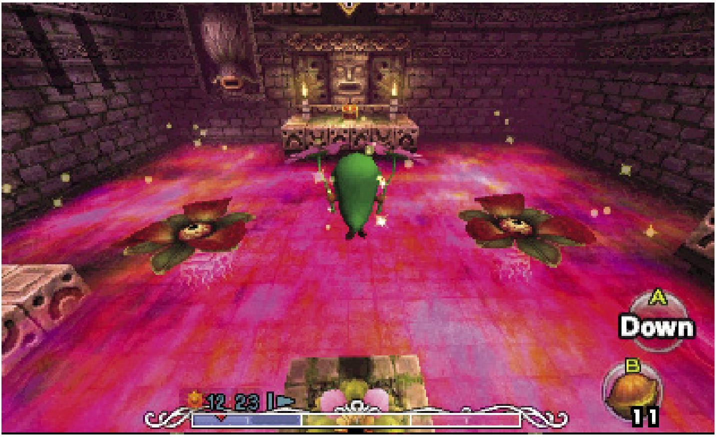


The east door is unlocked, but don't go through it just yet. Instead, turn right and hop over to the southeast ledge, where you find five jars. Smash all five jars to find some bombs and other items, along with another Stray Fairy. Leap back over to the east ledge afterward, and this time, proceed through the east door to reach Room 3.

Stray Fairy #4

Room 3: Small Key Chamber





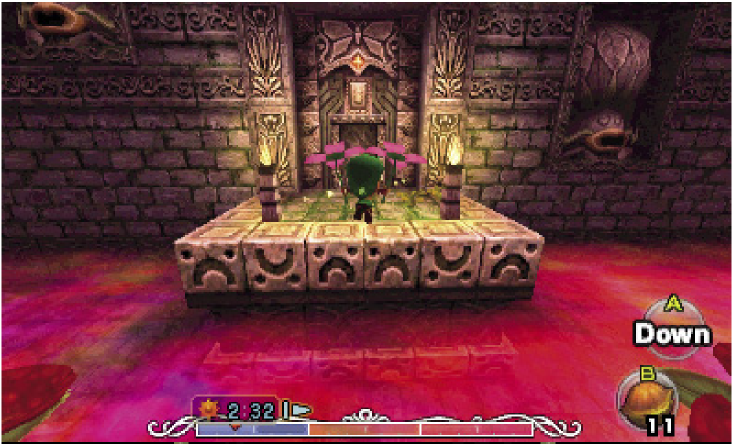
Steer clear of more poisoned water that fills this room. Hop across to the central Deku Flower, then use it to reach the gilded treasure chest to the north.

Open the chest to claim a Small Key. Nice! Now you can open that locked door you saw back in Room 2.

Dungeon Chest #2: Small Key

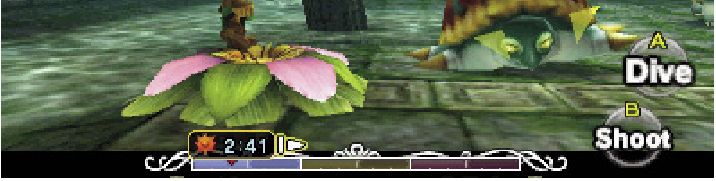
Small Key

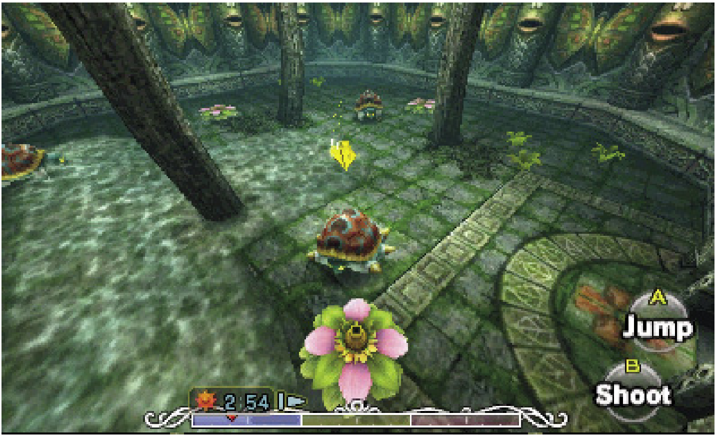
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.



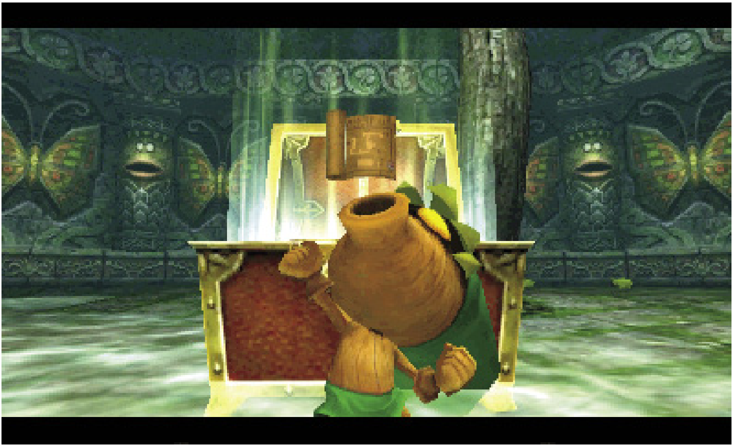
Before rushing back to Room 2, hop to one of the nearby flowers and then return to the central Deku Flower. Use the flower again to glide to the room's east ledge, then go through the east door to visit Room 4.

Room 4: Snapper Lair





As you enter this small room, the door seals behind you, trapping you inside. The Snappers that reside here are just like the ones you encountered in the Woods of Mystery, and they have only one weak spot: their soft bellies. You could toss bombs at the Snappers to flip them over and expose their bellies, but there's an easier way to handle them.



Quickly dive into the nearest Deku Flower, and allow a Snapper to come spinning toward you. Just as the Snapper passes over the flower, pop up, and you'll strike its belly from below and defeat it. Repeat this trick with the other two Snappers to clear the room.

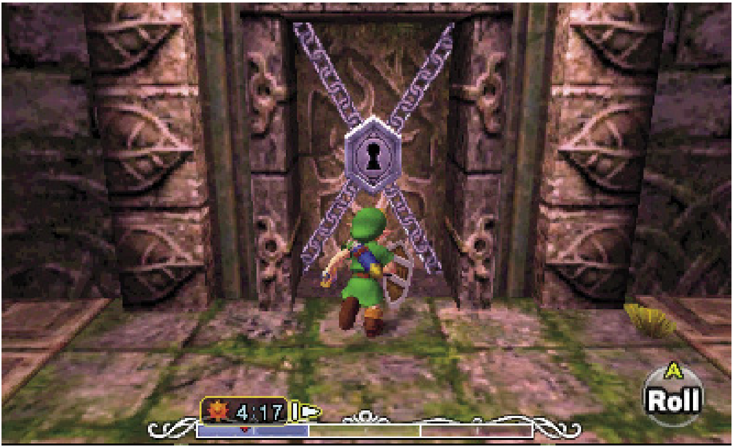
After you've slain all three Snappers, the room unseals, and a gilded chest appears in the room's center. Open the chest to obtain the Dungeon Map.

Dungeon Chest #3: Dungeon Map

Dungeon Map

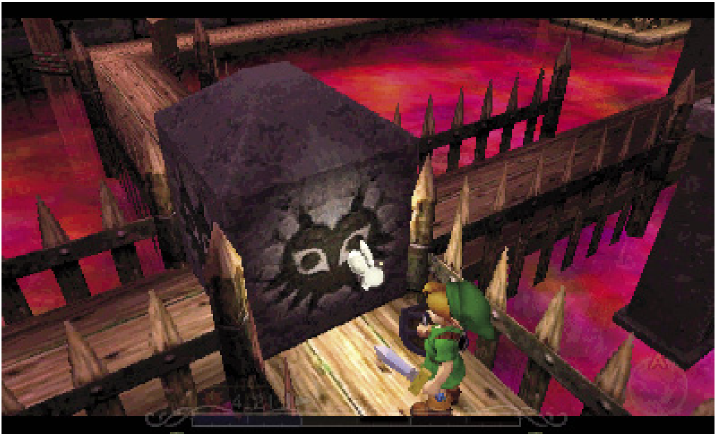
You found the Dungeon Map! Tap the Map button to view the Map Screen. Tap the map to zoom in or out. When zoomed in, slide to check out different areas of the map. Select the floor you wish to view from the bar on the right.

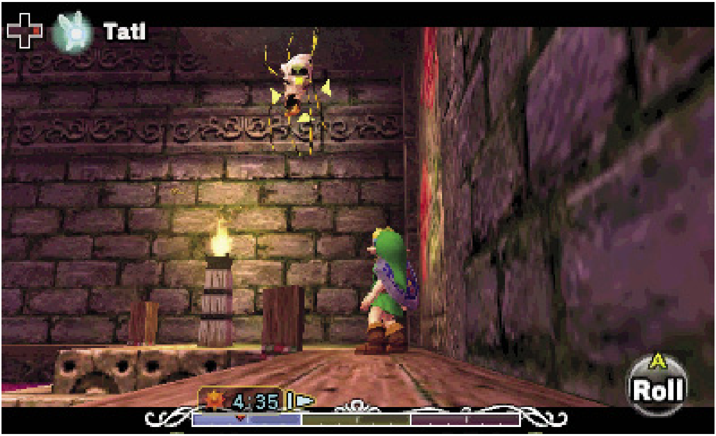
Room 2: Shrine Chamber (Revisited)



Now that you've found the Dungeon Map, backtrack to Room 2 and hop around the big flower again, heading for the locked west door. Slay the Deku Baba that pops up near the door, and then open the door with the Small Key that you found in Room 3. Link automatically moves through the door after unlocking it, entering Room 5.

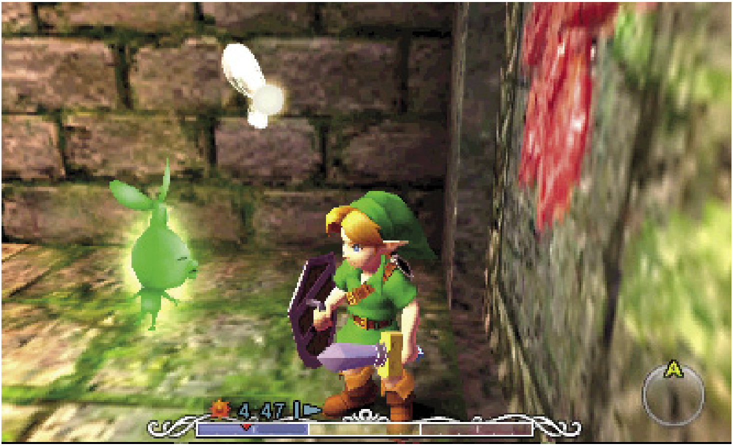
Room 5: Stone Block Chamber





A unique stone block stands in the center of this room. Tatl thinks that the block might be light enough for Link to move. Press Ⓐ to grab the block, and then shove it forward (westward) one time.

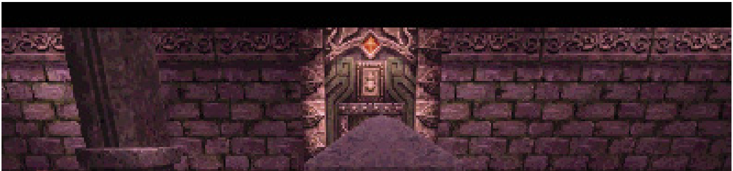
After moving the block out of your way, turn right and head north. Follow the wooden walkway around to a torch in the room's northwest corner, but watch out for a Skulltula that drops from the ceiling as you near the torch. Target the Skulltula and approach slowly to entice it to drop down, then defeat it.

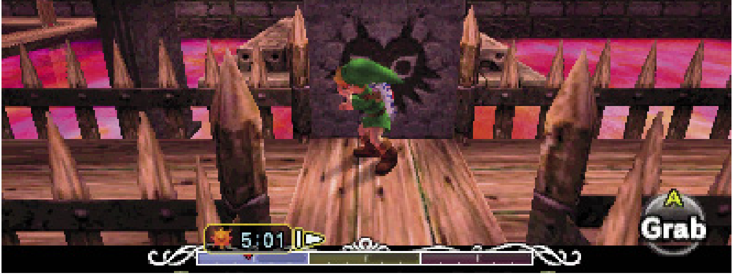


A Stray Fairy pops out of the Skulltula. Grab it to rescue your fifth Stray Fairy from this dungeon.

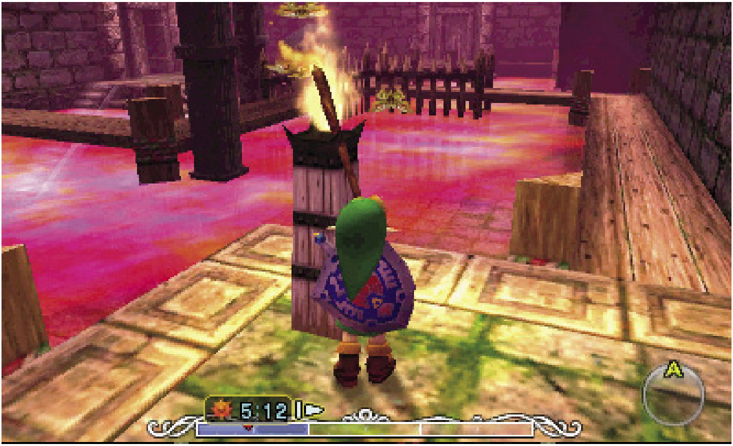
Stray Fairy #5

Continue following the walkway around the room, and you'll return to the movable block. Shove it eastward twice to gain access to the room's south door, then return to the northwest torch.



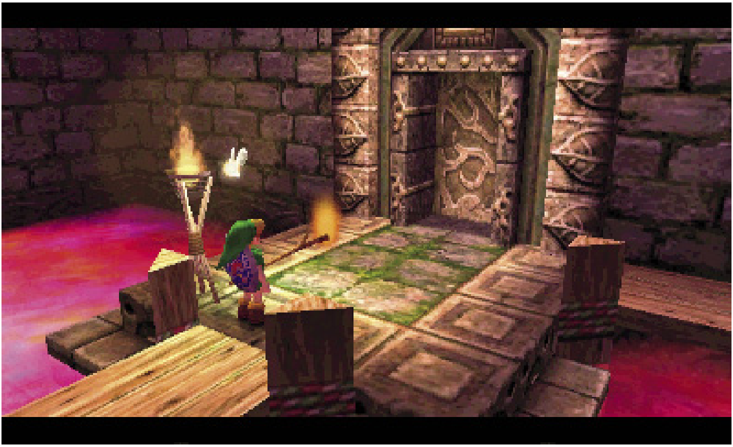


Open your Items screen and equip a Deku Stick, which you've surely obtained by now after defeating the dungeon's many Deku Babas. (Slay the Deku Baba in this room's southwest corner to find a Deku Stick if you need one.) Move the end of the Deku Stick into the northwest torch's flame to set the Deku Stick alight, then hurry back across the walkway, heading for the unlit torch near the room's locked south door.



Moths to the Flame

Don't mess with the pesky moths that chase you while your Deku Stick is lit. You can't defeat them, and they won't bother you as long as you keep moving.

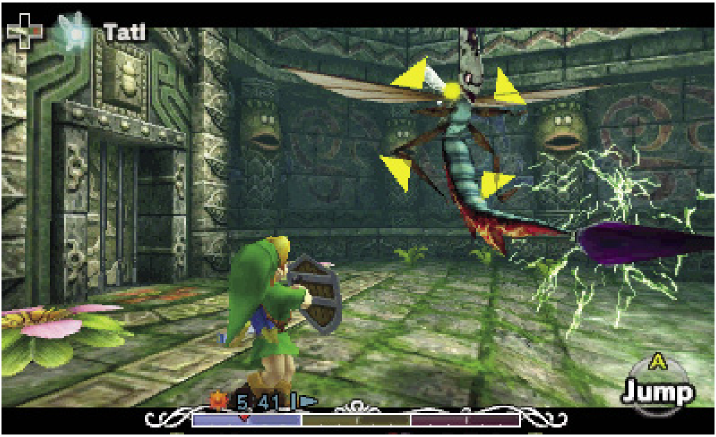


Use your Deku Stick to light the unlit south torch, and you'll unlock the nearby door. After you've lit the torch and unlocked the door, swing Link's sword to put away your Deku Stick and save it from burning up. Then, go through the south door to visit Room 6.

Room 6: Dragonfly Den

Link is sealed in this room, which is home to a pair of dangerous Dragonflies. These guys are exactly the same as the ones you encountered in the Southern Swamp and Woodfall areas. Lock on and slay them with Link's sword or Deku Link's bubbles, or dive into the room's Deku Flowers and pop up to strike the Dragonflies from below.

After you've dispatched both Dragonflies, a gilded chest appears in the room. Flip its lid to acquire the Compass!

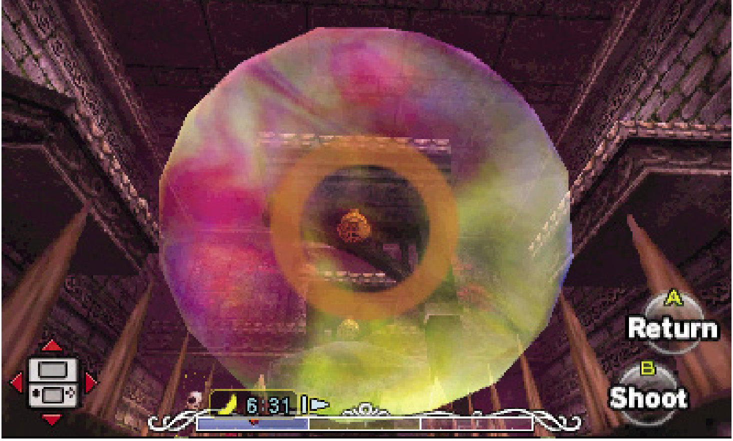


Dungeon Chest #4: Compass

Compass

You found the Compass! Now many of the dungeon's hidden things will appear on the map.

Room 5: Stone Block Chamber (Revisited)



Return to Room 5, and as you enter, notice the two beehives up near the ceiling. Use Deku Link's bubbles to knock down the nearest one, and a Stray Fairy pops out. Put on the Great Fairy's Mask, shove the central stone out of your way, and move around to lure the Stray Fairy within your reach.

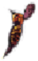
Stray Fairy #6

Bee-ware!

Knocking down the other beehive releases a Giant Bee. There's no need to mess with this little pest!

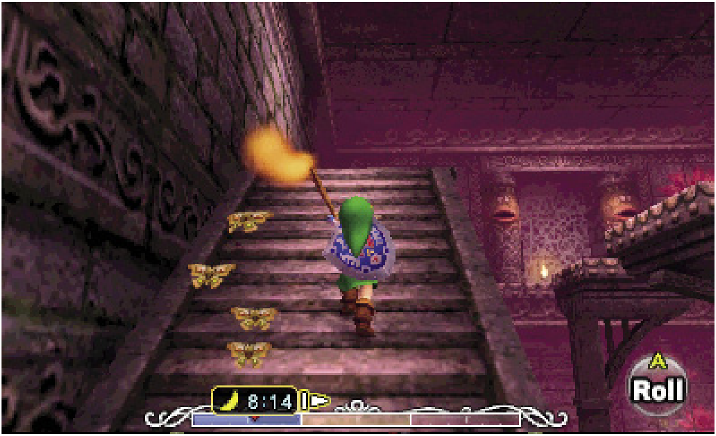
Giant Bee

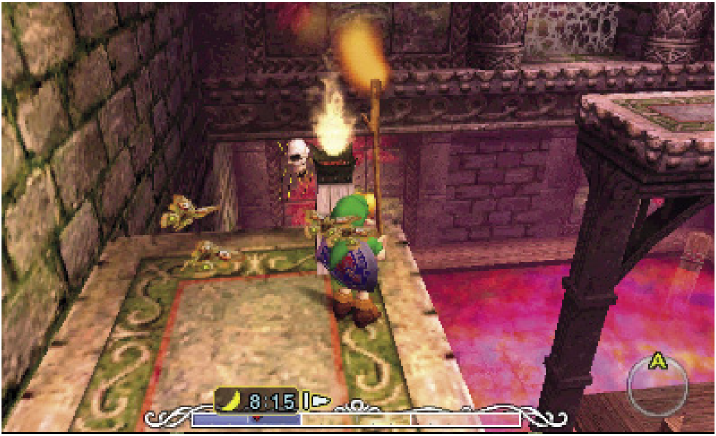
Damage: 1/4 Heart



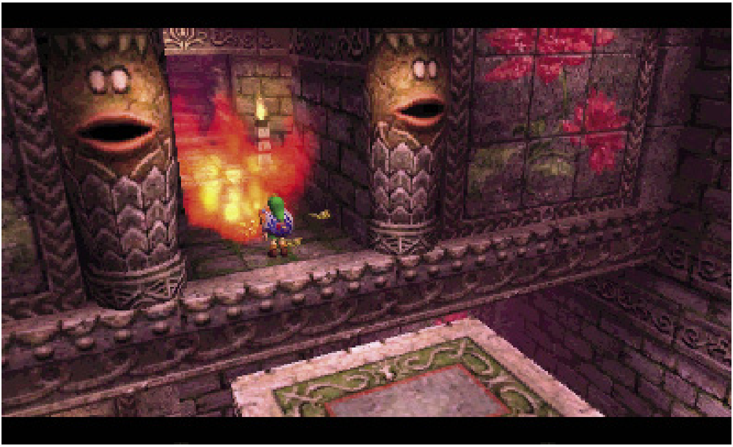
Knocking down beehives with Deku Link's bubbles is fun and profitable, but some hives are home to Giant Bees. These bite-sized buzzers don't take kindly to having their homes destroyed and quickly chase after Link, aiming to give him the business end of their sharp stingers. Quickly squish any Giant Bee that emerges from a beehive; this only takes one hit.

Slay the southwest Deku Baba for another Deku Stick. Then, light a Deku Stick using the torch near the south door, and hurry up the nearby stairs.





Use your Deku Stick to light the torch atop the stairs, then swing your sword to stash the Deku Stick and prevent it from burning up.



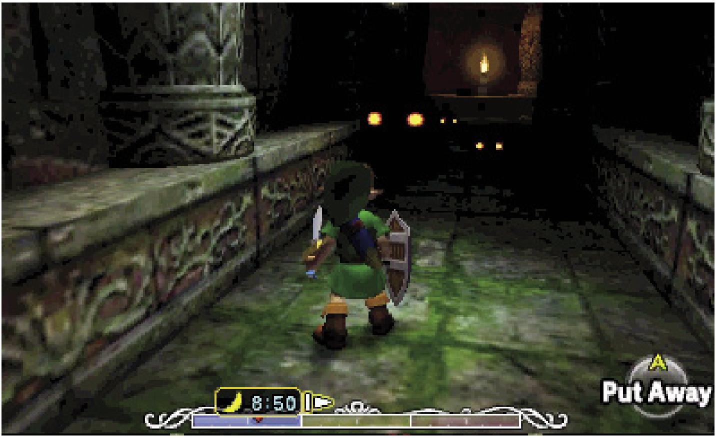
Pull your Deku Stick back out again, and use the torch that you've just lit to relight the stick anew. Quickly leap to the room's high central platform, then turn left and jump over to the high north ledge. Run into the thick web that blocks the north passage to burn it away with your Deku Stick.

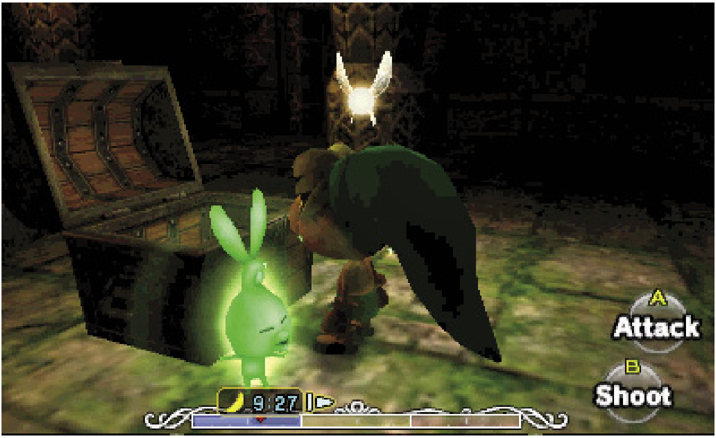
Slay the Deku Babas beyond the web, then head up the spiral stairs to visit Room 7 on the dungeon's second floor.

Room 7: Black Boe Abode

This room is pitch-dark, and Tatl warns Link that she senses great evil here. She's right: the room is filled with Black Boes that blend into the darkness.

Equip the Deku Mask and spin all around the room, aiming to slay all of the Black Boes. They're tough to see, but just keep spinning until you've vanquished them all. How can you tell when they're all gone? A chest appears in the center of the room. Open it to rescue another Stray Fairy.

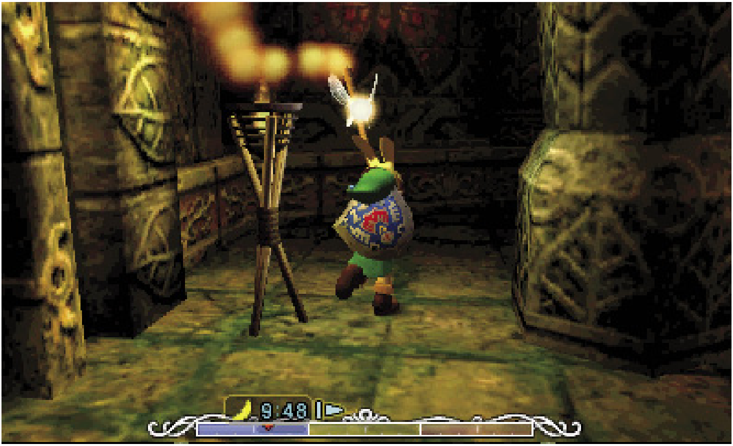




Dungeon Chest #5: Stray Fairy #7

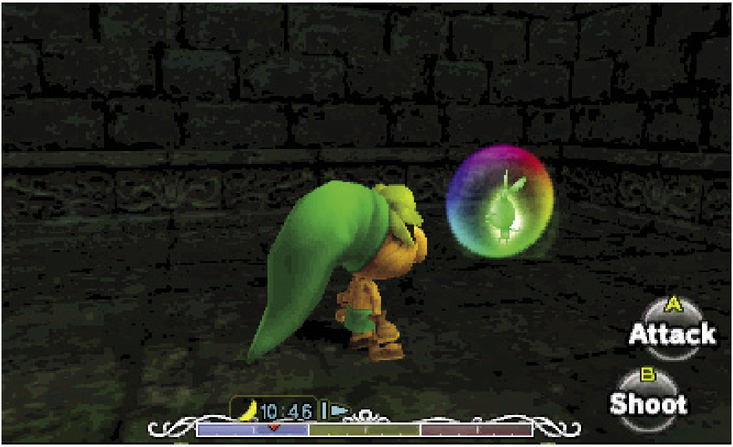
Stray Fairy #7

Take off the Deku Mask, put on the Bunny Hood, and whip out a Deku Stick. (Slay the nearby Deku Baba for one if necessary.) Light your Deku Stuck with the central torch, then run around the room and light the three unlit torches before the stick burns up. After you've lit all three torches, the east door unseals. Swing your sword to stash your Deku Stick, and then go through the door to visit Room 8.

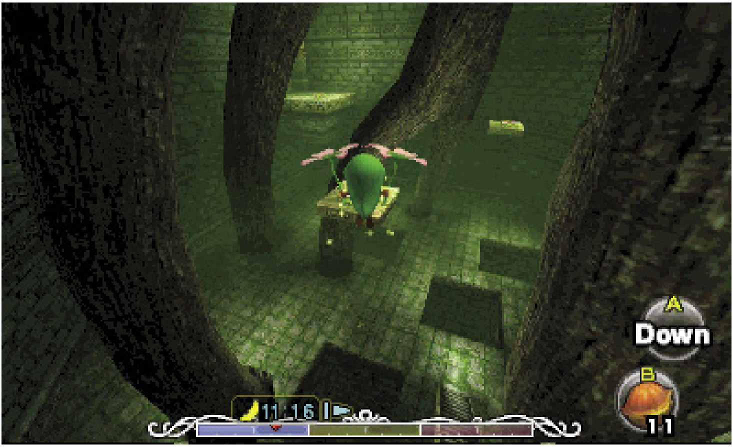


Room 8: Deku Flowers and Dragonflies

A few pesky Dragonflies buzz about this spacious chamber. Descend the stairs, defeat the Dragonflies, and then approach the Stray Fairy in the room's northeast corner. This one's trapped in a bubble, so it can't heed the call of the Great Fairy's Mask. Attack the bubble to break it, rescuing your eighth Stray Fairy.

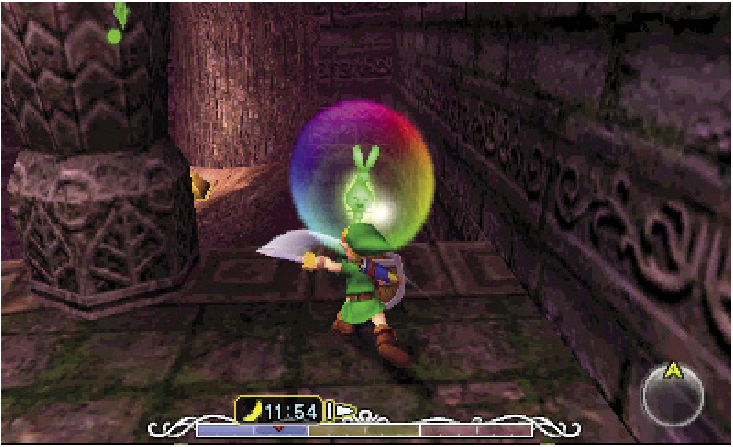


Stray Fairy #8



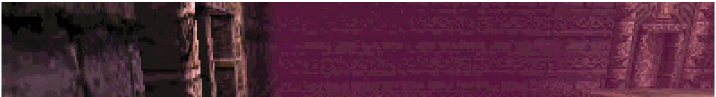
After you rescue the Stray Fairy, scale the stairs and return to the entry ledge. Use the ledge's Deku Flower to glide to the floating platform ahead. Land on the platform, and it soon begins moving back and forth across the room. Use the platform's Deku Flower to reach the next platform, and then use that platform's Deku Flower to reach the high northeast ledge. Descend the stairs you discover up here to return to Room 2 on the temple's first floor.

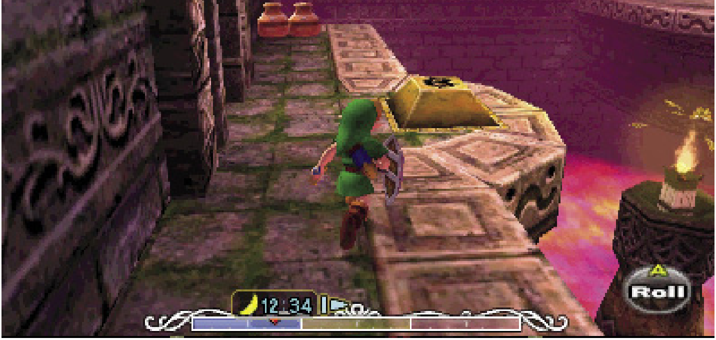
Room 2: Shrine Chamber (Upper Ledges)

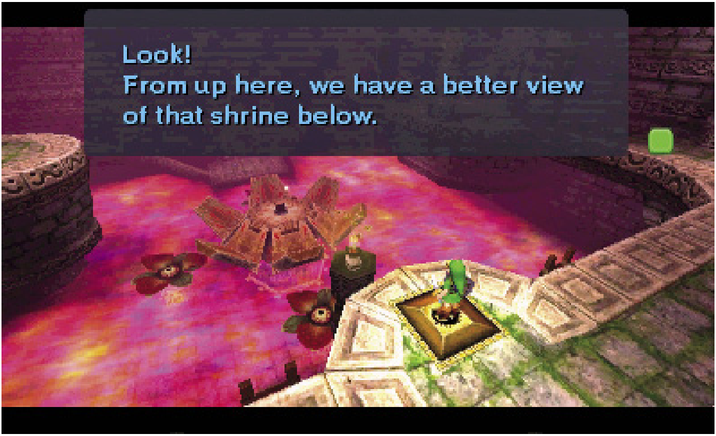


Entering Room 2 from Room 8 places you on a high ledge, so be careful not to fall. Turn right as you enter, and collect the Stray Fairy that hovers in a bubble to the west, breaking the bubble with any attack.

Stray Fairy #9



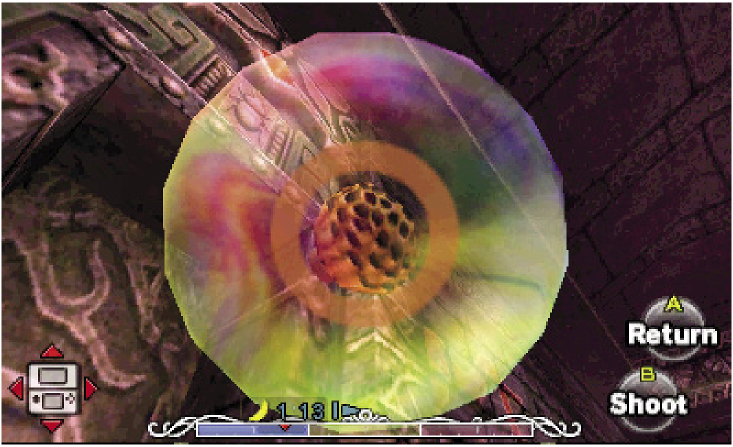



Look!
From up here, we have a better view of that shrine below.

The north door is sealed, so backtrack around the ledge after collecting the Stray Fairy and head for the east door. Remove the Deku Mask if you're wearing it, and move Link onto the nearby floor switch. In human form, Link is heavy enough to activate floor switches like this. The switch sinks into the floor, and ladders appear nearby. Now you can easily return to this high ledge if you fall.

After stepping on the floor switch, answer Tatl's call to inspect the shrine down below. There must be something important about that shrine. You can't solve this little riddle just yet, so proceed through the east door to visit the upper ledges of Room 3.

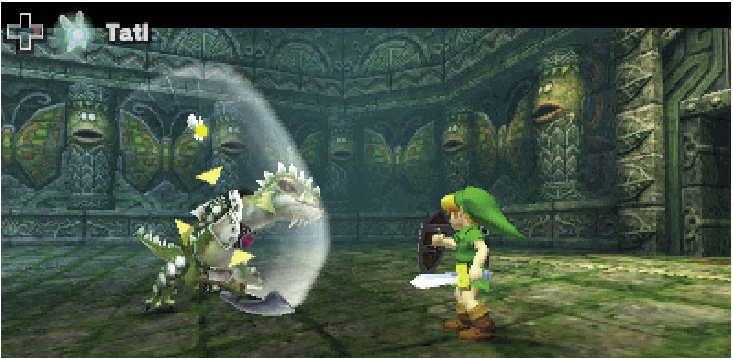
Room 3: Small Key Chamber (Upper Ledges)



As soon as you enter Room 3, turn around and spot a beehive on the wall near the door you just came through. Use one of Deku Link's bubbles to knock down the beehive, then grab the Stray Fairy that pops out. Next, go through the south door to enter Room 9.

Stray Fairy #10

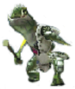
Room 9: Dinolfos Den



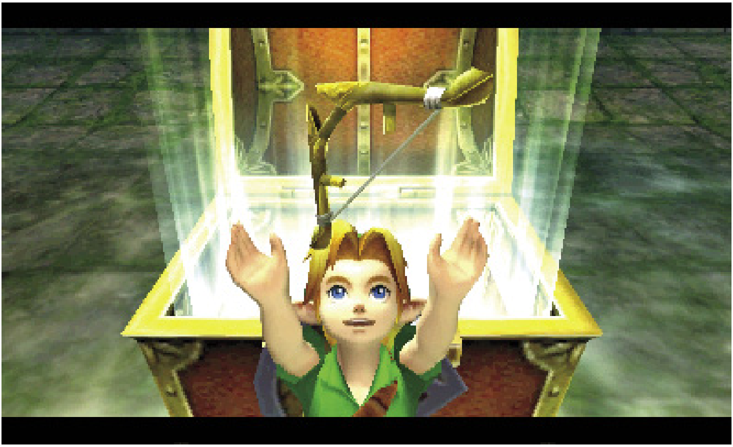
The door seals behind Link after he enters this room, which happens to be the home of a dangerous Dinolfos. Lock on to the monster with L -Targeting, raise your shield with R , and use A to avoid its attacks as you look for openings to counter with Link's blade.

Dinolfos

Damage: 1/4 Heart (sword); 1/2 Heart (fire breath)



Dinolfos are dangerous, fire-breathing lizards armed with swords. They attack aggressively, so keep Link's shield up to block their vicious sword strikes. When you're ready, interrupt the Dinolfos' attacks by striking just as it rears back to swing its sword. Interrupt its attacks with those of your own, then dodge to avoid being burned by the Dinolfos' fire breath—an attack that you can't block. Strike a Dinolfos four times with Link's blade to slay it.



After the Dinolfos falls, a chest appears in the room. Flip its lid to claim a powerful new weapon: the Hero's Bow. After claiming this prize, return to Room 3's upper ledges.

Hero’s Bow

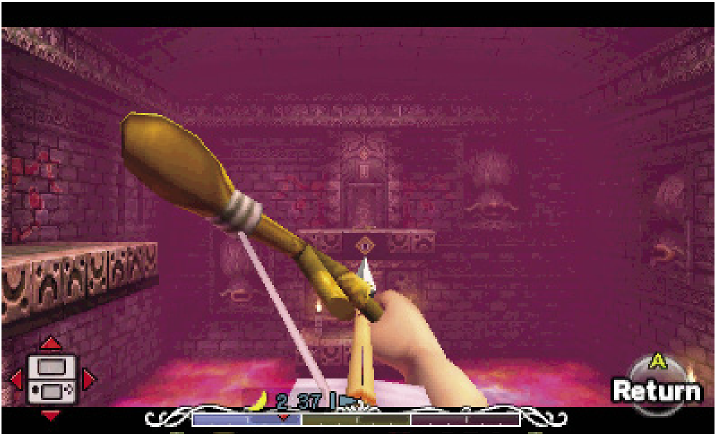
You got the Hero’s Bow! Equip it and draw it. Hold the button to aim, and release it to shoot. You can also use L to automatically aim at a target.

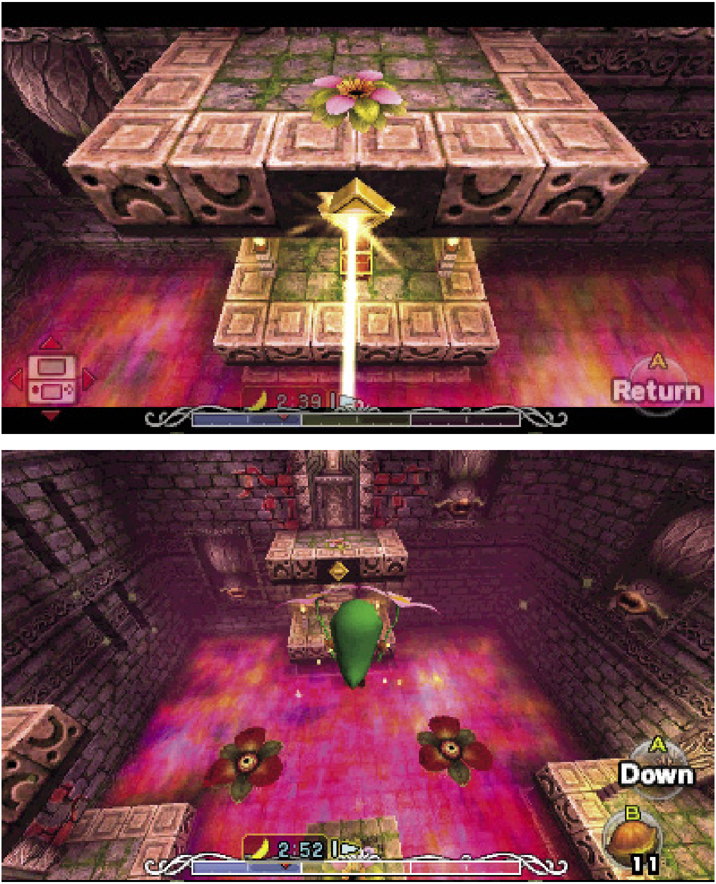
Room 3: Small Key Chamber (Upper Ledges, Revisited)

Back in Room 3, pull out the Hero’s Bow, and then press and hold the button to aim. Release the button to shoot an arrow at the distant eye switch on the north wall.

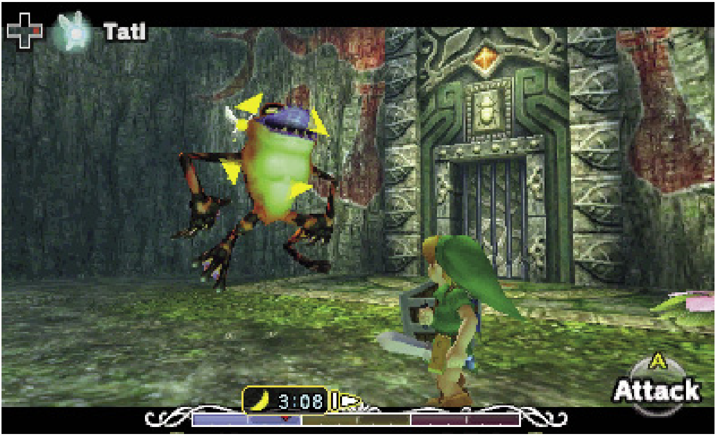
Striking the eye switch with an arrow causes the room’s central Deku Flower platform to rise and lower like an elevator. Slap on the Deku Mask, burrow into the nearby Deku Flower on the ledge, and then glide over to the central platform’s Deku Flower.

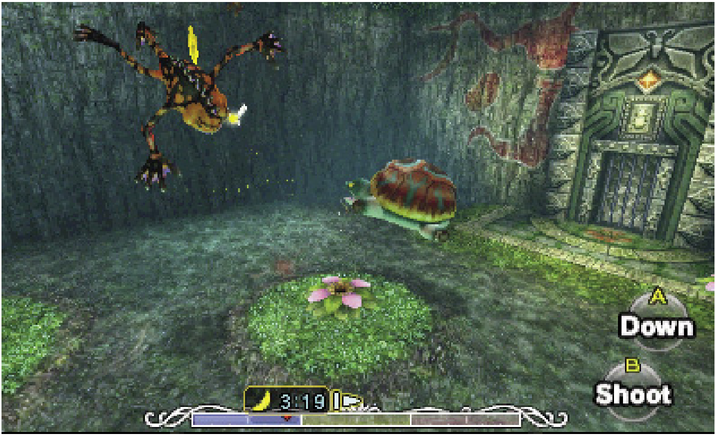
Dive into the central platform’s Deku Flower and launch out when the platform is at its highest point. Glide over and land on the high north ledge, then proceed through the north door to visit Room 10. (If you fall, use the ladders that you revealed back in Room 2 to quickly return to this room’s upper ledges and try again.)





Room 10: Gekko’s Grotto

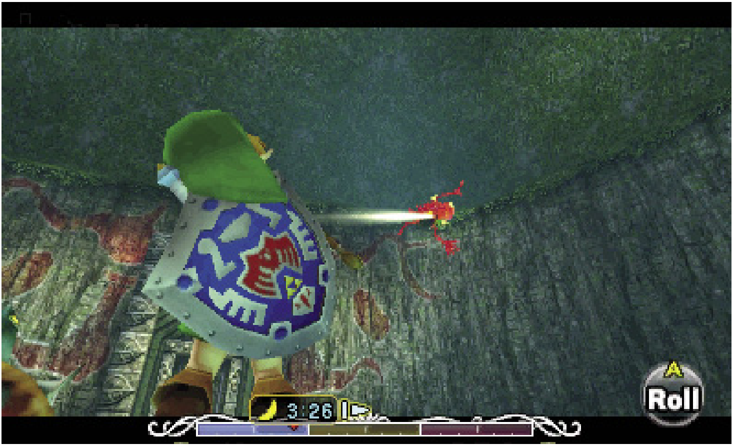




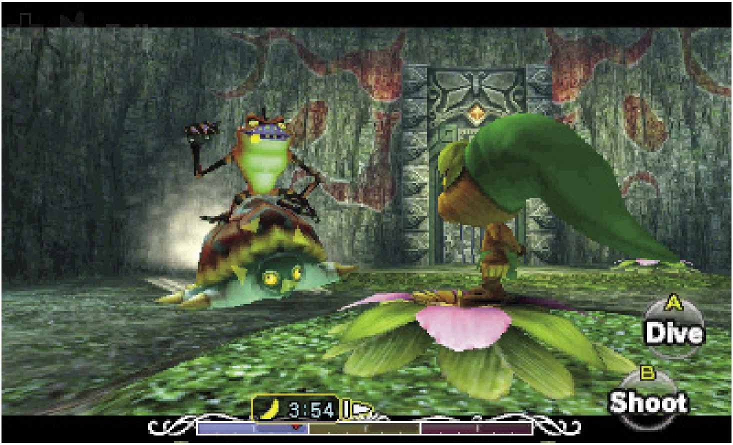
This room is home to a dangerous mini-boss called a Gekko. Don't be afraid of this hopping menace: just lock on, and attack the Gekko three times with Link's blade.

After suffering three hits, the Gekko calls for a Snapper, which it hops on and uses as a steed. Quickly put on the Deku Mask and burrow into one of the room's many Deku Flowers, then pop up and strike the Snapper's soft belly as it passes by, just as you did before.

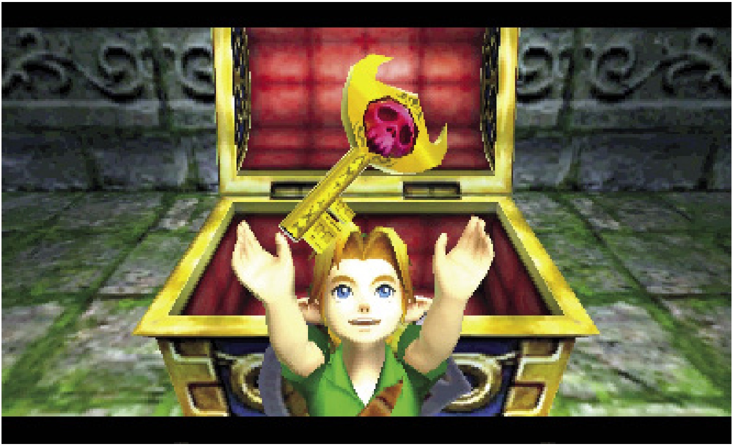
Striking the Snapper from below knocks off the Gekko, which quickly flees to the walls. Take off the Deku Mask and pull out the Hero's Bow, then lock on to the Gekko and strike it with an arrow.



Hitting the Gekko with an arrow knocks it down from the wall. The monster quickly returns to its Snapper steed and begins chasing after you again. You know what to do. Put on the Deku Mask and dive into a flower, then pop up and knock off the Gekko again. Use the Hero's Bow to knock it down from the wall afterward, and repeat this sequence once more to slay the Gekko.

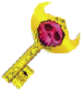


After being struck with three arrows, the Gekko falls and transforms into a cute little frog. You can't do much with the little frog right now, but he'll come into play much later in the adventure. For now, simply open the north door to reach a small storage room with four jars and an ornate chest. Open this chest to obtain a vital item: the Boss Key.



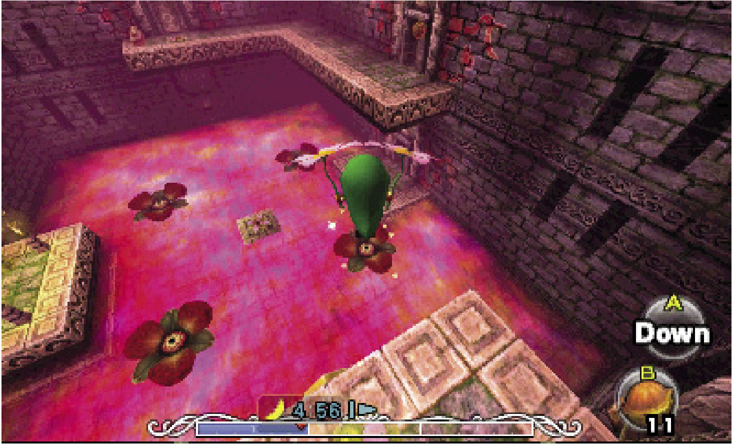
Dungeon Chest #7:Boss Key

Boss Key



You got the Boss Key! Now you can enter the chamber where the boss lurks.

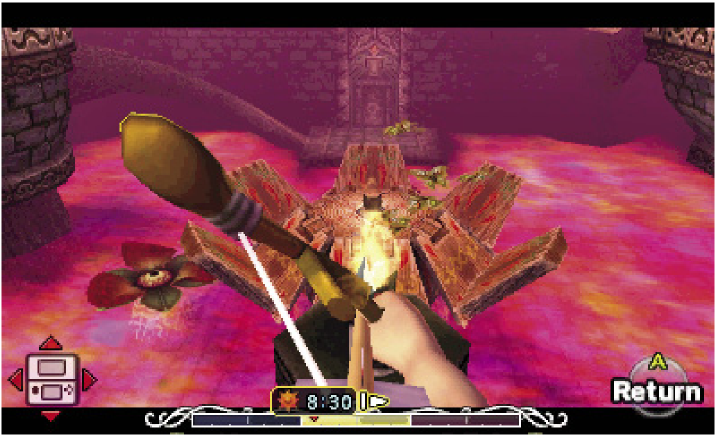
Shrine Time

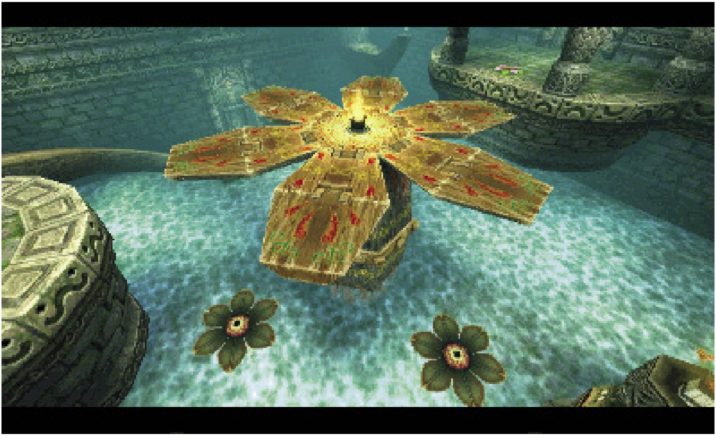


Exit the Gekko's lair, and return to the previous room (Room 3). Use the Deku Flower outside the door to glide over to Room 3's high west door. Go through the door to return to Room 2's upper ledges.

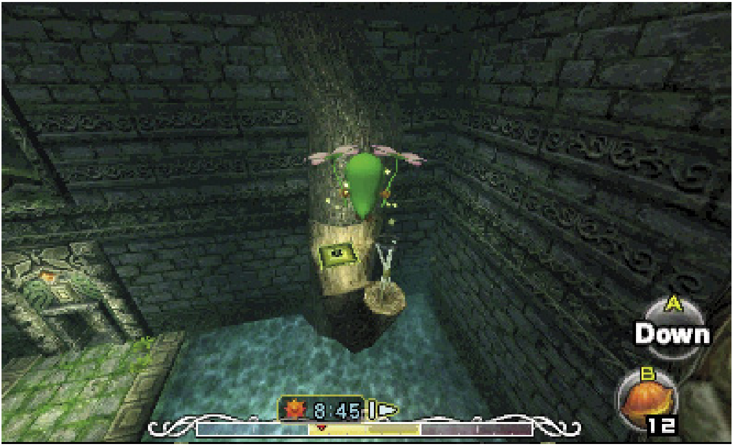
Back in Room 2, stand on the floor switch that you recently activated to make the ladders appear, and pull out the Hero's Bow. Take careful aim at the brazier that sits atop the room's central flower-shaped shrine. Fire an arrow at the brazier, lining it up so that the arrow passes through the nearby torch, catches fire, and lights the shrine's brazier.

Once you've lit its brazier, the shrine rises and begins to spin. The temple's poisonous water also becomes purified. How about that!

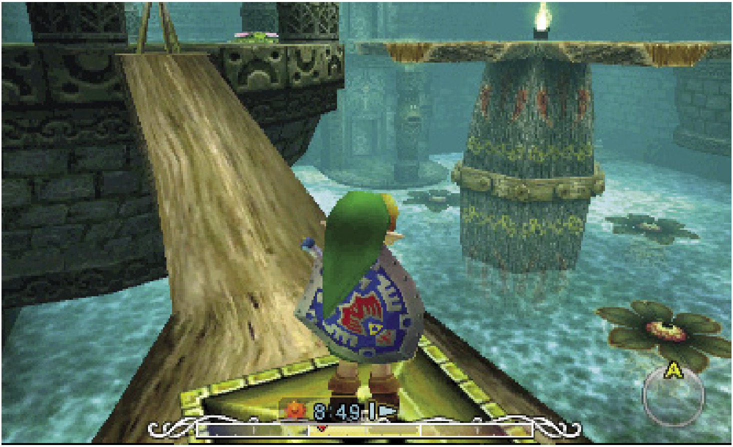




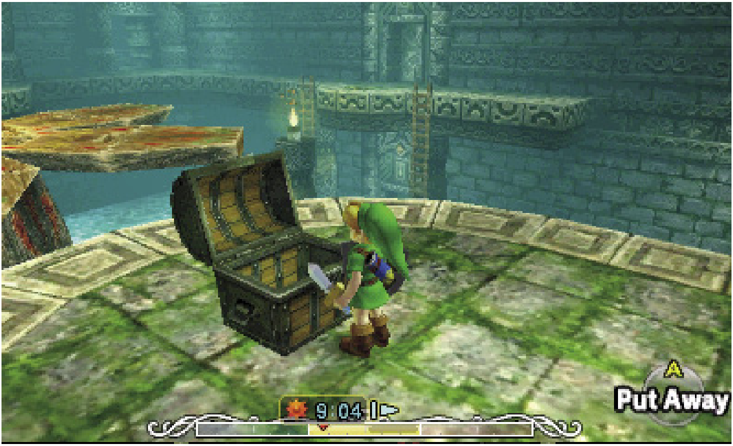
Another Stray



With the shrine active, run to the ledge's north end, put on the Deku Mask, and then dive into the north Deku Flower. Pop up and glide to another floor switch that rests on a tree branch in the room's northwest corner.



Land on the floor switch, and take off the Deku Mask to activate the switch with Link's weight. Activating it causes a chest to appear on the room's south ledge.

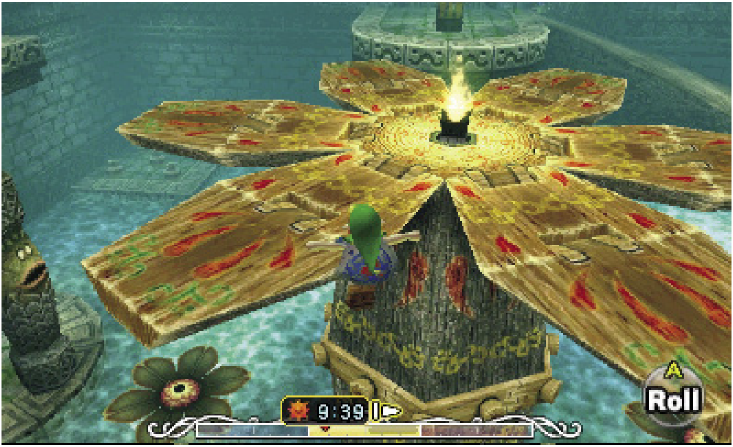


Dive into the clear blue water and swim to the west ledge. Scale the root ramp to reach the chest that you've just revealed. Open the chest to claim a Stray Fairy.

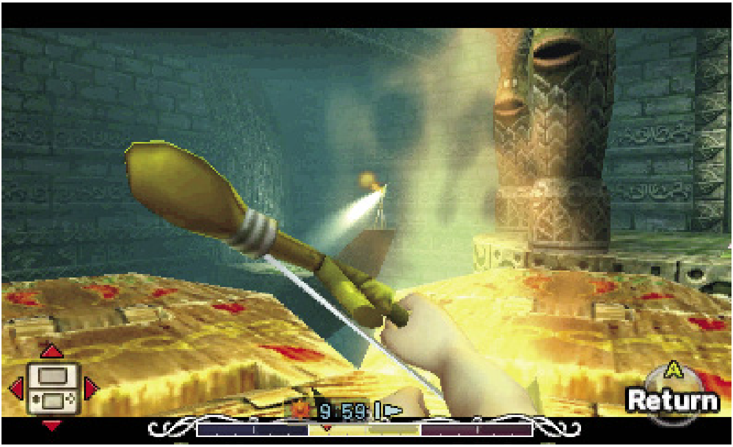
Dungeon Chest #8:Stray Fairy #11

Stray Fairy #11

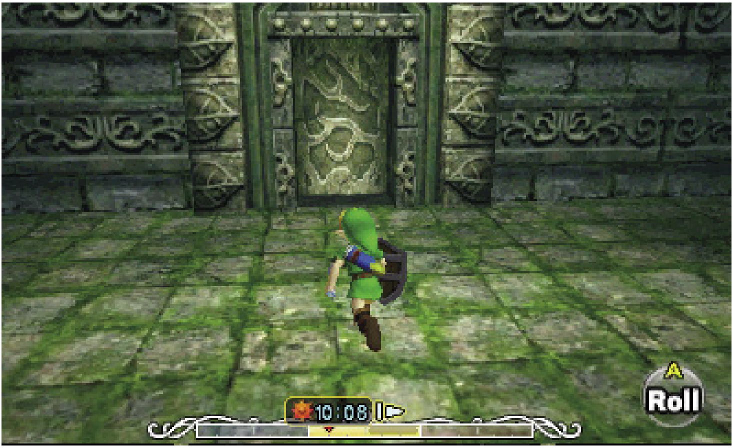
Opening the North Door



After rescuing the Stray Fairy, make a daring leap onto one of the central shrine's spinning "petals." You can also use a Deku Flower and glide onto the shrine. (If you fall, use the east ladders to return to the upper ledges and try again.)

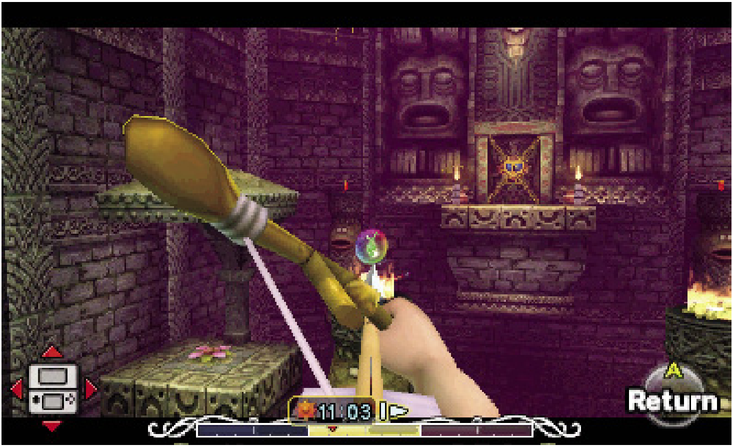


Move to the center of the shrine, and then pull out the Hero's Bow. Aim at the northwest torch, which is unlit, and then fire an arrow so that it passes through the shrine's brazier, catches fire, and lights the northwest torch. This is a tricky shot, so take your time with it.



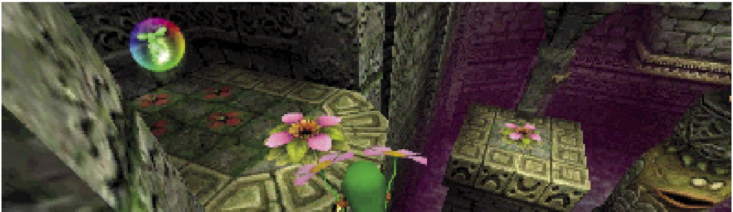
After you've lit the northwest torch, the room's high north door opens. Leap over to the north ledge (or simply climb the east ladders if you fall), and then go through the north door to enter Room 11.

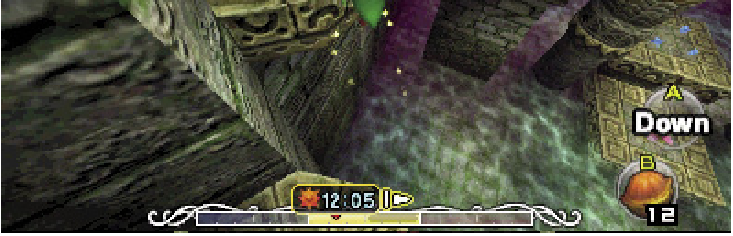
Room 11: Stray Fairy Chamber



You can find all the last four Stray Fairies in this sizable room. Look for one floating in a bubble above a fiery column as you enter. From the entry ledge, pop its bubble with an arrow, then put on the Great Fairy's Mask to draw the Stray Fairy in. Shoot additional arrows to down the hovering Dragonflies if you like (lock on to ensure that you find your mark).

Stray Fairy #12

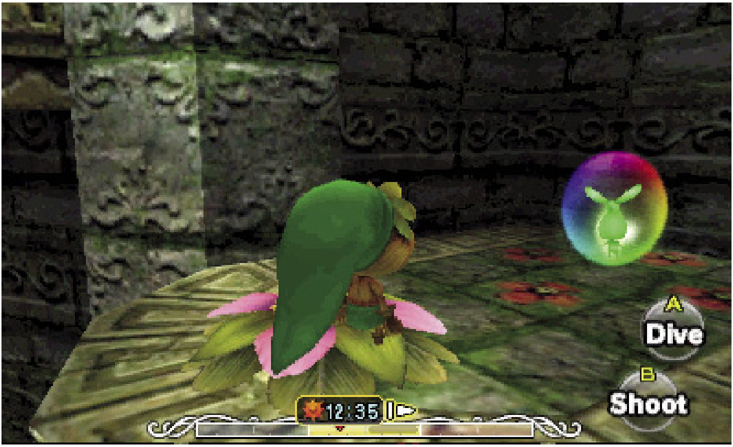




Climb down the entry ledge's ladder after collecting Stray Fairy #12. Use the Deku Flower below to reach the ledge to the west, which also features a Deku Flower. Use that flower to reach the next ledge to the west, which features another Deku Flower. Use the next flower to reach a third ledge to the west. Hey, there's a Stray Fairy way up there! Pop its bubble, and collect the little fellow.

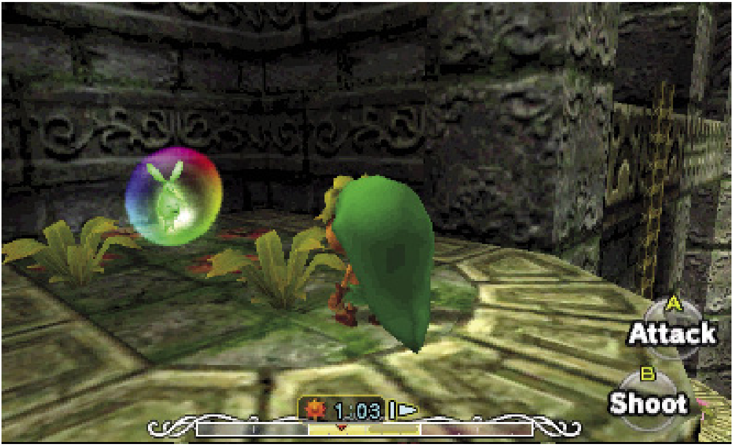
Stray Fairy #13

Return to the first Deku Flower, and this time, use it to reach the ledge to the east. Collect another Stray Fairy in a bubble there. One more to go!



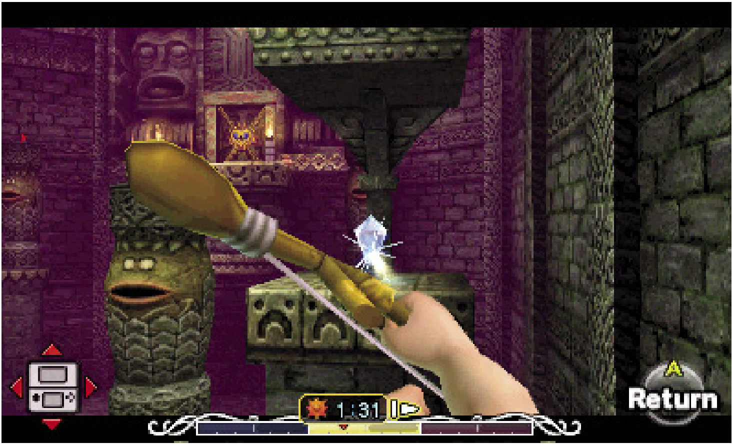
Stray Fairy #14

Use the ledge's Deku Flower to reach the next ledge to the east, which features another Deku Flower and some tall grass. Chop down the tall grass for items, then use the Deku Flower to reach the ledge above the previous ledge (on your left), which hosts the final Stray Fairy. Nice work—you've found them all!

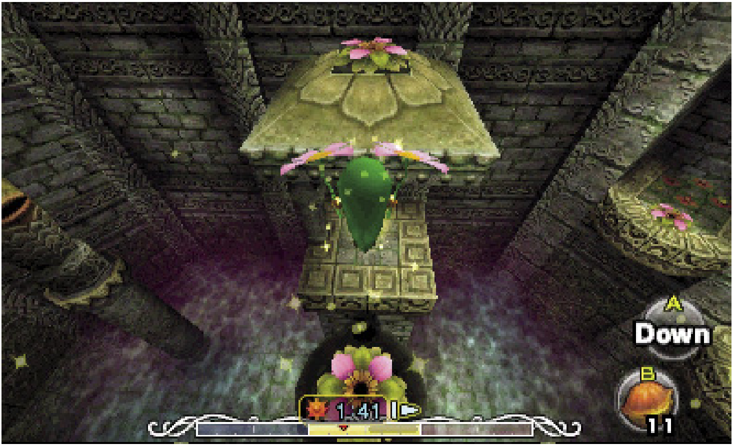


Stray Fairy #15

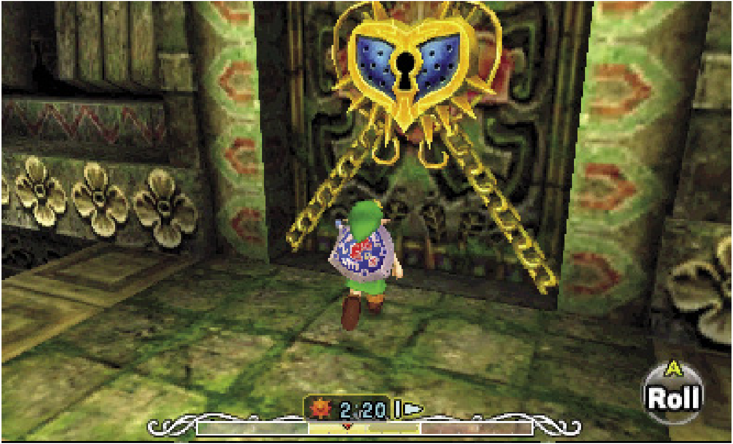
After collecting the final Stray Fairy, drop down to the previous platform (the one with the tall grass and Deku Flower), and pull out the Hero's Bow. Fire an arrow at the crystal switch on the nearby platform to the north. This activates the crystal, temporarily quelling the flames atop the pillars in the room's center.

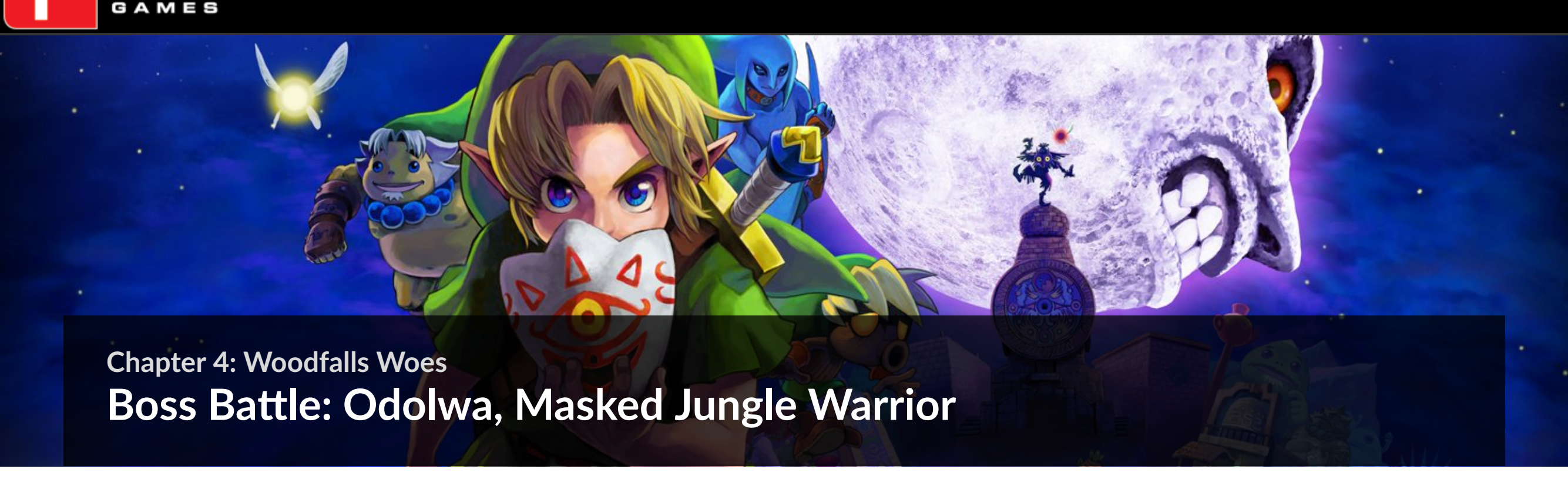


Quickly burrow into your ledge's Deku Flower, and glide to the pillar with the Deku Flower on top. Dive into the pillar's flower, and then glide onto the roof of the crystal switch's platform, which also features a Deku Flower.



Use the Deku Flower atop the crystal switch platform's roof to reach the high north ledge, which features a big locked door. Don't bother gliding toward the Red Rupees on the pillars near the ledge: some Skulltulas will drop down and knock you for a loop before you can collect them. Smash the ledge's jars for Recovery Hearts and Rupees instead, then use the Boss Key to open the big door and advance to the final battle.





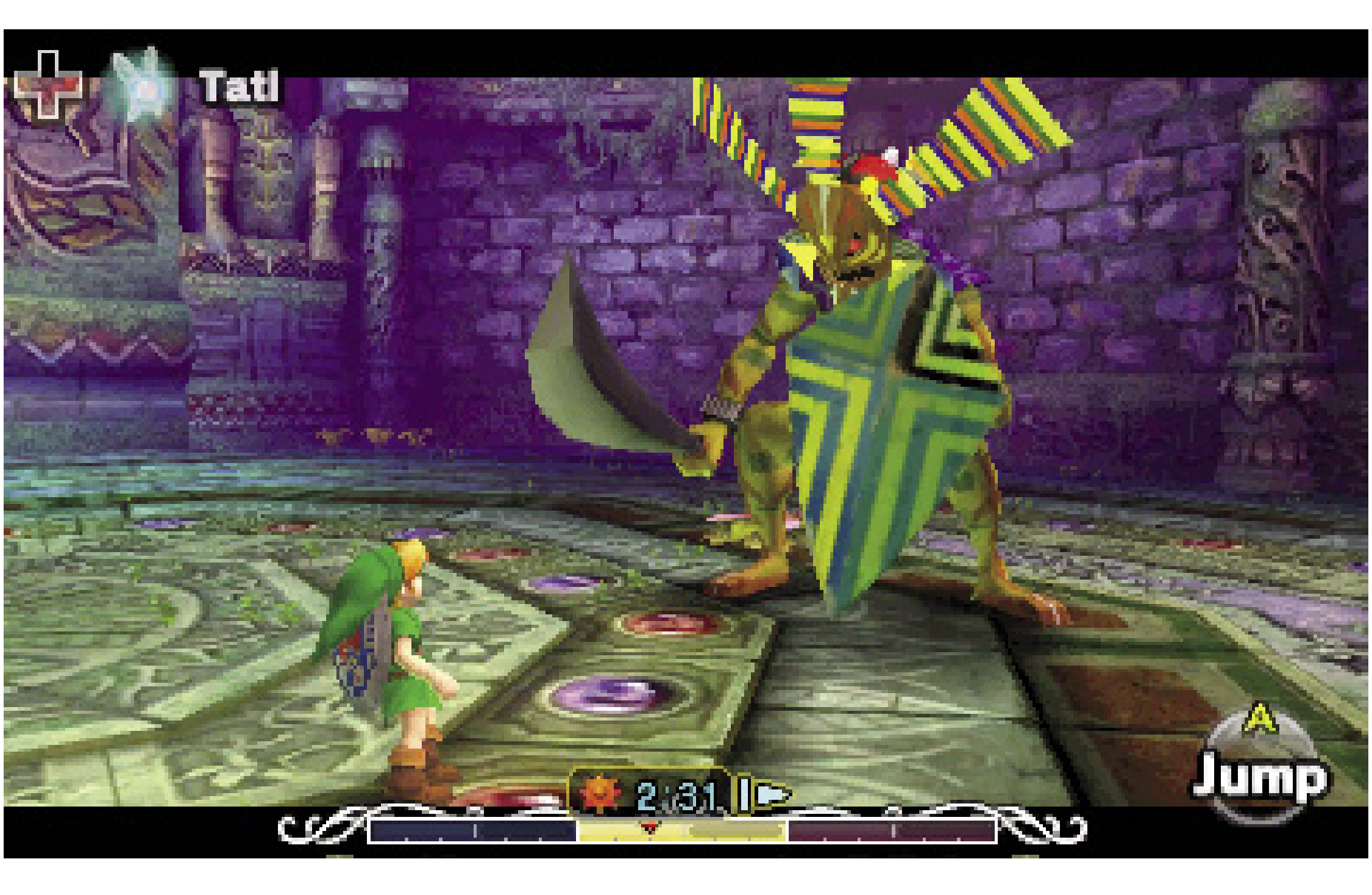
Chapter 4: Woodfalls Woes

Boss Battle: Odolwa, Masked Jungle Warrior

Woodfall Temple's final foe is a towering tribal warrior named Odolwa. Keep your distance from this skilled swordsman until the time is right to strike.

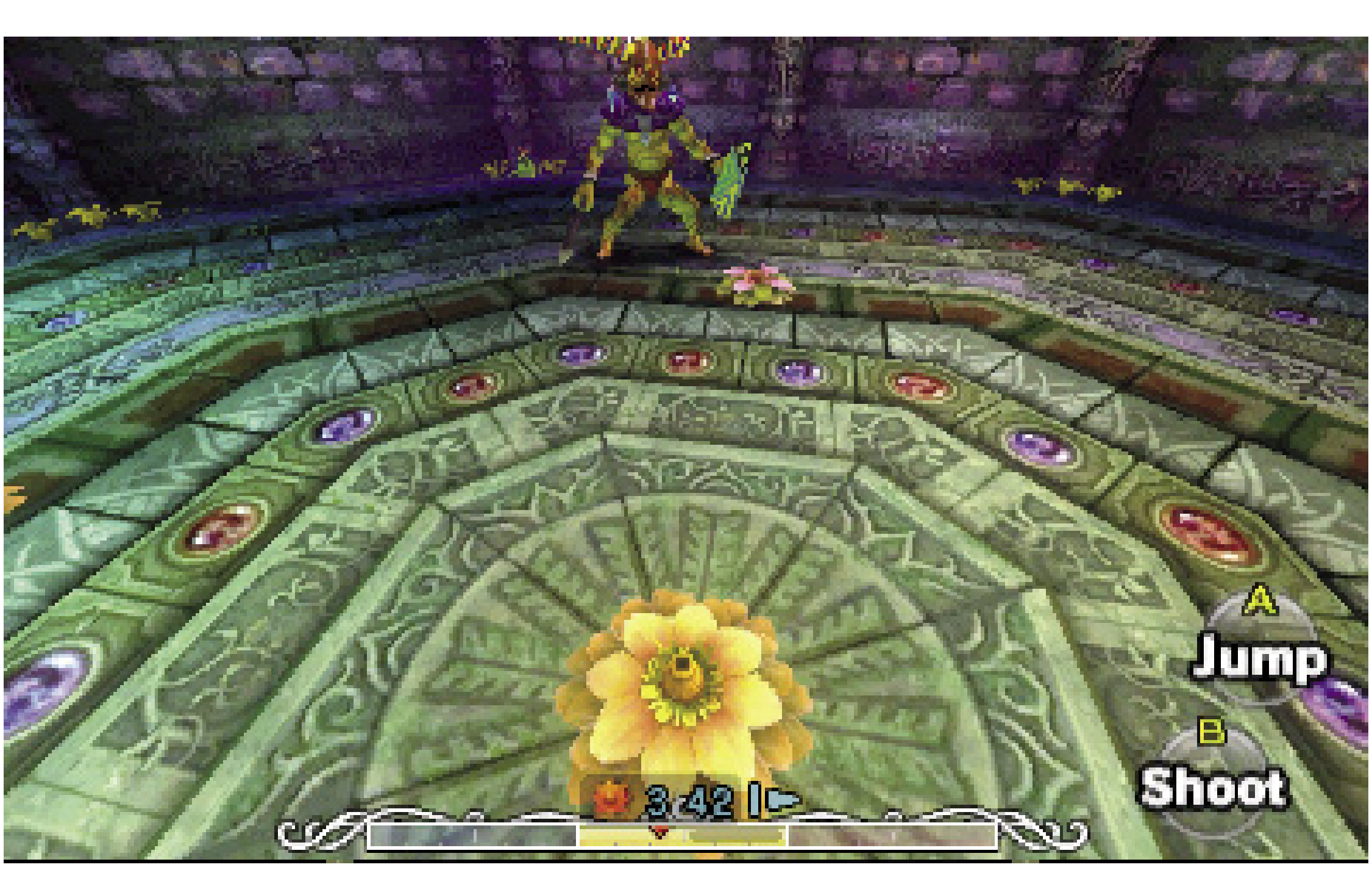
Odolwa performs a ritual dance before leaping and striking. Lock on to, the boss and be prepared to leap away from his attacks.

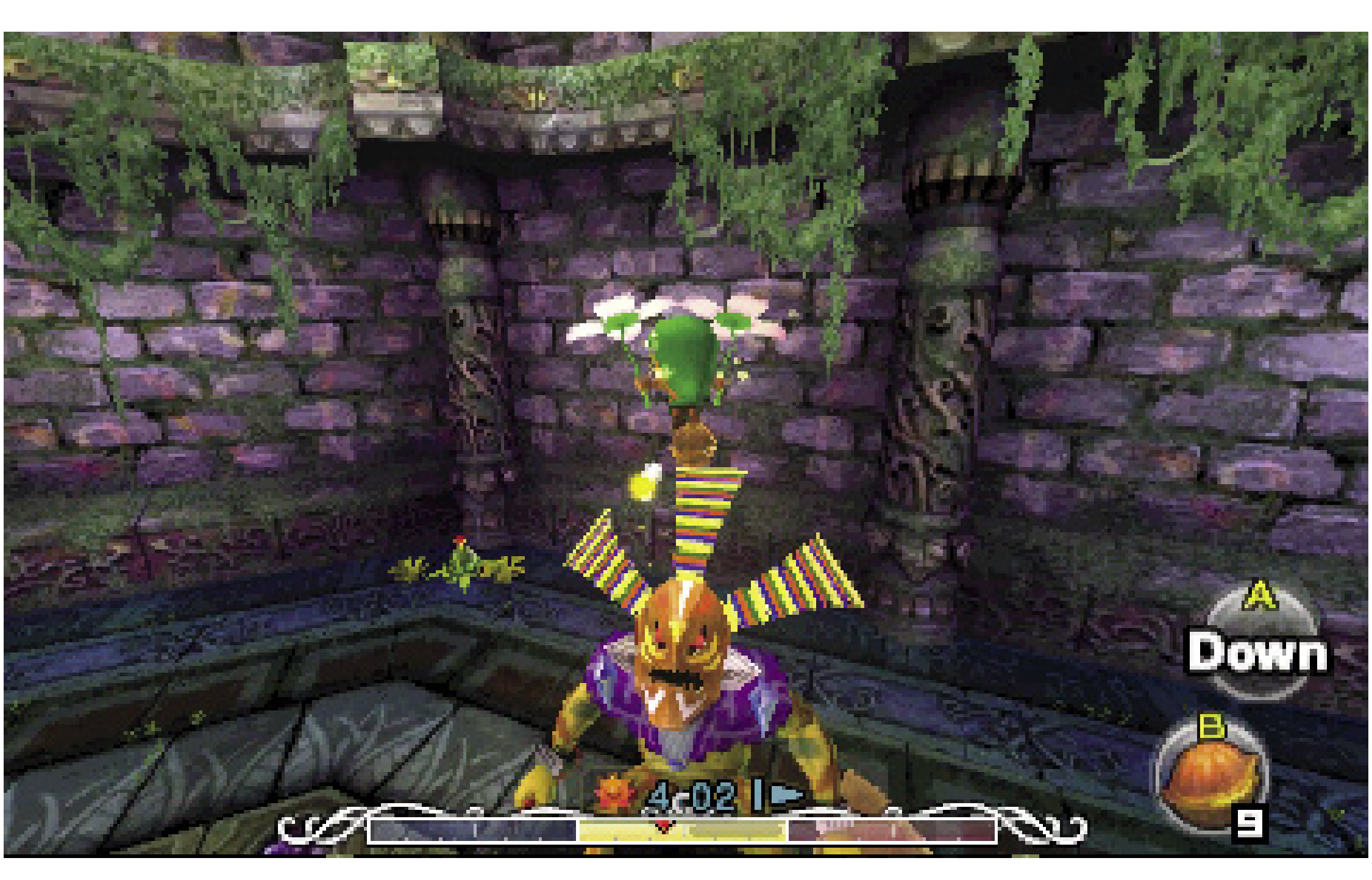
Masked Jungle Warrior
Odolwa



Items around the Arena

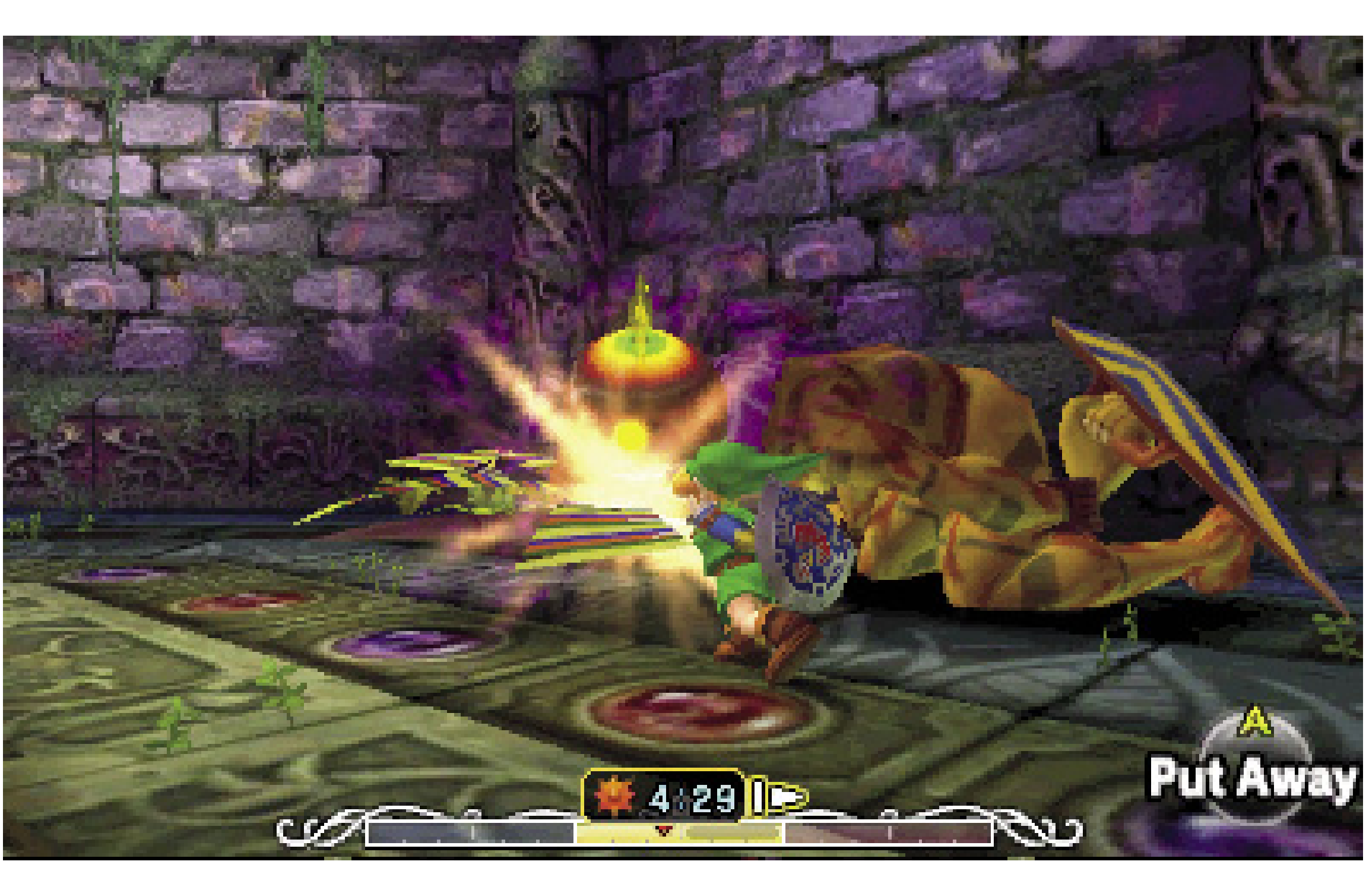
Break your target lock, and chop down the plants around the arena's edges for Recovery Hearts, Deku Nuts, and other items as needed. You'll also find Bomb Flowers that you can pluck and throw at Odolwa throughout the battle.





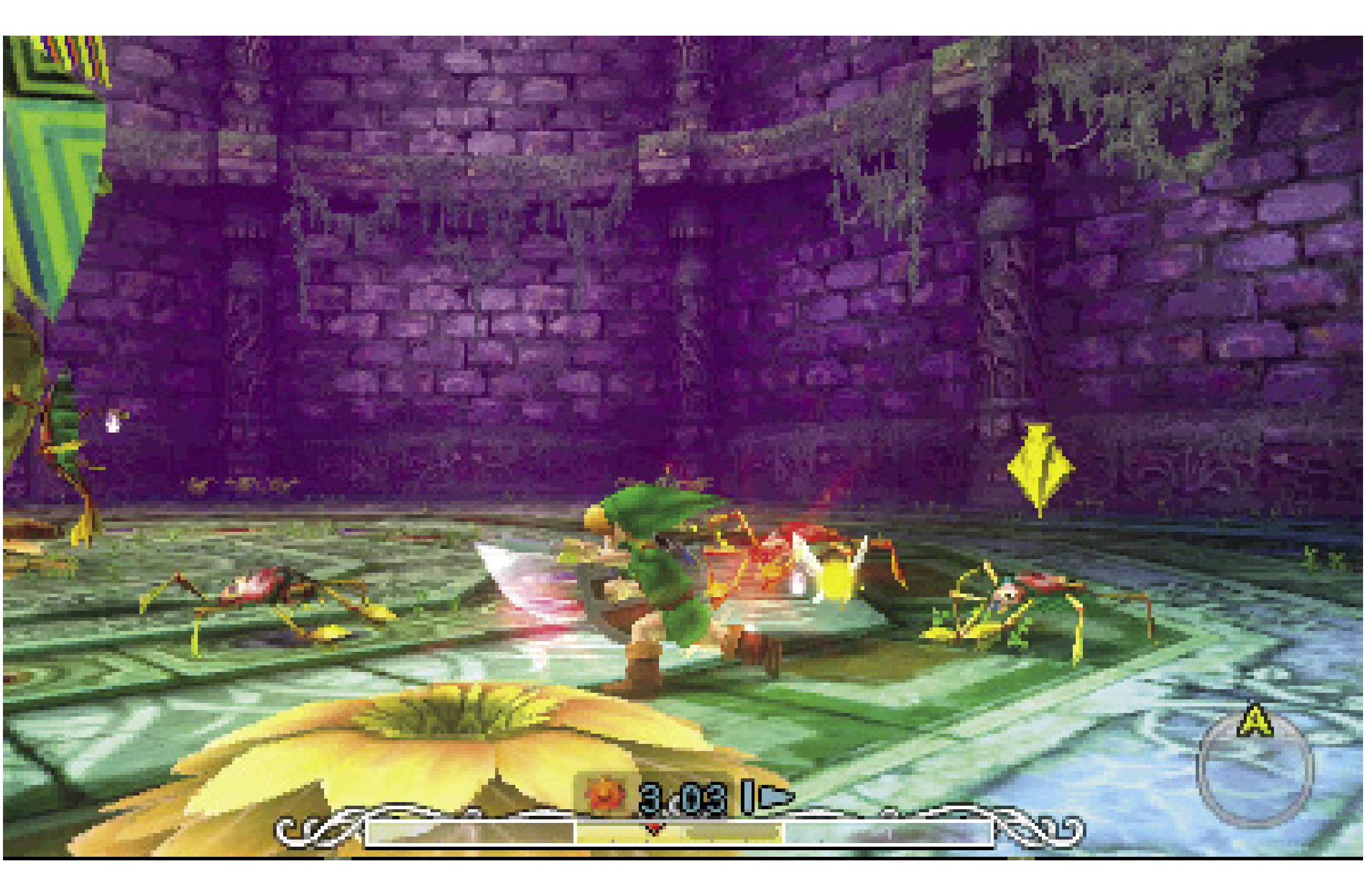
Try as you might, there's seems to be no way of harming Odolwa. But of course, there's always a way. Put on the Deku Mask, and then dive into one of the room's Deku Flowers. Odolwa loses sight of Link while he's burrowed underground. Still, don't stay there for too long, or Odolwa performs a special dance that causes big rocks to fall on Link.

Pop up from the Deku Flower and glide toward Odolwa. Press Ⓑ to drop a Deku Nut on the boss just as you pass by overhead. (Smash the surrounding jars to find Deku Nuts if you need some.)



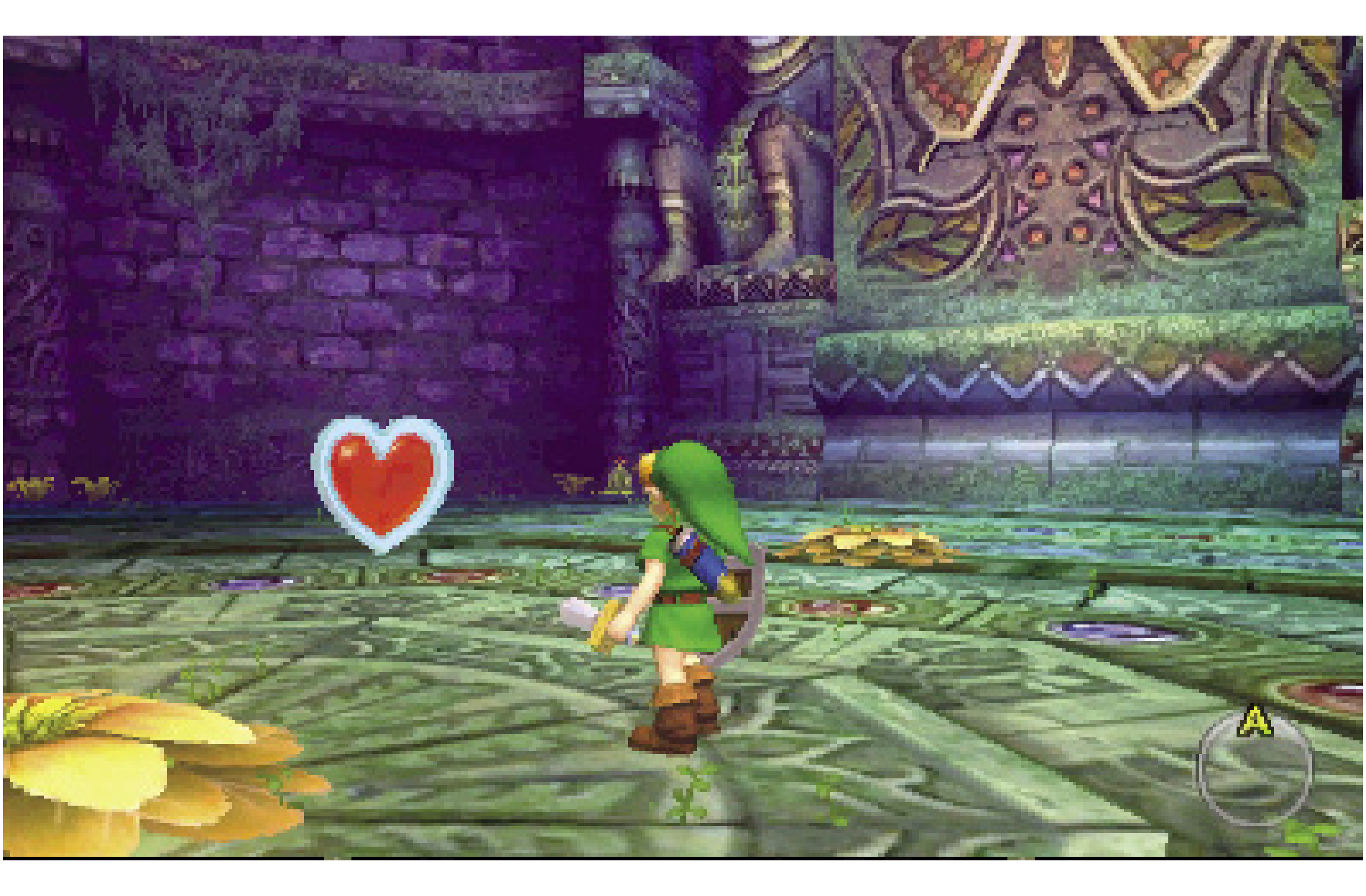
Zap! Stunning Odolwa with a Deku Nut causes him to topple over. Now's your chance! Take off the Deku Mask, target the big eye on Odolwa's head, and unleash a flurry of sword strikes to inflict maximum damage.

After taking a few hits, Odolwa calls down a rain of bugs that pursue Link around the arena. It pays to slay these little pests, for they often drop useful items, including Deku Nuts and Recovery Hearts.



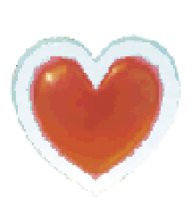
Keep stunning Odolwa with Deku Nuts and slashing him with Link's sword each time he collapses. It won't be long before this big, bad boss finally falls.

Contain Yourself



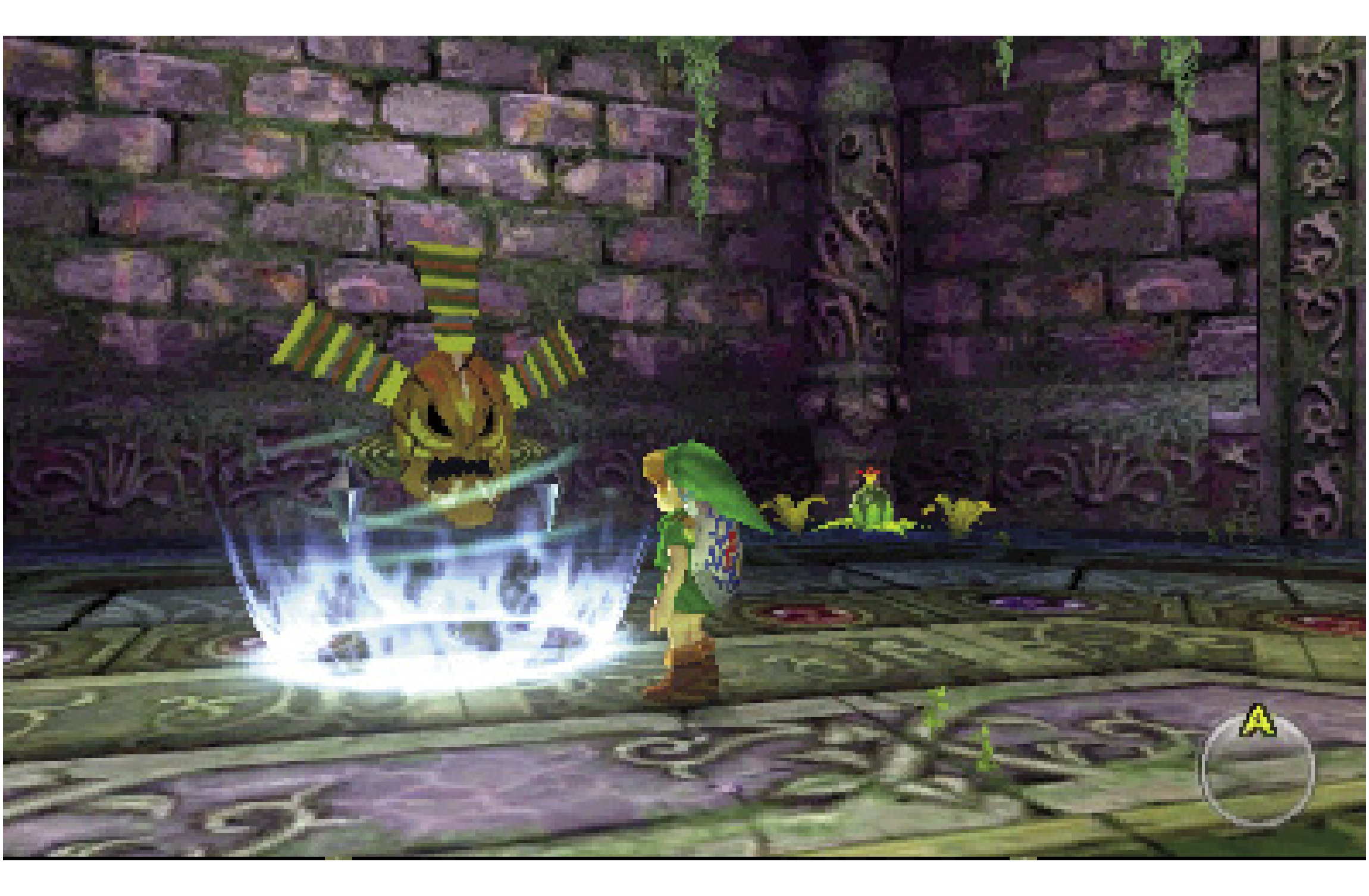
After he's defeated, Odolwa vanishes and leaves a Heart Container behind. Collect it to instantly extend Link's life energy by one Heart.

Heart Container #1



You got a Heart Container! Your maximum life energy is increased by one Heart. You also get a full refill of life energy.

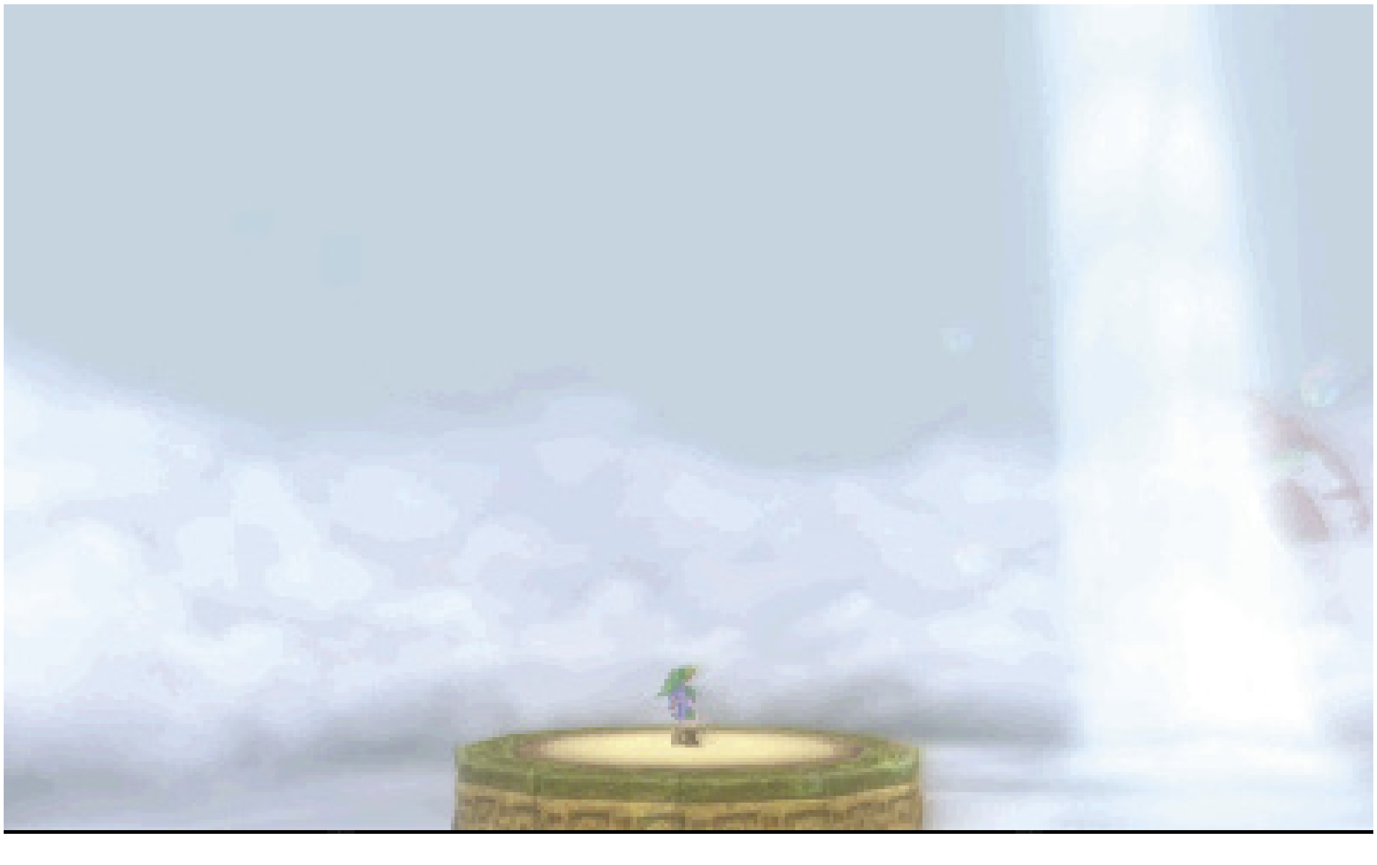
Free Spirit

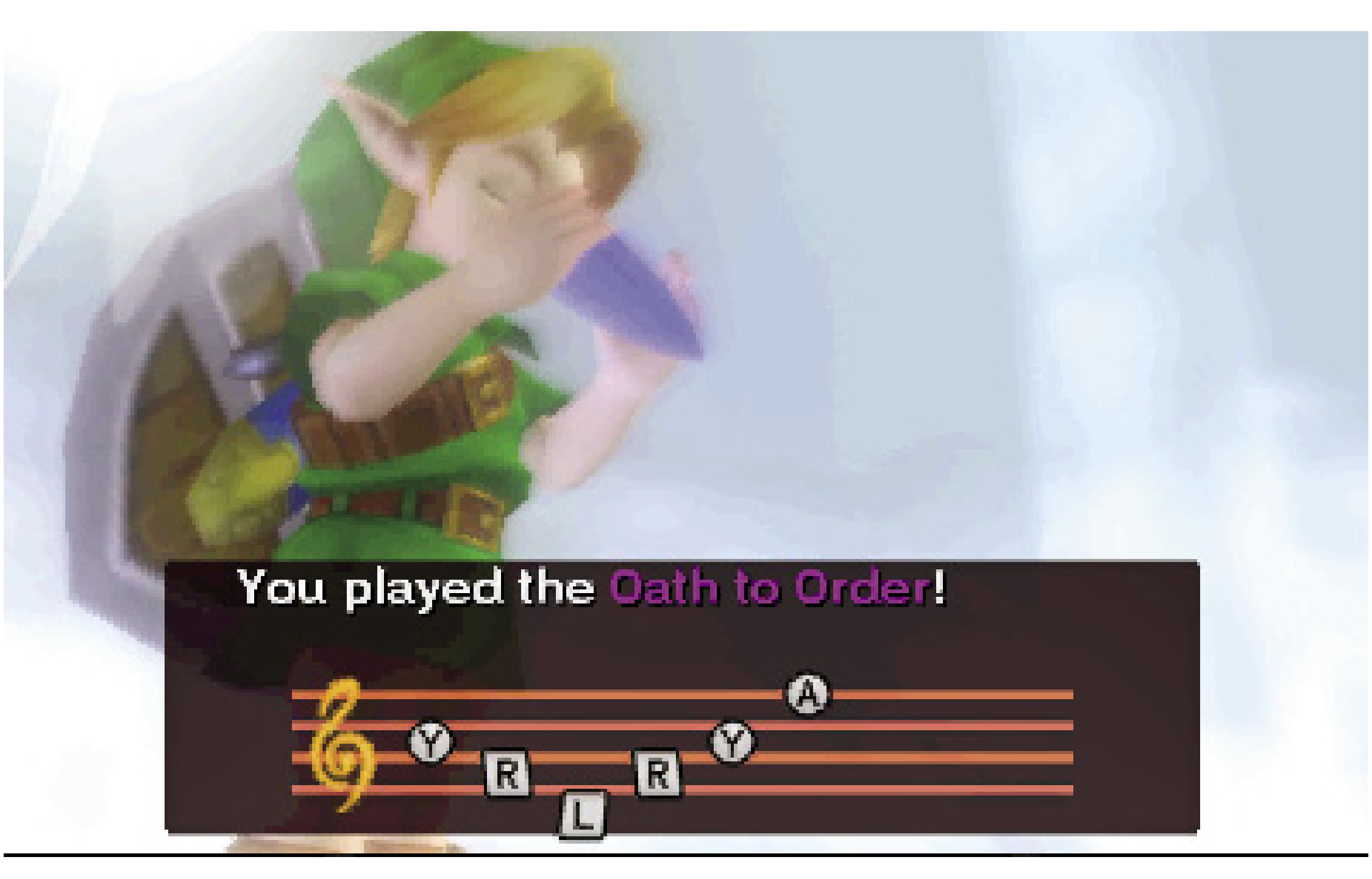


That's not all Odolwa has left behind. Step into the blue light that lingers where he fell to collect a new mask. It's Odolwa's Remains!

Odolwa's Remains

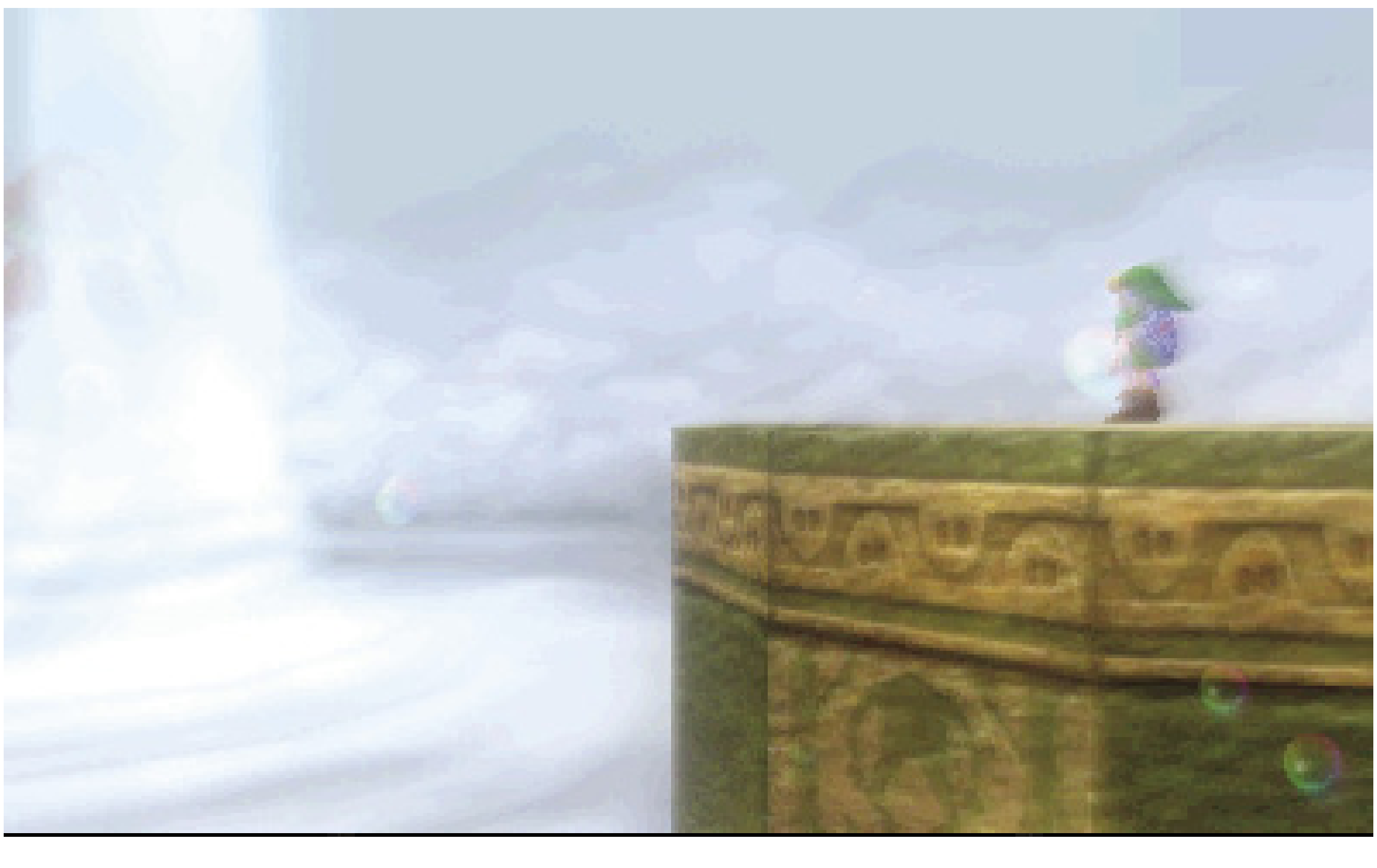
You've seized Odolwa's Remains! In doing so, you've freed the innocent spirit that was imprisoned within this dark mask.





After claiming Odolwa's Remains, Link is whisked away to an otherworldly place. A giant being resides here, and it seems to be trying to tell Link something.

Tatl believes that the being is trying to teach Link a song. The lad pulls out his ocarina; play the notes that you're shown to learn the Oath to Order.



Having taught Link its song, the being departs, uttering two cryptic words: "Call us." It's all very confusing, but Tatl soon begins to piece together what has happened. She suspects that this is one of four beings whose aid Link must enlist in order to undo the Skull Kid's evil and save the land from destruction. If the little Fairy is right (and she often is), then there are three more beings like this one to find.

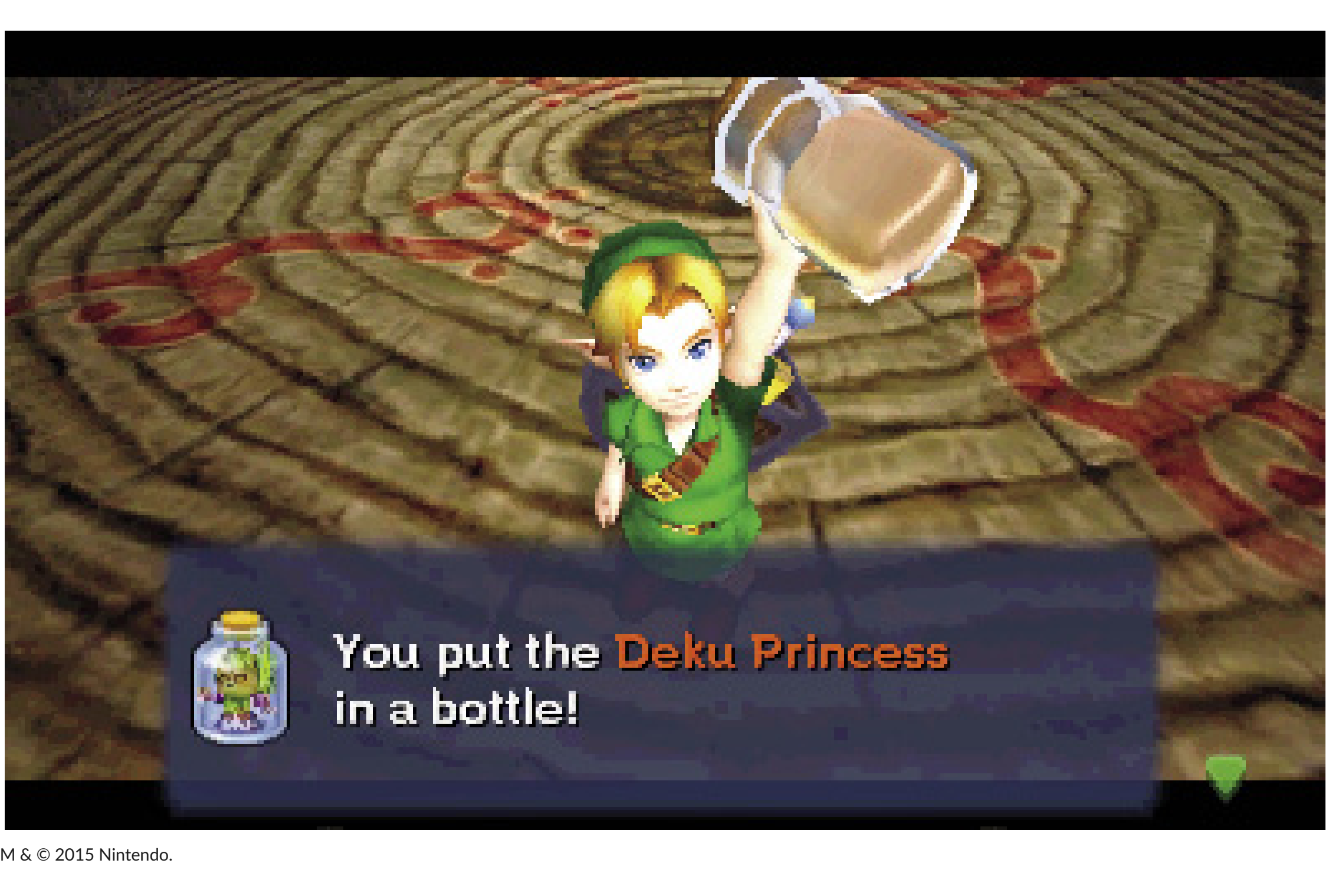
Truly impressed with Link's courage and accomplishments, Tatl goes on to apologize for all the trouble that she caused when she first met him in the woods. She's ready to follow Link anywhere now and advises that they explore Termina's mountains next. Sounds like a plan.

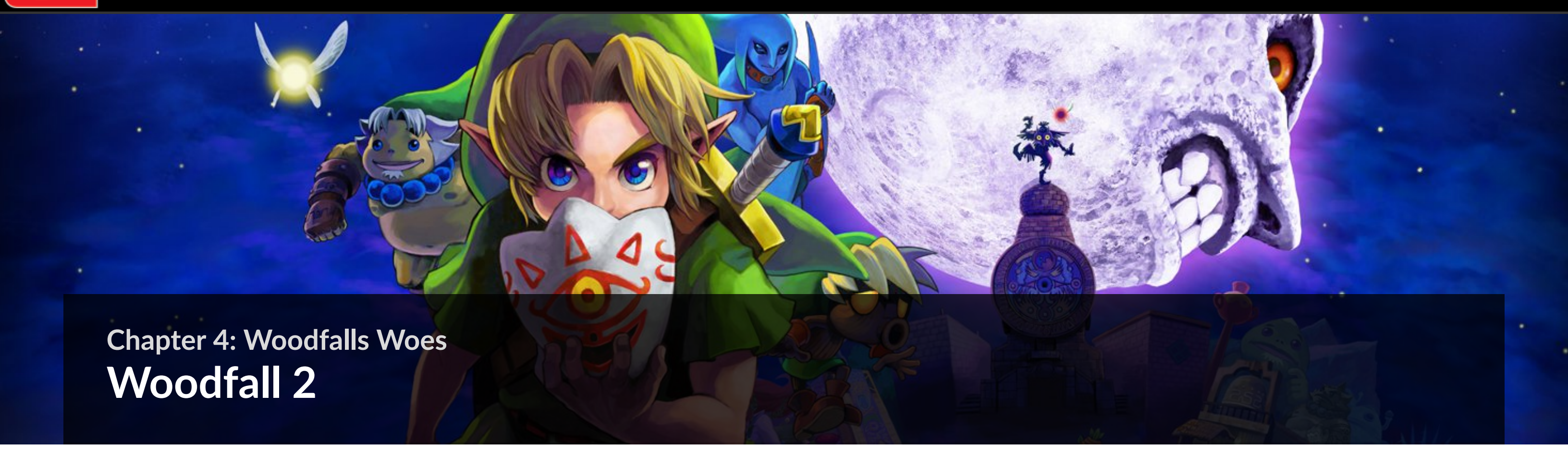
Rescuing the Deku Princess

When Tatl finishes speaking, you'll find yourself in a new room of the temple. Slice through the thick nearby vines to free the Deku Princess from captivity.

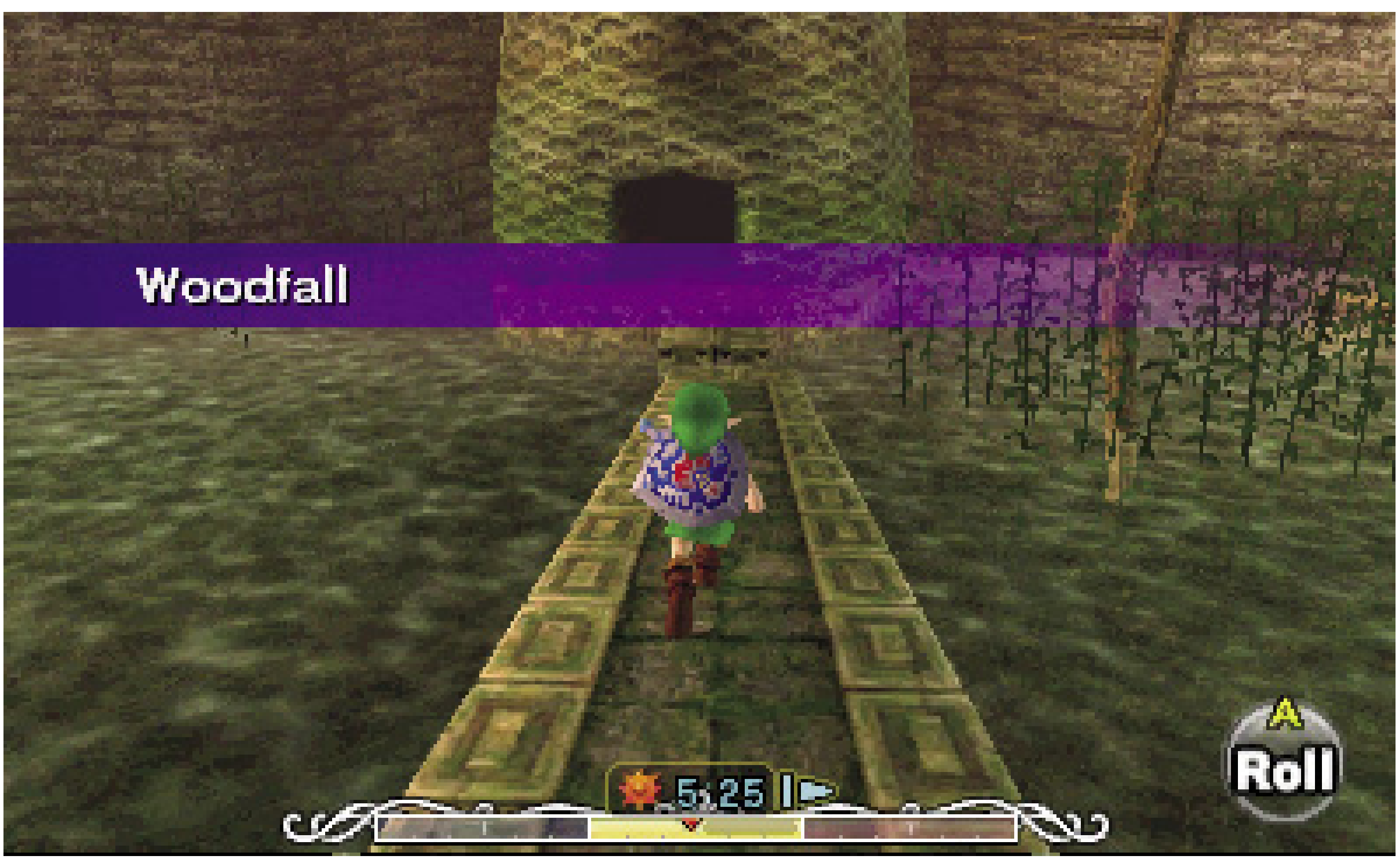
The Deku Princess is thrilled to be rescued, but her joy doesn't last long. She's soon horrified to hear of her father's treatment of the poor monkey who helped her investigate the temple. She asks that Link find some way to carry her back to the Deku Palace and set things right before it's too late.

A quick check of the princess' holding cell shows little of use. How can Link possibly carry the Deku Princess? In an Empty Bottle, of course! Dump out whatever your bottle might be holding, then use it to scoop up the princess. Afterward, head outside to return to Woodfall.





Woodfall Restored



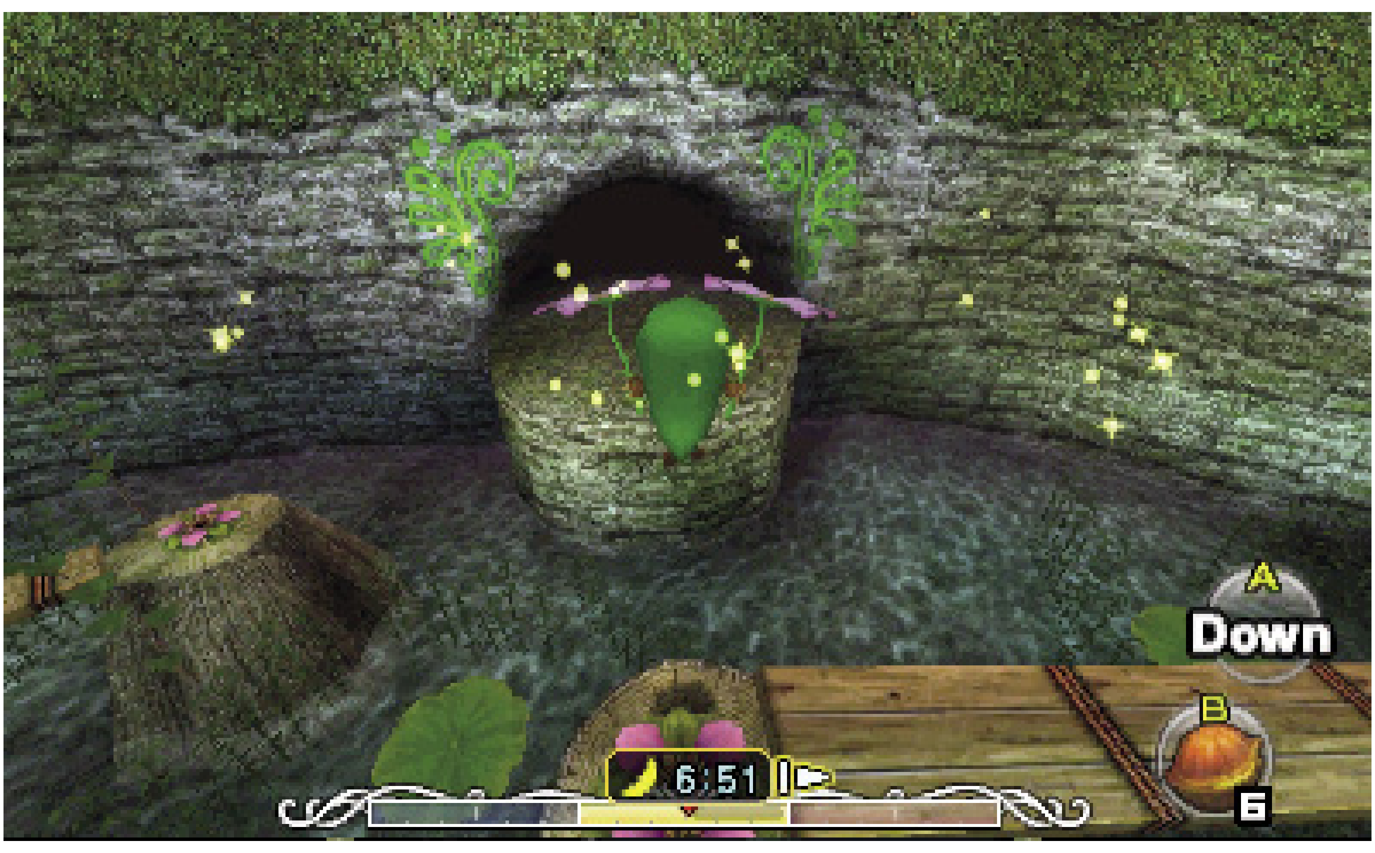
Now that the temple's evil has been undone, a new pathway has emerged from Woodfall's waters. And, what do you know? The water is no longer poisoned! All of the enemies that used to lurk around here are gone, as well. Link can now swim about and explore the area without fear of being harmed.

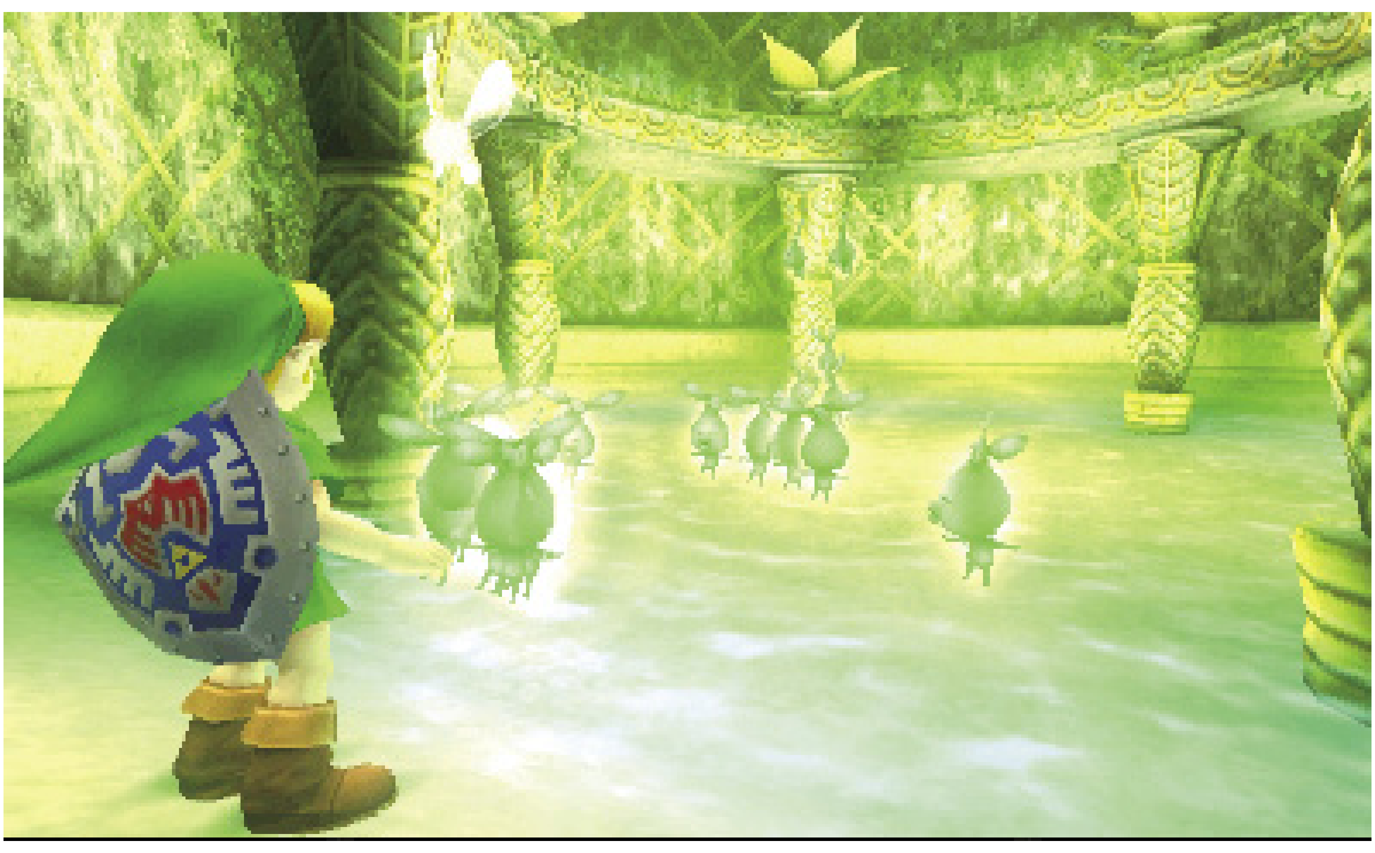
Restoring the Great Fairy

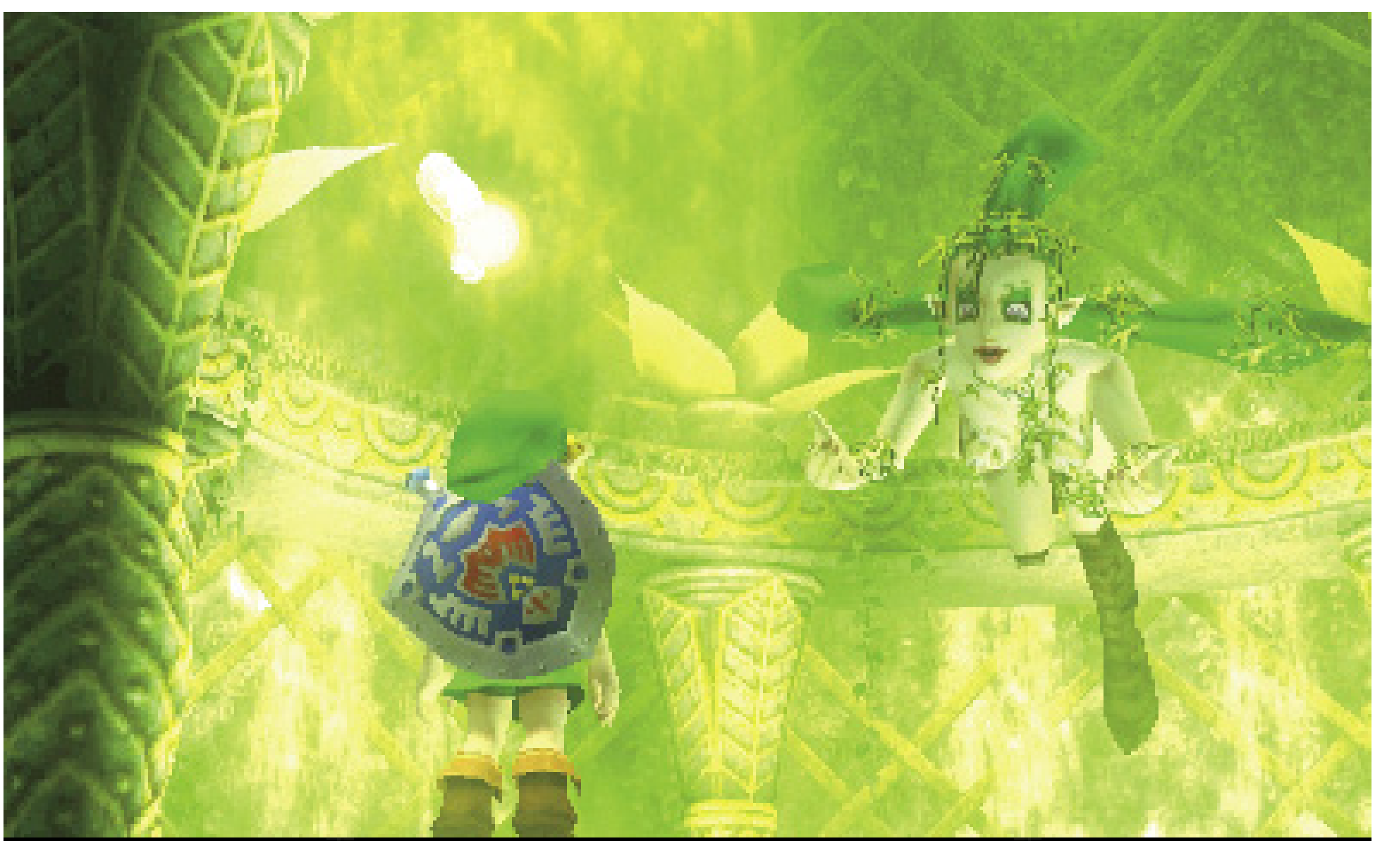
The Deku Princess is eager to return to her palace, but first, pay a visit to the nearby Fairy's Fountain. Run north along the ramp from the temple, then swim west to dry land. Scale a few ramps to reach a Deku Flower, then glide over to the west ledge and enter the high west cave.

Stroll to the center of the Fairy's Fountain, and the 15 Stray Fairies that Link is carrying fly out and join the others. Well done; the Great Fairy of Wisdom has been restored!

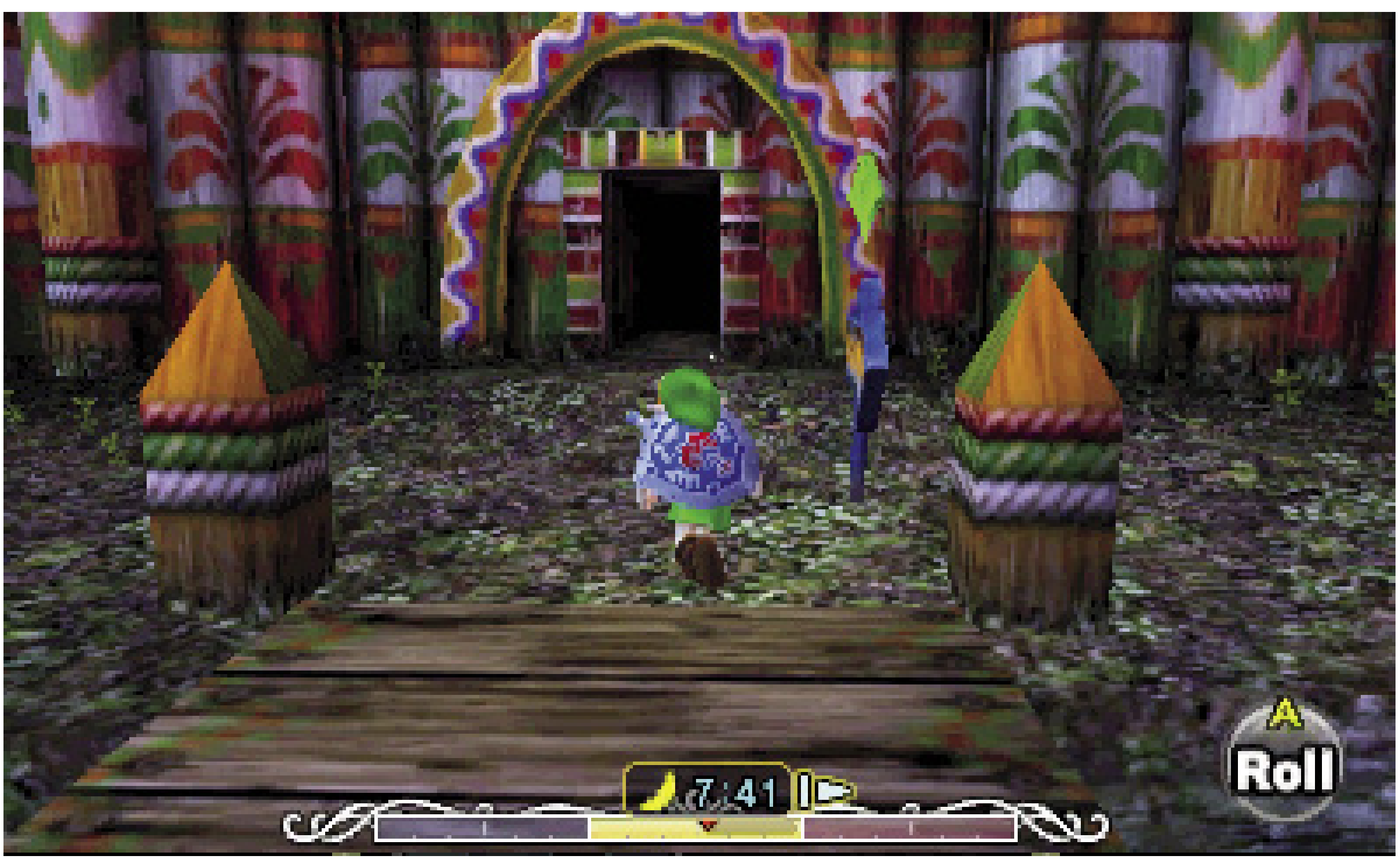
As thanks for Link's aid, the Great Fairy of Wisdom enhances his magic power. Now Link has twice as much magic power at his disposal. This is sure to come in handy during the many trials that you've yet to face.



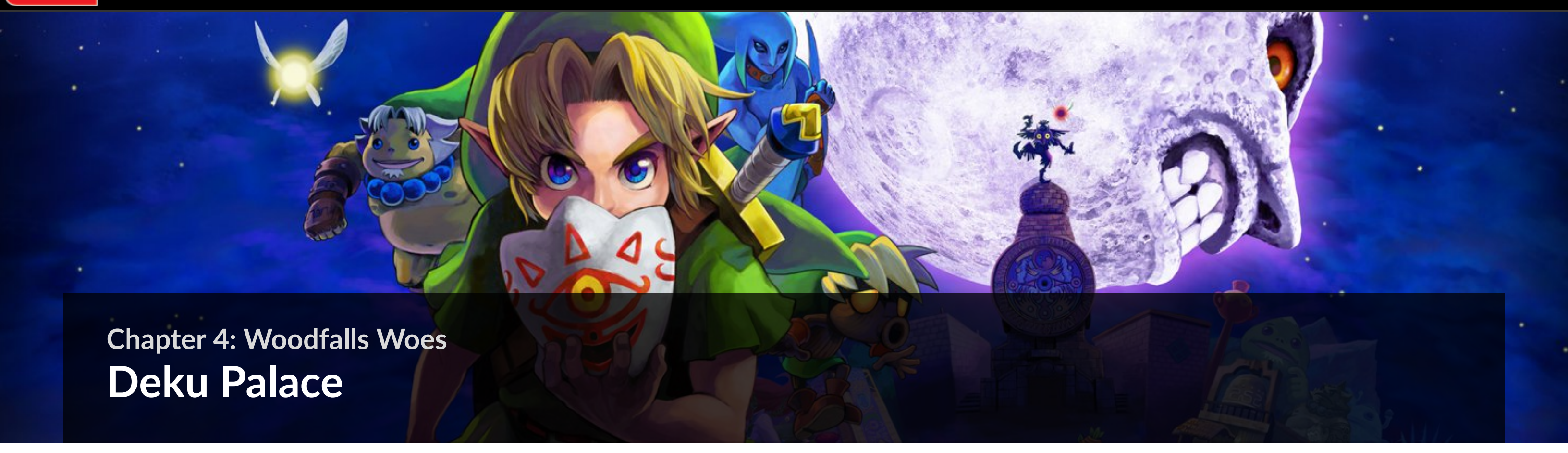




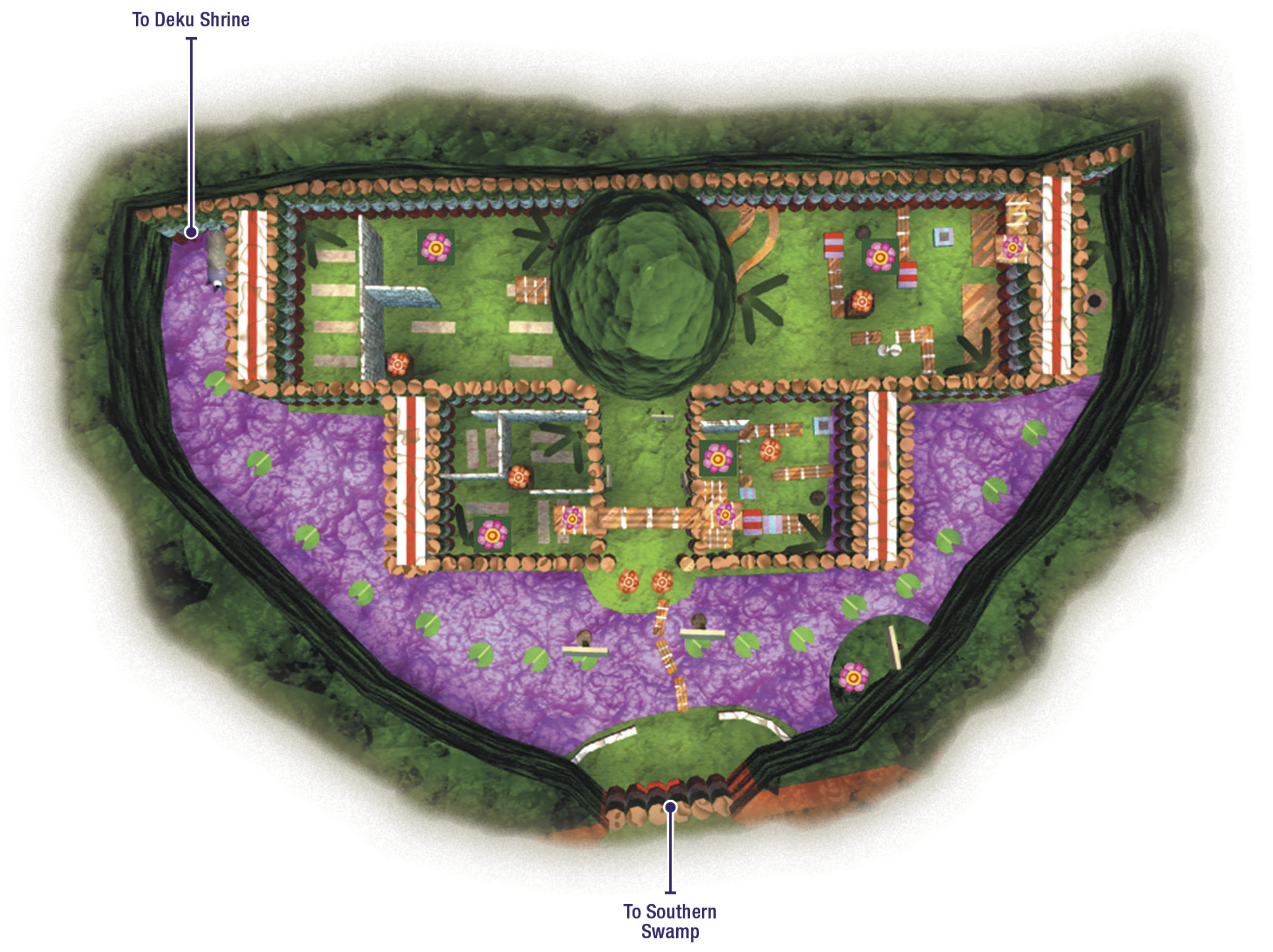
To Deku Palace!



Leave the Fairy's Fountain, and swim north. Exit Woodfall via its north passage to return to the Southern Swamp. Save your progress at the save statue when you arrive, then drop from the high ledge and swim south through the now-purified water. Climb onto the dock, and take the south passage to Deku Palace.

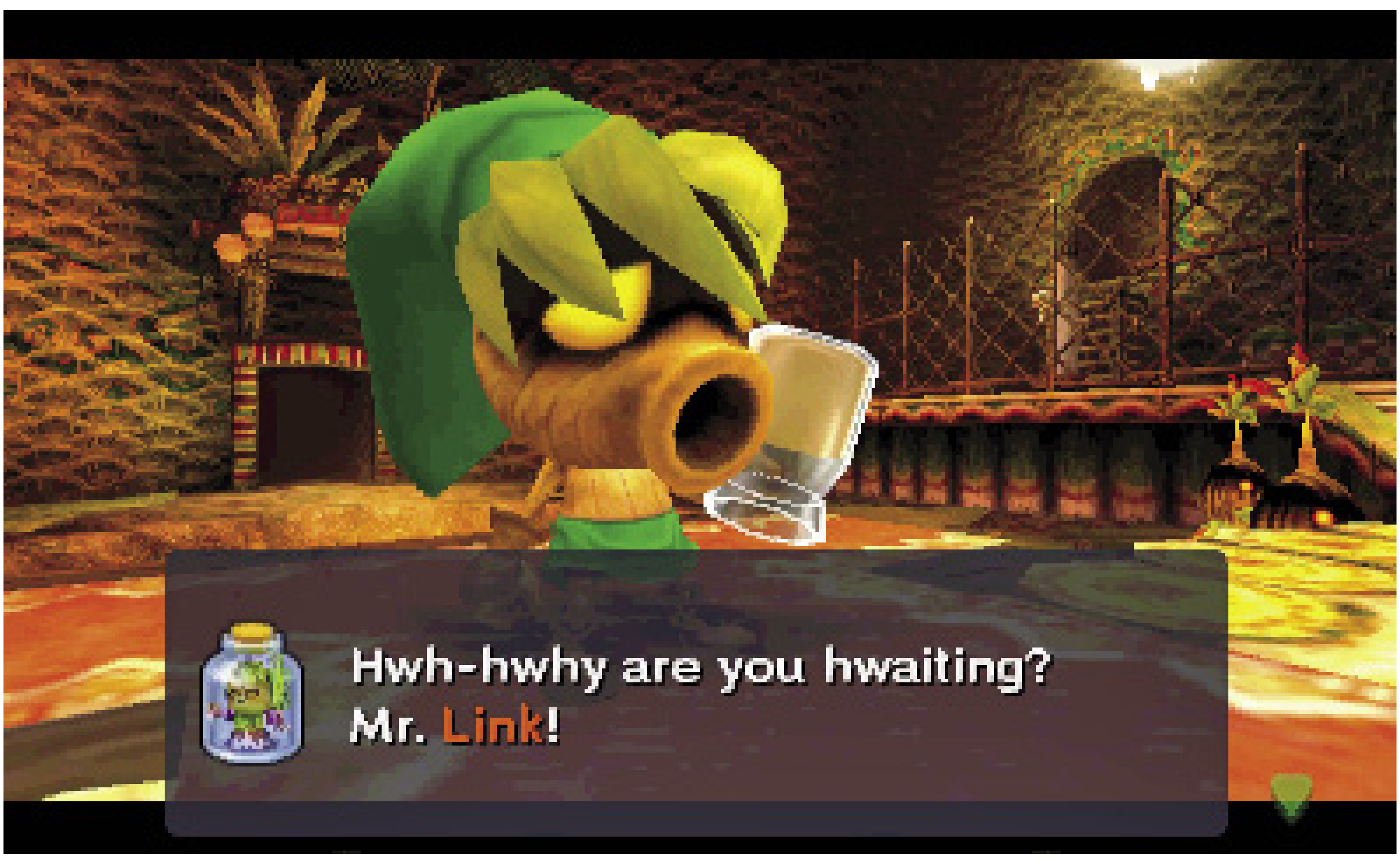


Deku Palace



Returning the Deku Princess

Don the Deku Mask to get past the Deku Palace guards as you've done before, then go straight into the royal chamber. Stand before the Deku King, and uncork your bottle to free the Deku Princess.

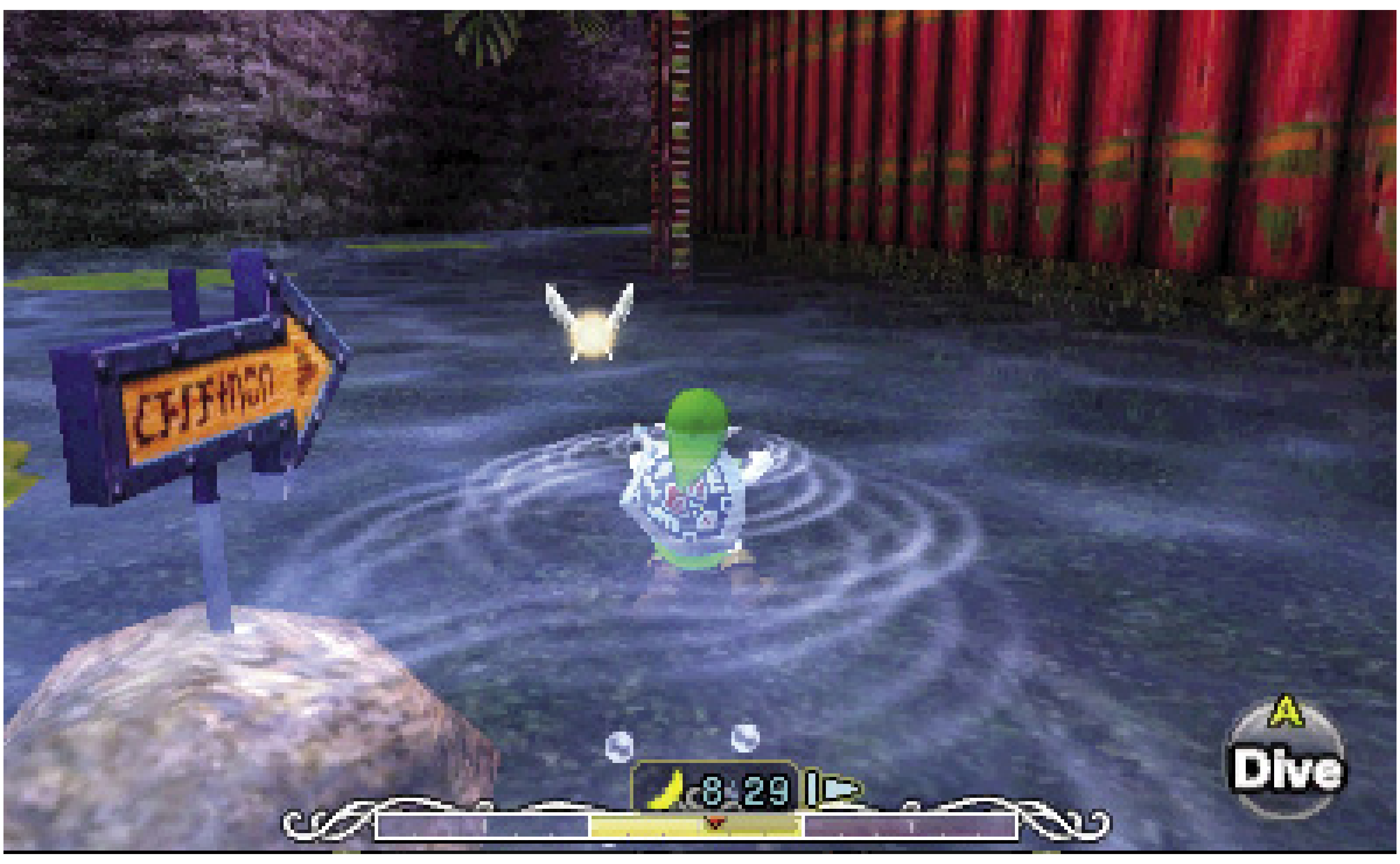


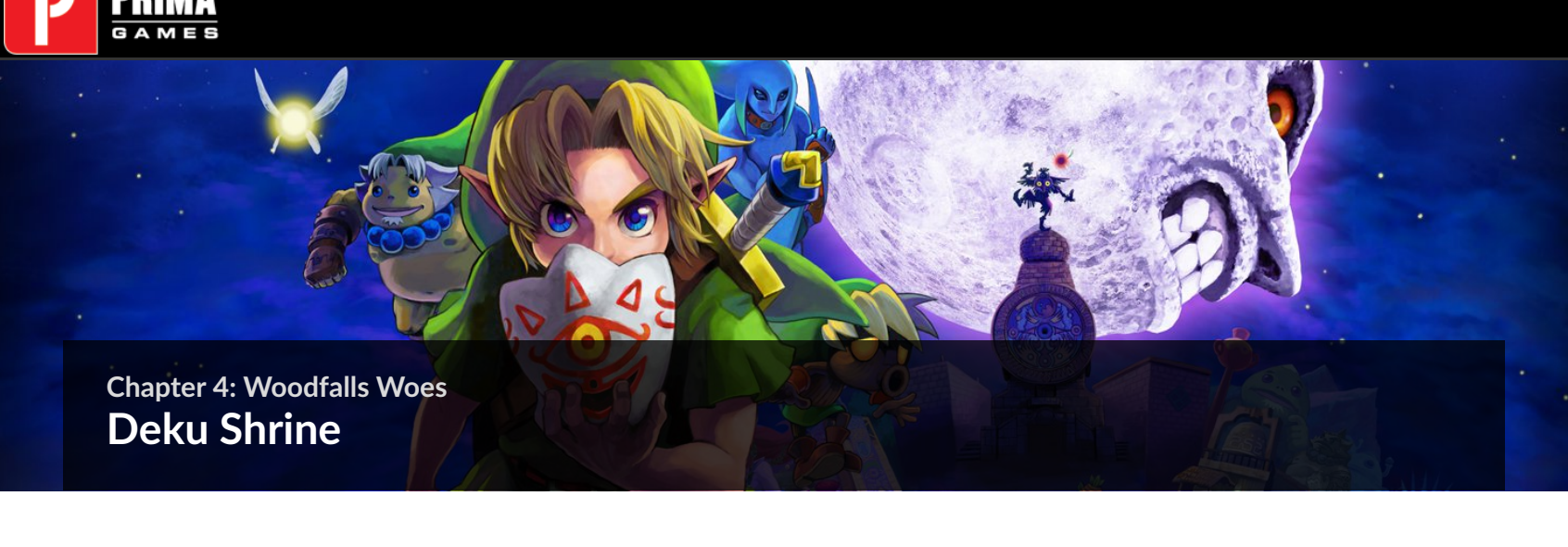
Hwh-hwhy are you hwaiting? Mr. Link!

The Deku King is thrilled to have his daughter back, and the Deku Princess quickly fixes everything. The monkey is freed, and he bears the Dekus no ill will. Everyone is happy to hear that the temple has been cleansed and restored to its former glory.

The Dekus' Gift

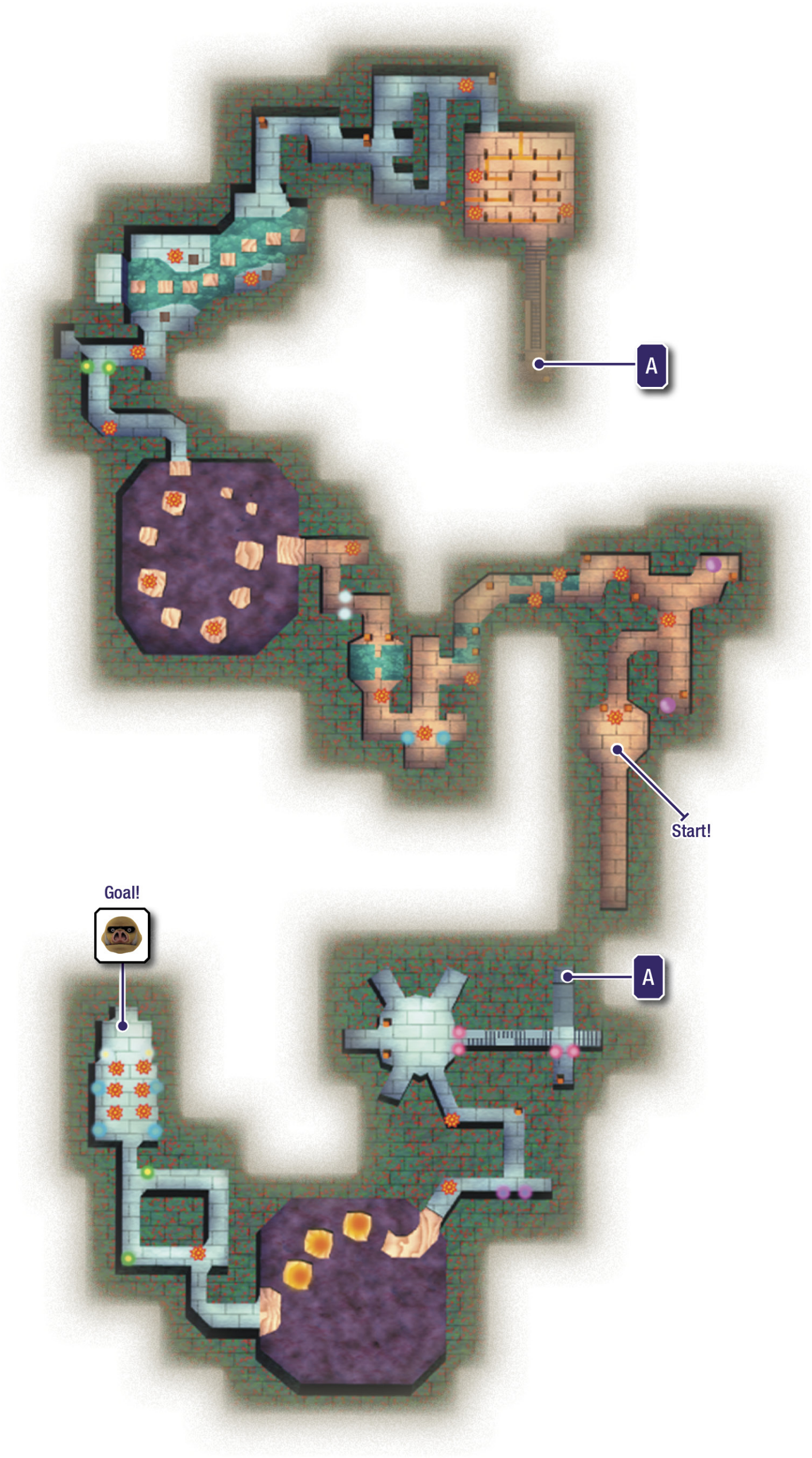
The Dekus wish to thank Link with a gift for all his help. Take your leave of the royal chamber and go past the entry guards, who no longer pop up to harass you. Once you're past the guards, turn right, and swim around the palace's west side, heading for the Deku Shrine.



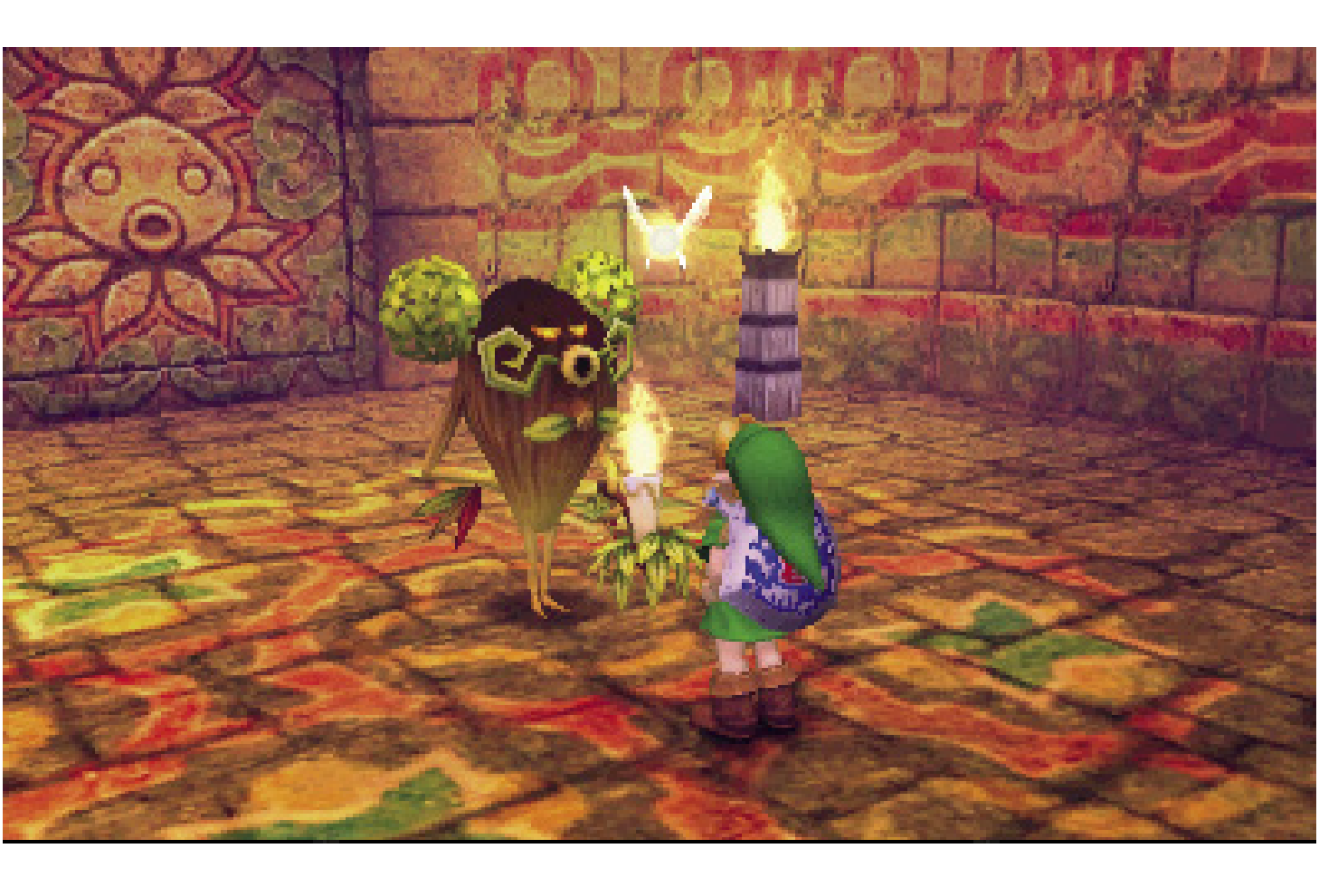


Chapter 4: Woodfalls Woes

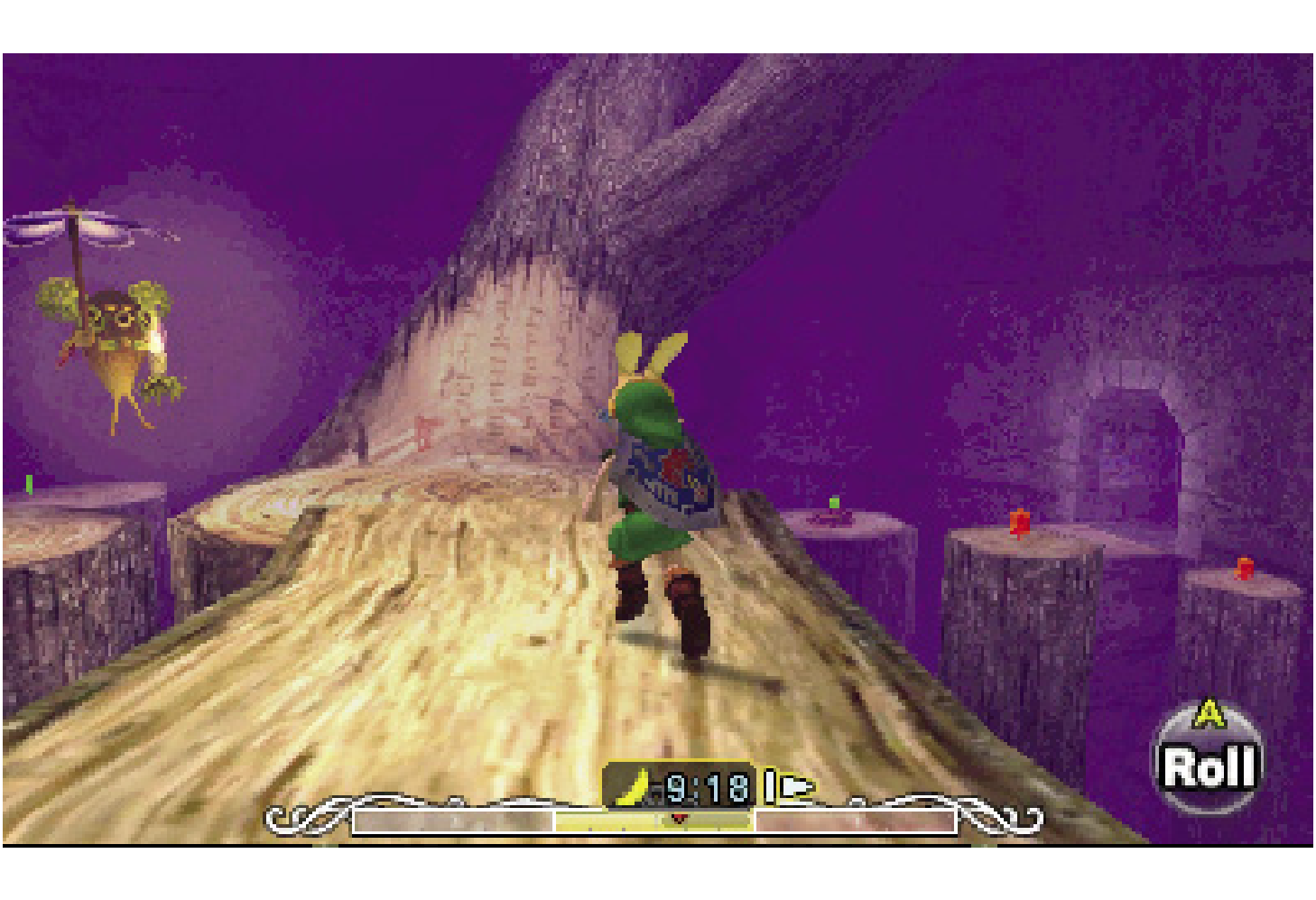
Deku Shrine



Follow That Butler!



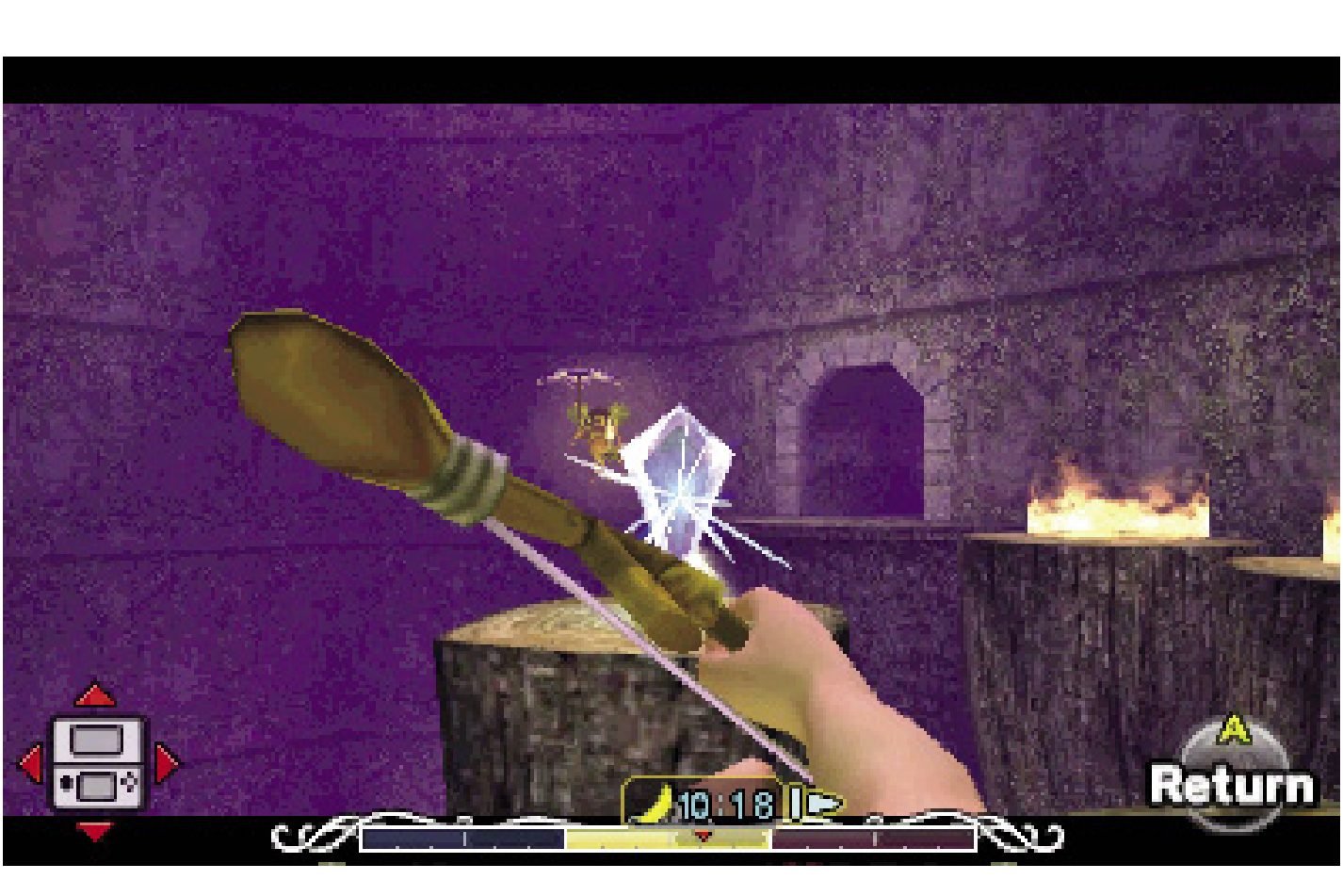
Enter the cave on the palace's west side to visit the Deku Shrine. Speak with the Deku butler inside, and he'll begin to guide you through the maze-like shrine. The Deku butler sure can motor, so put on the Bunny Hood and chase after him without letting him get too far ahead.



Like your pursuit of the monkey through the Woods of Mystery, you'll be forced to restart at the Deku Shrine's entrance if you fall too far behind or make any false moves. Do your best to keep the Deku butler in sight, and stick to the exact path that he follows. Should you ever lose sight of the Deku butler, listen closely for the unique sound that he makes. You can often follow him based on that sound.

As you near the end of the long pursuit, you'll need to strike a crystal switch to banish some flames that get in your way. Quickly hit the crystal with an arrow, and then follow the butler into the far tunnel.

When you finally reach the end of the run, the Deku butler hands you a very special item: the Mask of Scents. This will come in handy before long.



Mask of Scents

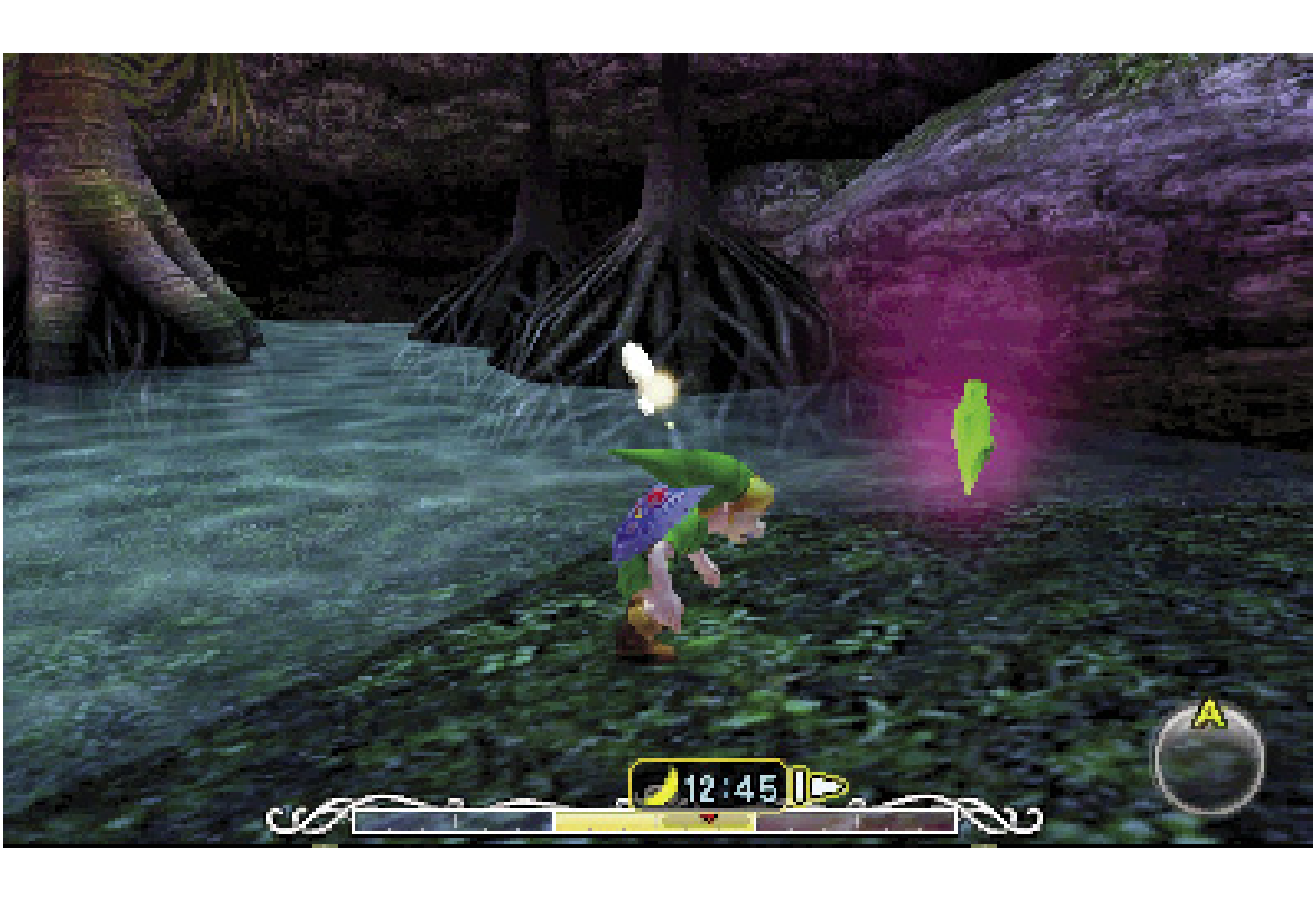
You got the Mask of Scents! This mask heightens your sense of smell. Wear it to sharpen your olfactory perception. Sniff, sniff… That's the smell of power!

After handing Link the Mask of Scents, the Deku butler recounts fond memories of his and his son's races through the Deku Shrine. He apologizes for making the chase so difficult; he'd been caught up in the nostalgia of it all. At least you don't have to race him out of the place. Step into the nearby blue light to return to the shrine's entrance.

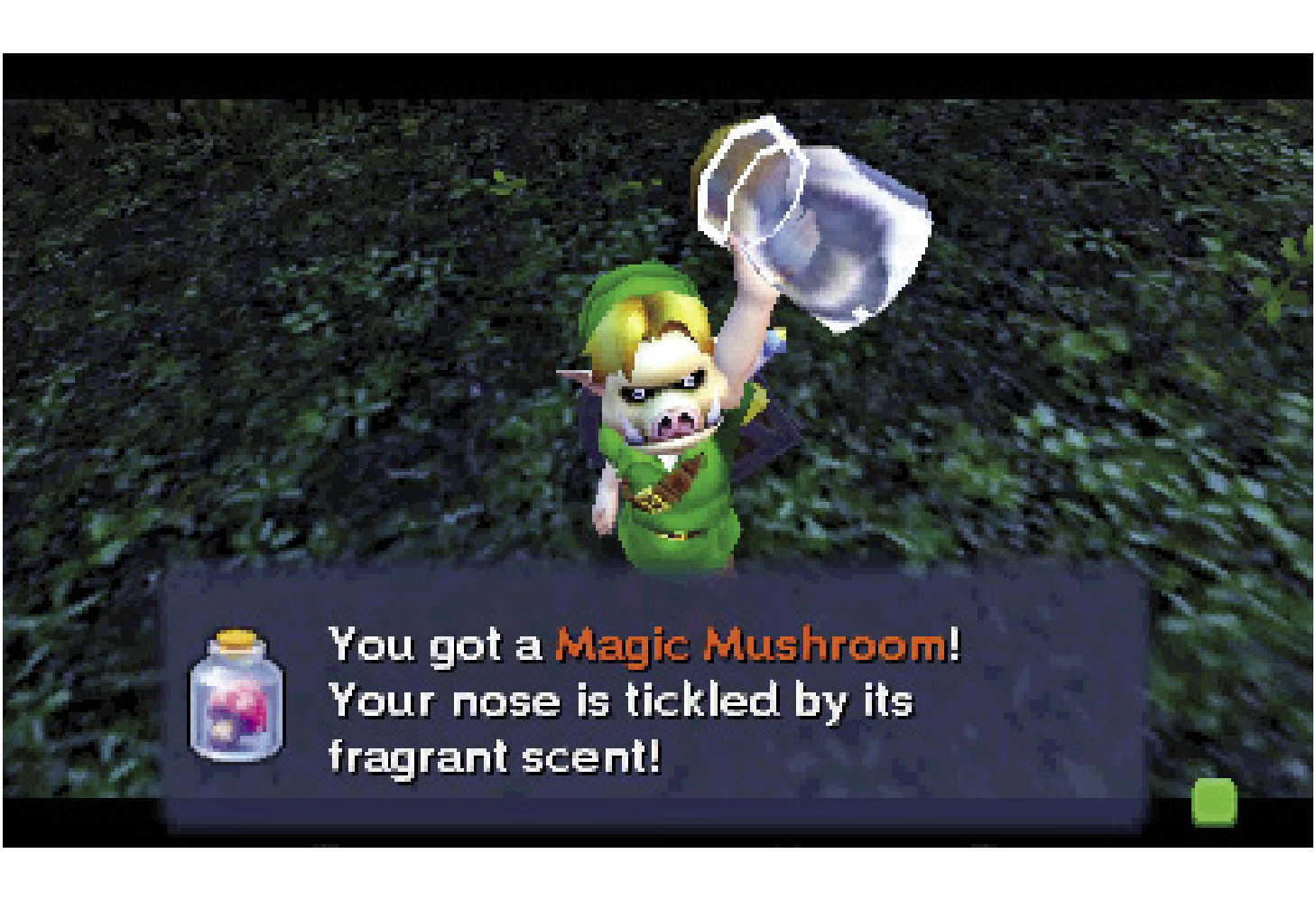
Smells like Blue Potion

Now that you've got the Mask of Scents, you're able to obtain Blue Potion. Play the Song of Soaring and soar to the Southern Swamp, then go east, past the Magic Hags' Potion Shop, and enter the Woods of Mystery. Time has been reset, so you must rescue poor Koume as you did before. Follow the monkey through the Woods of Mystery to find her, using the Bunny Hood to make the chase much easier. Backtrack a bit, and have Kotake fill your Empty Bottle with Red Potion (or buy a Red Potion at the Magic Hags' Potion Shop). Then, return to Koume and heal her.

After saving Koume, play the Song of Soaring and soar back to the Southern Swamp. Slap on the Mask of Scents, and search around for a nearby purple plum of fragrance. There's one to the west, and another directly near the sign that you pass on your way to the Magic Hags' Potion Shop.

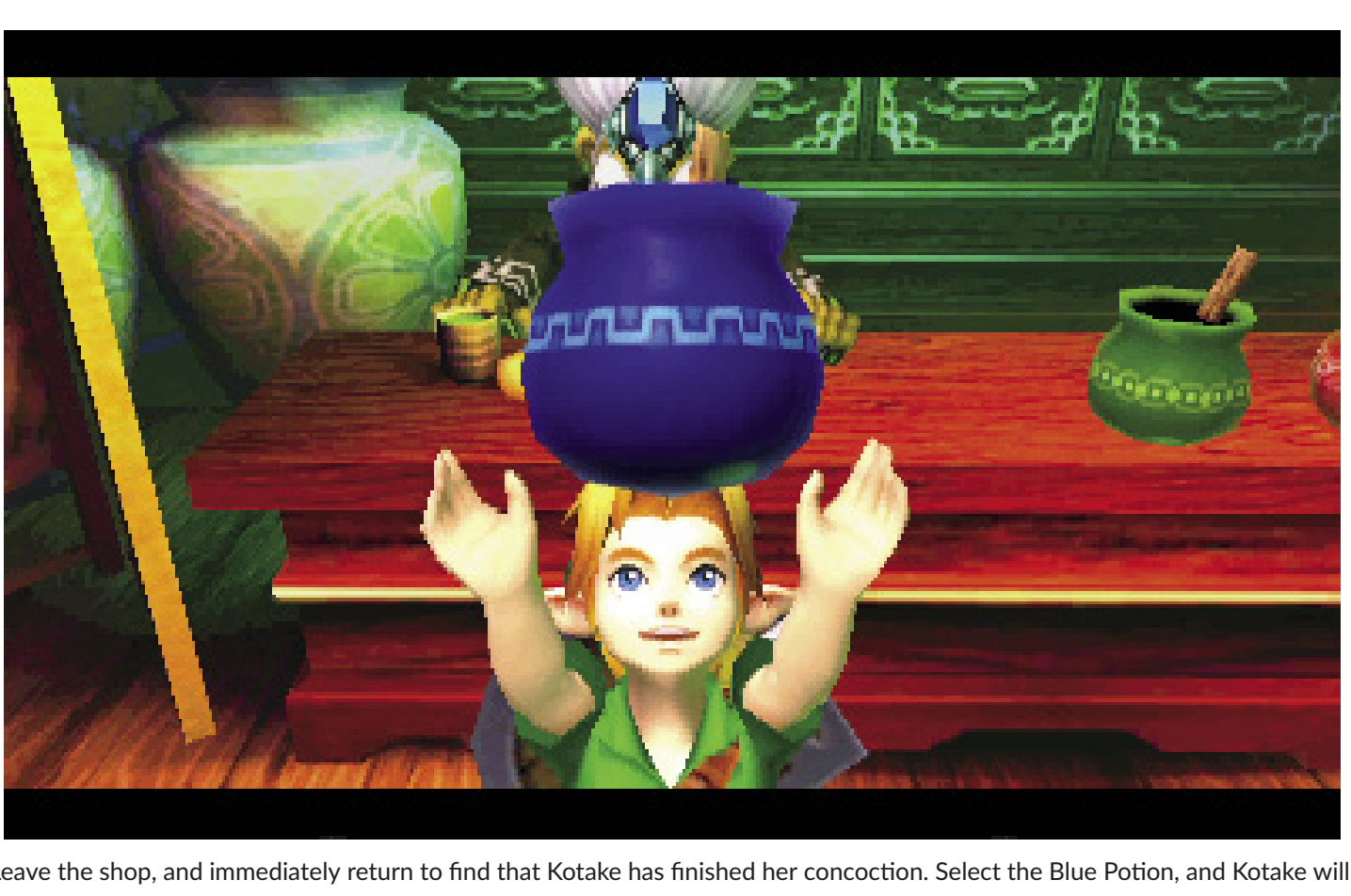


Once you've found a purple scent plume, get up close to it, and then take a swing with your Empty Bottle. You'll bottle up a Magic Mushroom.



You got a Magic Mushroom!
Your nose is tickled by its
fragrant scent!

Bring the Magic Mushroom to the Magic Hags' Potion Shop. Speak to the hag at the counter, and then show her your Magic Mushroom. She'll be thrilled to have the rare ingredient, and she starts brewing her special Blue Potion immediately.



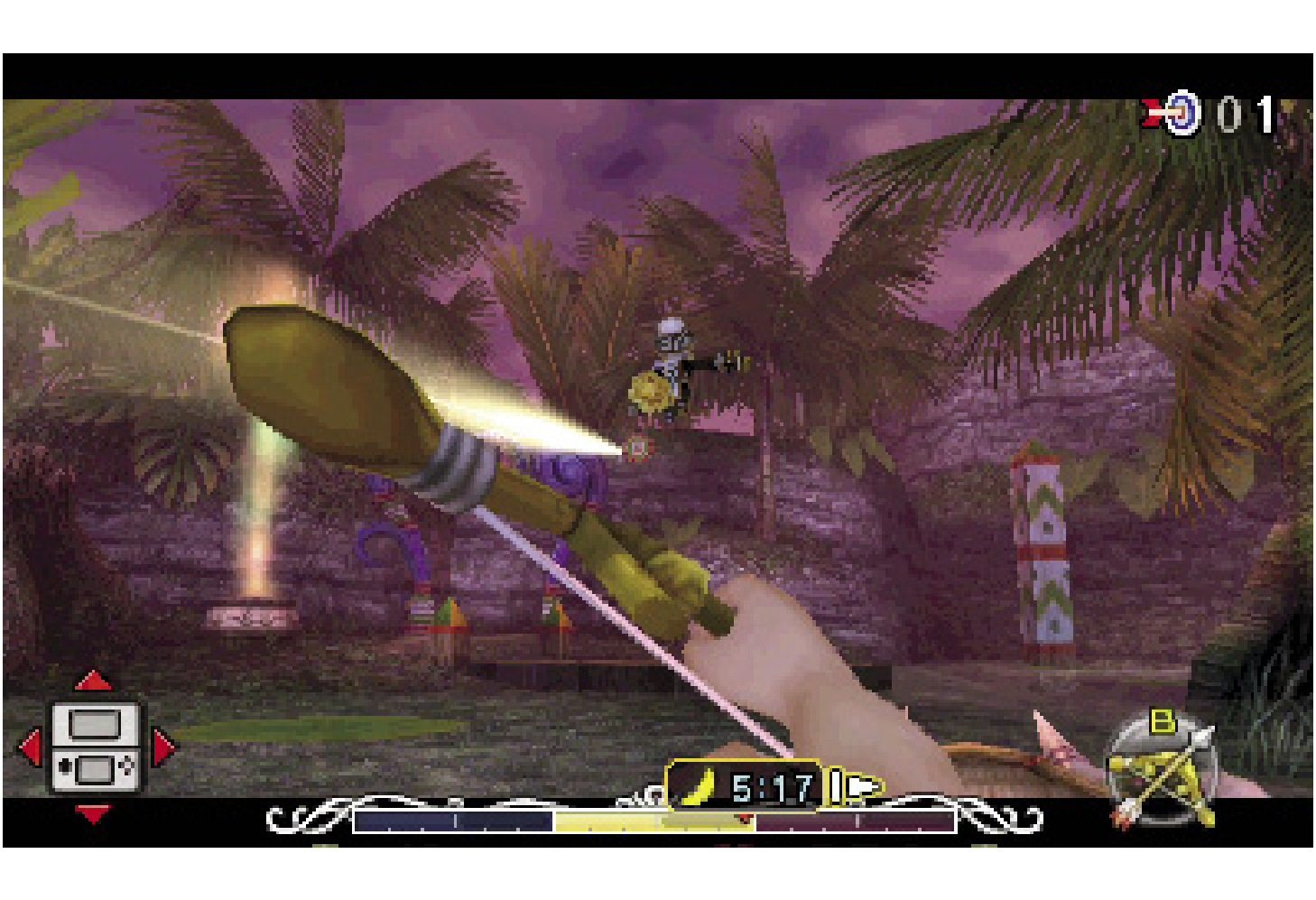
Leave the shop, and immediately return to find that Kotake has finished her concoction. Select the Blue Potion, and Kotake will top off your Empty Bottle with a full dose of Blue Potion as thanks for bringing her a Magic Mushroom. What a pal!

Blue Potion

You got a Blue Potion! Drink it to replenish your health and magic power. Keep it stored in a bottle so you can take it with you.

Koume's Bottle

Wouldn't it be nice to have another Empty Bottle on hand so that you can carry more great stuff like Blue Potion around with you? Of course it would! Play the Song of Soaring and soar back to the Southern Swamp, then enter the Swamp Tourist Center and speak with Koume. Now that you've rescued Koume, cleansed the swamp's poisoned water, and obtained the Hero's Bow, Koume offers a fun new game at her boat cruise stall in the Swamp Tourist Center.



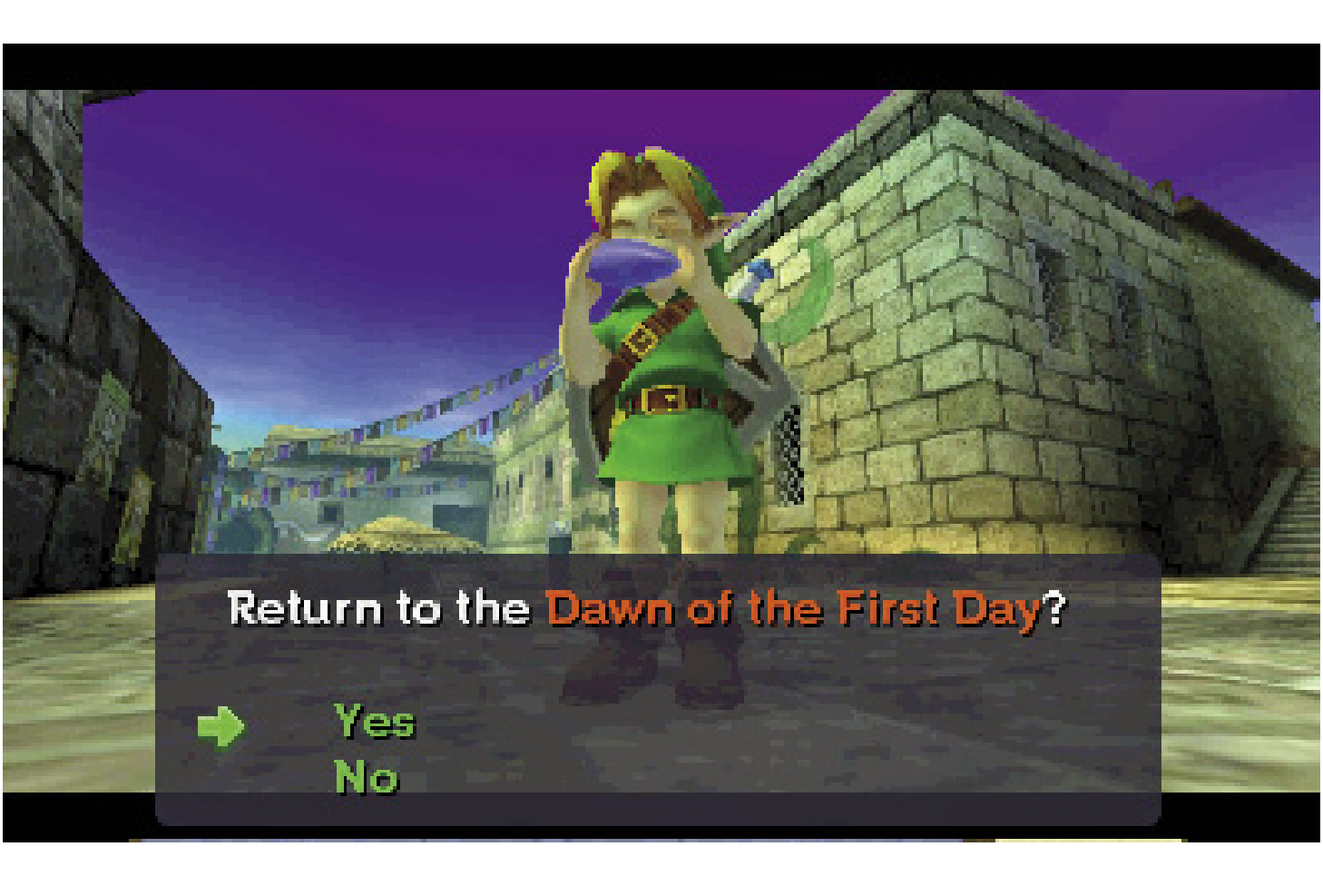
Agree to play Koume's game, and she'll tell you the rules. She'll fly around on her broom while you shoot arrows at the target that she dangles beneath her. Remember that you aren't aiming for Koume, but for her target.

It's OK if you hit Koume a few times, but the game ends abruptly if you hit her 10 times. As you strive to hit her target 20 or more times with arrows, aim low. You have plenty of time to accomplish this, so relax, and don't take any wild shots. Hit the target 20 or more times, and Koume rewards your efforts with a new Empty Bottle. You have unlimited arrows during this game, so don't hesitate to fire when you've got a clear shot.

Empty Bottle #2

You got an Empty Bottle! Save items in it, andthen use them later.

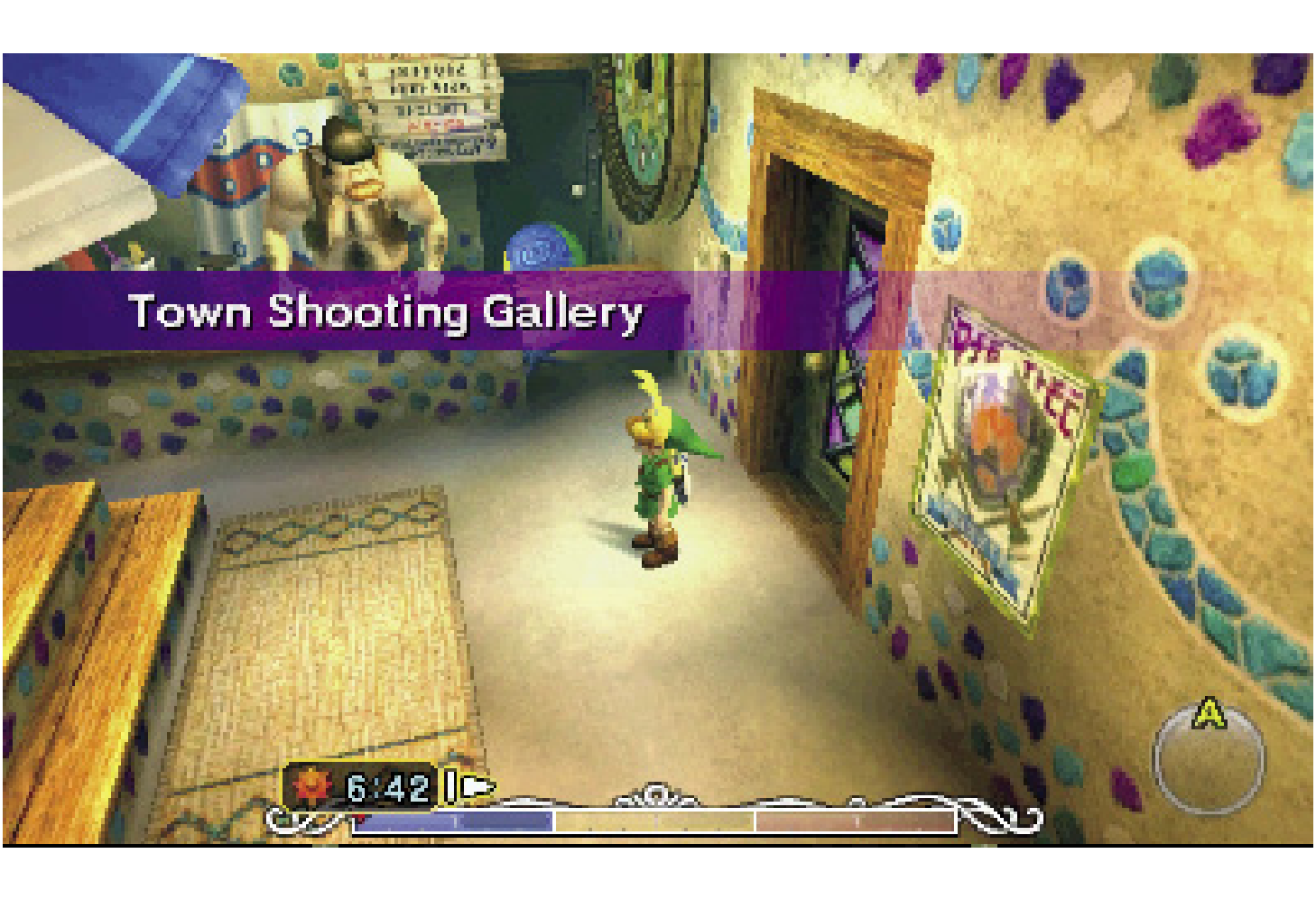
Town Shooting Gallery



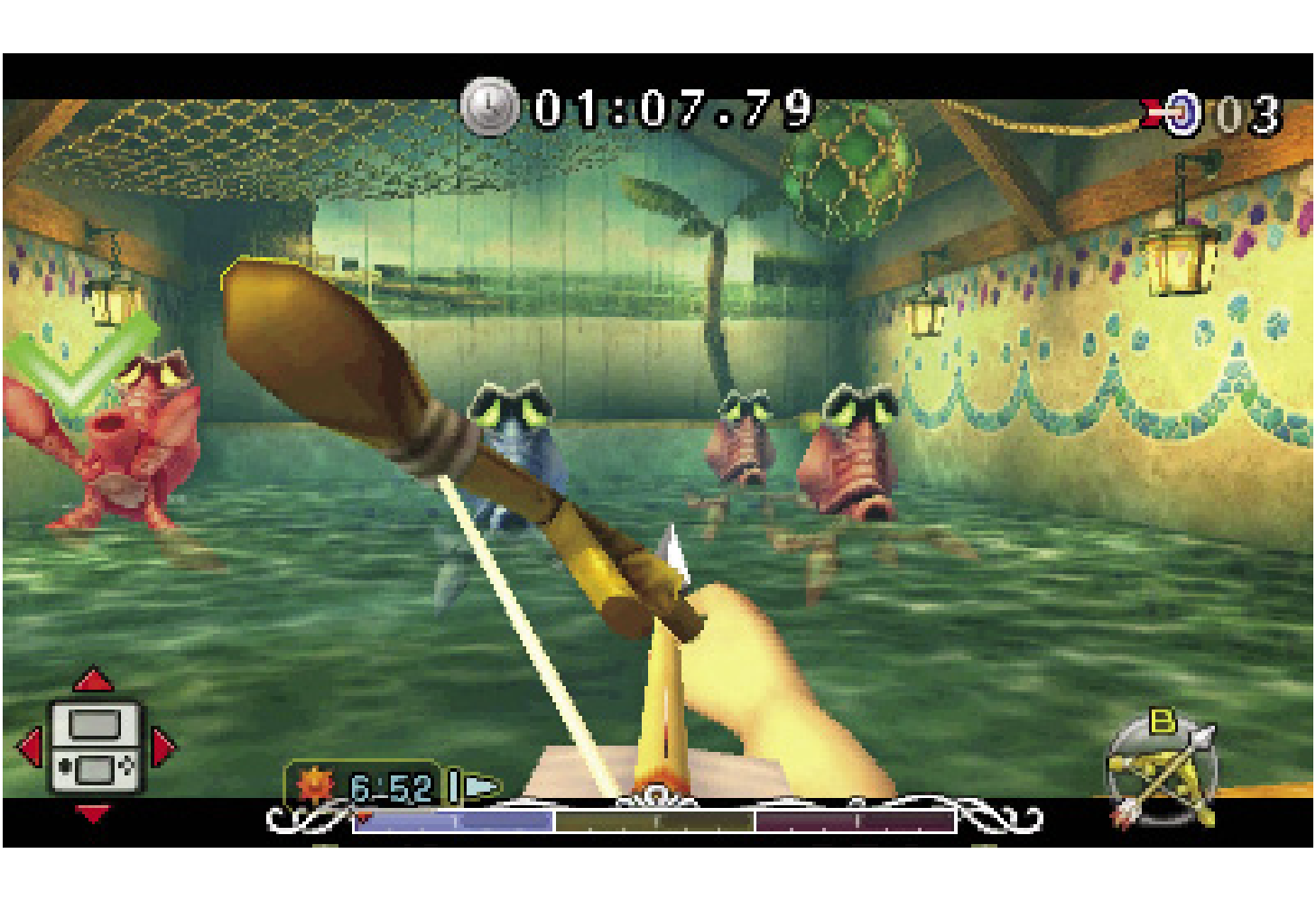
Return to the Dawn of the First Day?
Yes
No

Now that you've obtained the Mask of Scents and beat Koume's game for Empty Bottle #2, there's no reason not to reset time. Warp to Clock Town first to save your game, deposit your Rupees as always, and then play the Song of Time to reset to the Dawn of the First Day. Tatl tells Link that the quickest way to the mountains is through the town's north gate, but you should do a few more things before you head up north.

Play the Inverted Song of Time to slow time as usual, then use the Bunny Hood to reach the Silver Rupee chest atop the Town Shooting Gallery in East Clock Town as you've done before.



After scoring your 100 Rupees from the chest, drop from the roof and enter the Town Shooting Gallery. Now that you've got the Hero's Bow, you can pay the big guy at the counter 20 Rupees to play his game. No arrows are necessary; they're provided to you during the game.



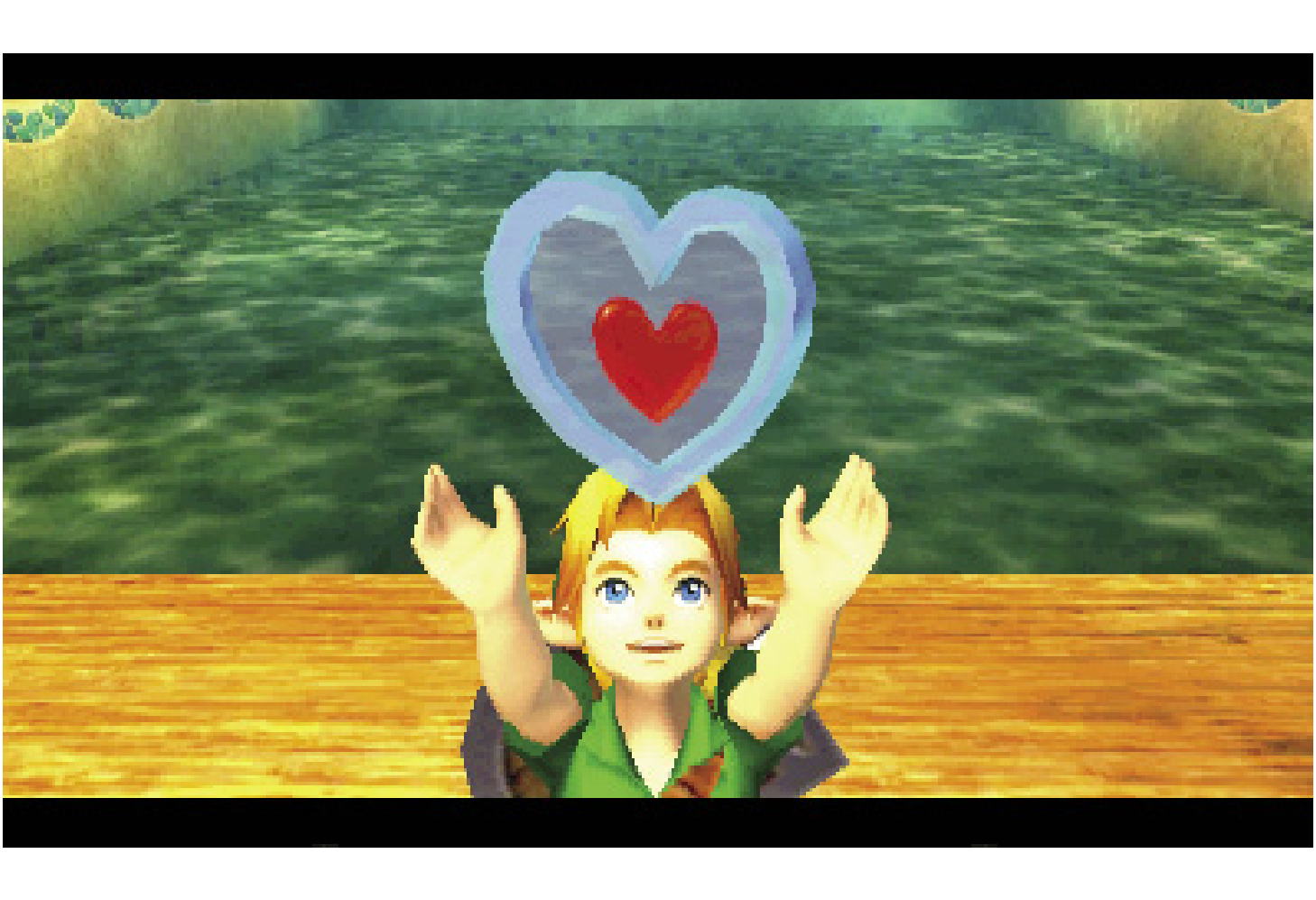
The goal of this archery game is to quickly shoot the red Octoroks that appear. Don't hit the blue Octoroks, or you'll be penalized and lose precious time off the clock. You don't need to shoot every red Octorok; you just need to shoot enough to beat the game's high score of 39 points. Do this, and you'll win the Large Quiver.

Shooting Gallery Tips

The Octoroks appear in the same positions every game, so things become easier as you learn their patterns. Some Octoroks are lined up in a row, while others appear right up close on either side of you. These are all easy targets. You can fire arrows as quickly as you can press Ⓑ, so work fast once you've learned the patterns. If you run out of Rupees before you win the Large Quiver, play the Song of Time to return to the Dawn of the First Day, and then collect the Silver Rupee from the chest on the roof so you can try again.

Large Quiver

You won a Large Quiver! Now you can carry up to 40 arrows.



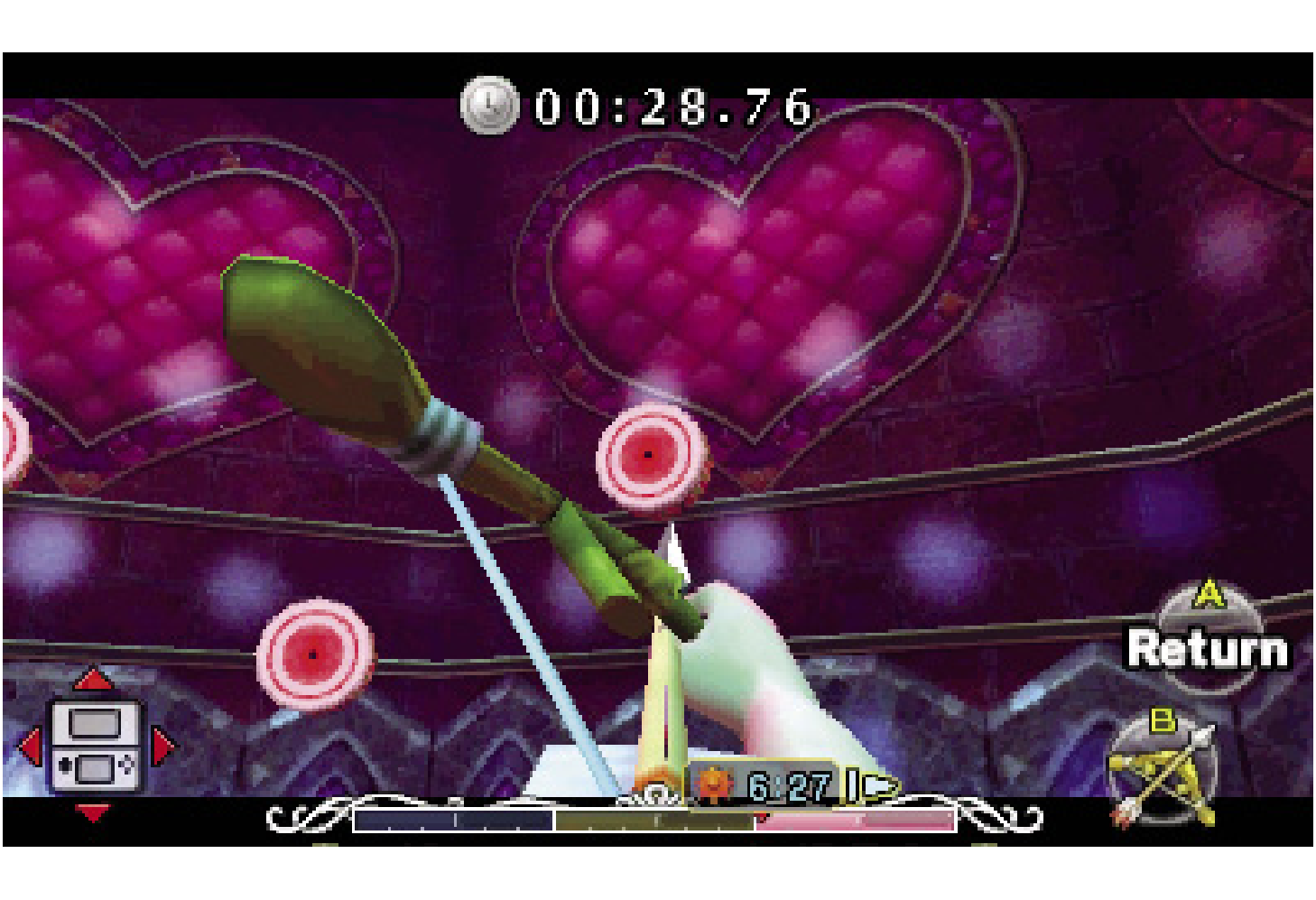
The Town Shooting Gallery is one of the most challenging games in Majora's Mask, so expect to make a few attempts before you succeed. Score 40 points to win the Large Quiver, then play again and hit every red Octorok without missing any or running out of time to receive a Piece of Heart. If you miss a red Octorok but manage to set a new high score, you'll receive a Purple Rupee as a consolation prize, giving you more funds to help you win that Piece of Heart.

Piece of Heart #17

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Honey & Darling's Heart

After you've won the Piece of Heart from the Town Shooting Gallery, save your game, and then play the Song of Time to return to the Dawn of the First Day. Use the Bunny Hood to loot the Silver Rupee chest above the Town Shooting Gallery again, then drop from the roof and enter Honey & Darling's nearby shop.

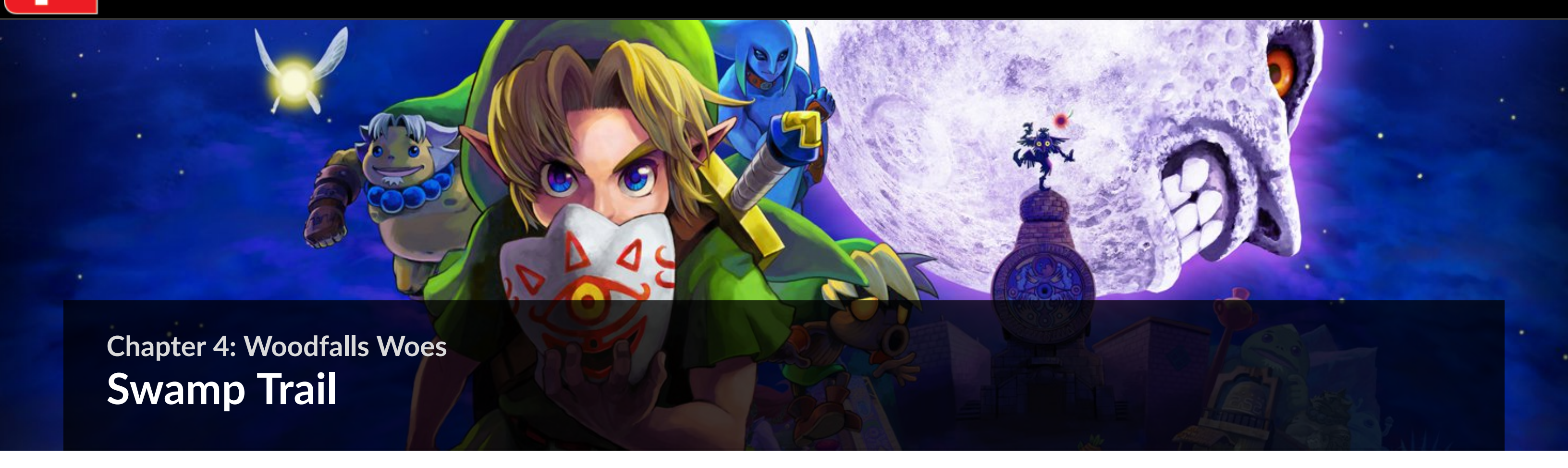


Honey & Darling host a different game each day, and every game costs just 10 Rupees to play. In each game, your goal is to hit all of the targets on the walls with a particular type of weapon (Bombchus, bombs, or the Hero's Bow) before the enamored pair finishes their minute-long dance. They provided all of the ammo; all you need to do is take out those targets. Hit all of the targets before time runs out to beat each different game.

You'll score a Fishing Hole Pass each time you win at Honey & Darling's games, but the real prize is the Piece of Heart that you can win by beating all three games without resetting time. Just play the Song of Double Time to advance to the next day after you beat each game, and keep winning until that Piece of Heart is yours.

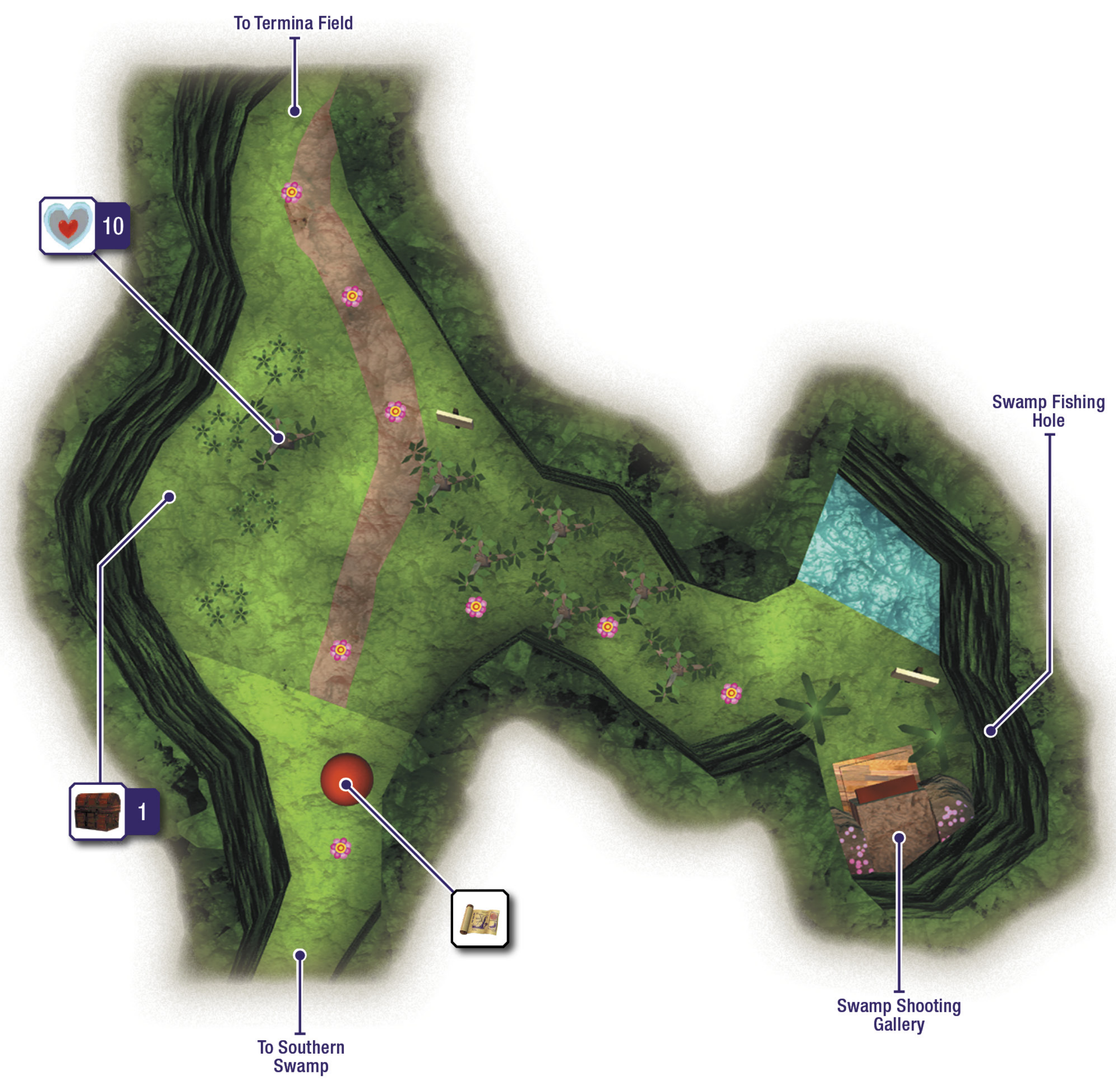
Piece of Heart #18

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.



Chapter 4: Woodfalls Woes

Swamp Trail



Swamp Shooting Gallery

Ready for more archery action? After winning the Honey & Darling's Piece of Heart, deposit your Rupees, and then play the Song of Time to reset to the Dawn of the First Day. Plunder the Silver Rupee chest atop the Town Shooting Gallery once more, then play the Song of Soaring and soar to the Southern Swamp. From there, go north to reach the Swamp Trail, then go north and then east to locate the Swamp Fishing Hole and the Swamp Shooting Gallery. You'll start with the latter.

The Swamp Shooting Gallery is similar to the one in Clock Town, except that it's easier because there are no "bad" targets to worry about. Pay 20 Rupees to play, then simply shoot down every monster that appears in the range. You've gotta hit 'em all to win.

Swamp Shooting Gallery
9:04
A

01:21.31
0530
9:24
B

The Swamp Shooting Gallery features three separate "frames" of monsters—Mad Scrubs, Guays, and Wolfos—and each frame appears three times. The man who runs the game blows a whistle at the start of each new frame, and then that new frame of monsters lets out their telltale sound. Mad Scrubs squeak, Guays chirp, and Wolfos howl. The Mad Scrubs pop up and down from their Deku Flowers, the Guays fly back and forth across the sky, and the Wolfos sprint straight across the field, pausing momentarily to howl.

01:26.89
0310
60
9:20
B

You haven't truly missed any monsters in a frame until the next frame of that type of monsters arrives. For example, although the Mad Scrubs pop up and down, it's all the same frame until you hear the whistle blow followed by the Mad Scrubs' telltale squeak. So don't worry about missing; just keep hammering Ⓑ to shoot rapid-fire, and make sure that no monsters escape your sights.

Picking Your Targets

The monsters always appear in the same sequence: five Mad Scrubs appear first, followed by three Guays, and finally a Wolfos or two. The Mad Scrubs stick around the longest, while the Guays fly by only twice. You get just one chance at each Wolfos, and only some of them will pause once to howl during their dash across the field, giving you a small window of opportunity to hit them. Focus on the Wolfos whenever you hear their telltale howl after the whistle blows. Guays are your next most important targets, for each frame only flies past twice. Whenever you have nothing better to shoot at, aim for the Mad Scrubs.

Hitting every monster earns you a score of 2120. If you come really close but don't quite score 2120, you may win a free game. For achieving the high score of 2120, you'll receive the Largest Quiver. Beat the game again by achieving a score of 2180 or more by shooting all of the monsters with six or more seconds left on the clock, and you'll win a Piece of Heart!

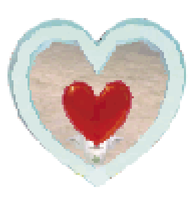
Mad Scrubs on High

Two Mad Scrubs remain in play throughout the entire game and can be shot at any time. One's hiding up in the tree on the right, and the other sits high atop the rock on the left. Be sure to shoot these two at some point, as you must hit every monster to win.

Largest Quiver

You won a Largest Quiver! Now you can hold up to 50 arrows.

Piece of Heart #19



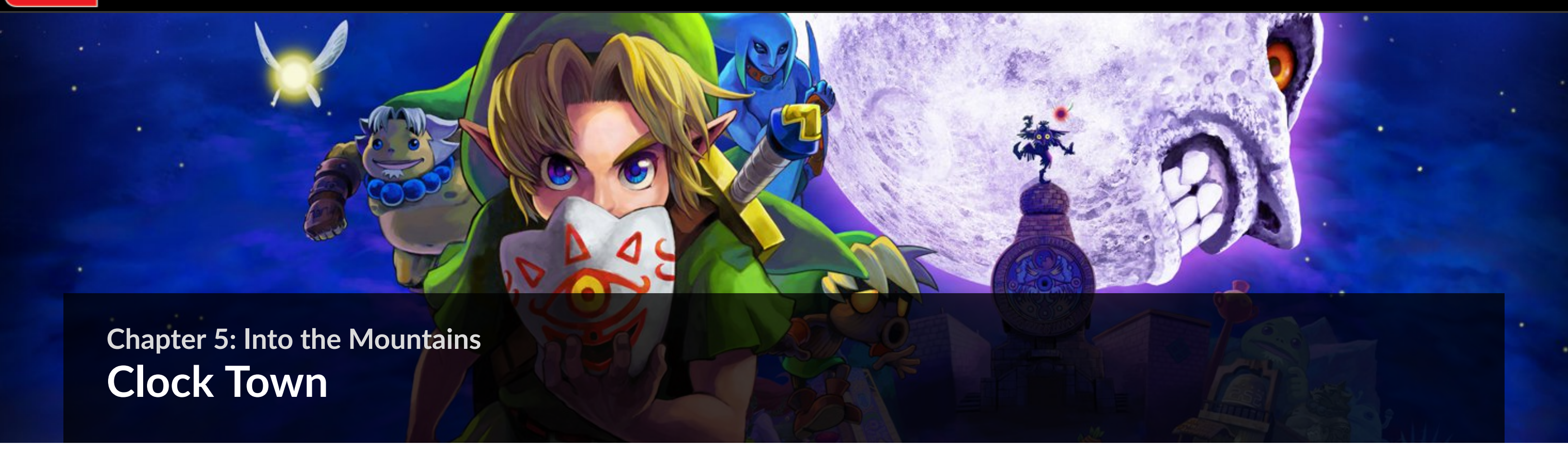
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Go Fish

After winning Piece of Heart #19, feel free to visit the Swamp Fishing Hole. You can use one of the Fishing Hole Passes that you've won around Clock Town for a free rod rental and fish for as long as you like. (Rods cost 50 Rupees to rent without a pass.) The Swamp Fishing Hole is a purely optional place where you can catch a variety of fish at your leisure. See the checklists at the back of this book for help in catching all of the different fish.

That's All for Now!

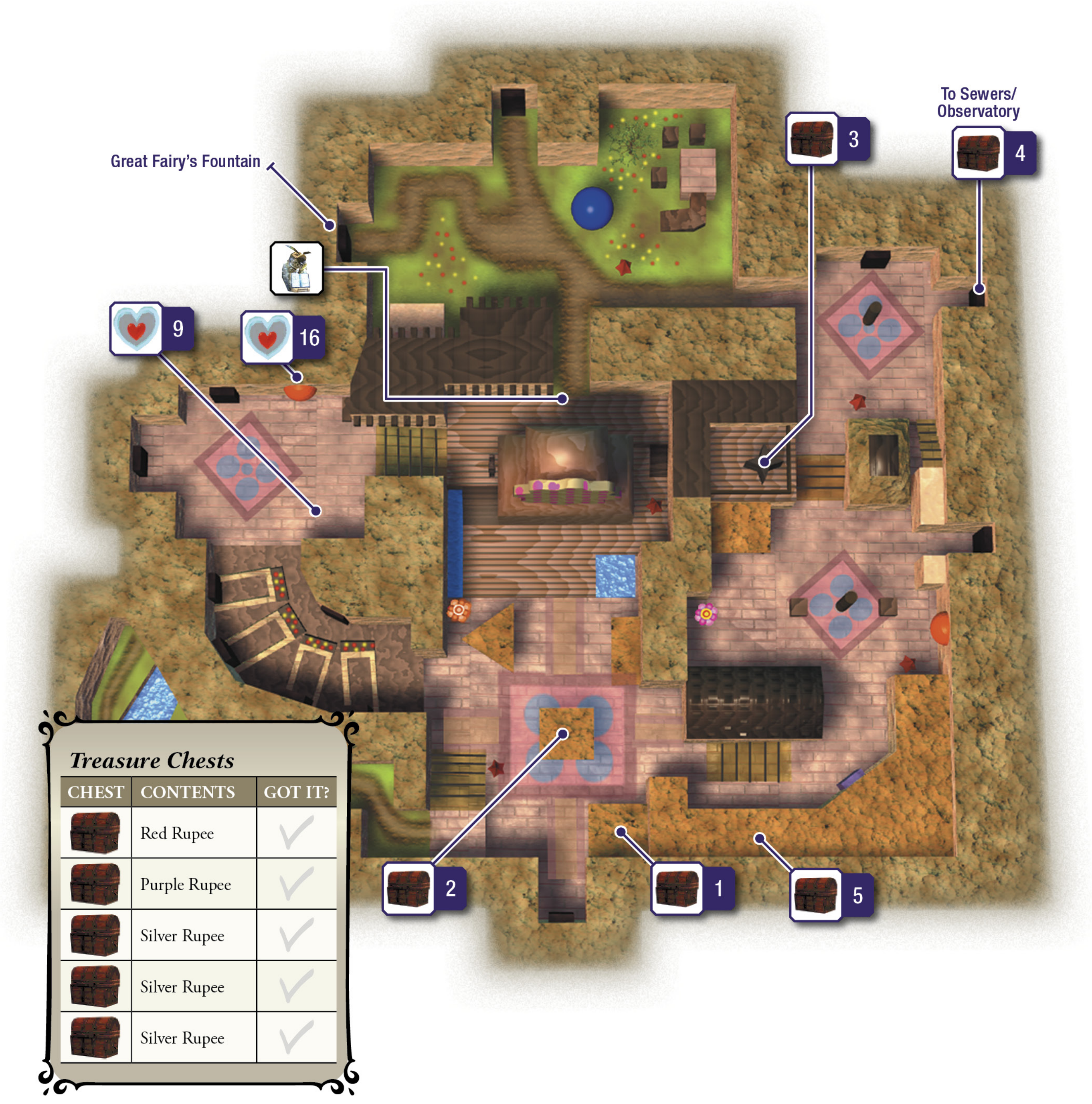
You've cleared Woodfall Temple, purified the swamp, restored the Great Fairy of Wisdom, and rescued the Deku Princess. That's enough for one run, don't you agree? Play the Song of Soaring to return to Clock Town, then deposit your Rupees and use the owl statue to save your progress before playing the Song of Time to reset to the Dawn of the First Day. There's much more adventure to be had up in Termina's northern mountains, and you'll need all the time that you can get to explore everything that awaits!



Chapter 5: Into the Mountains

Clock Town

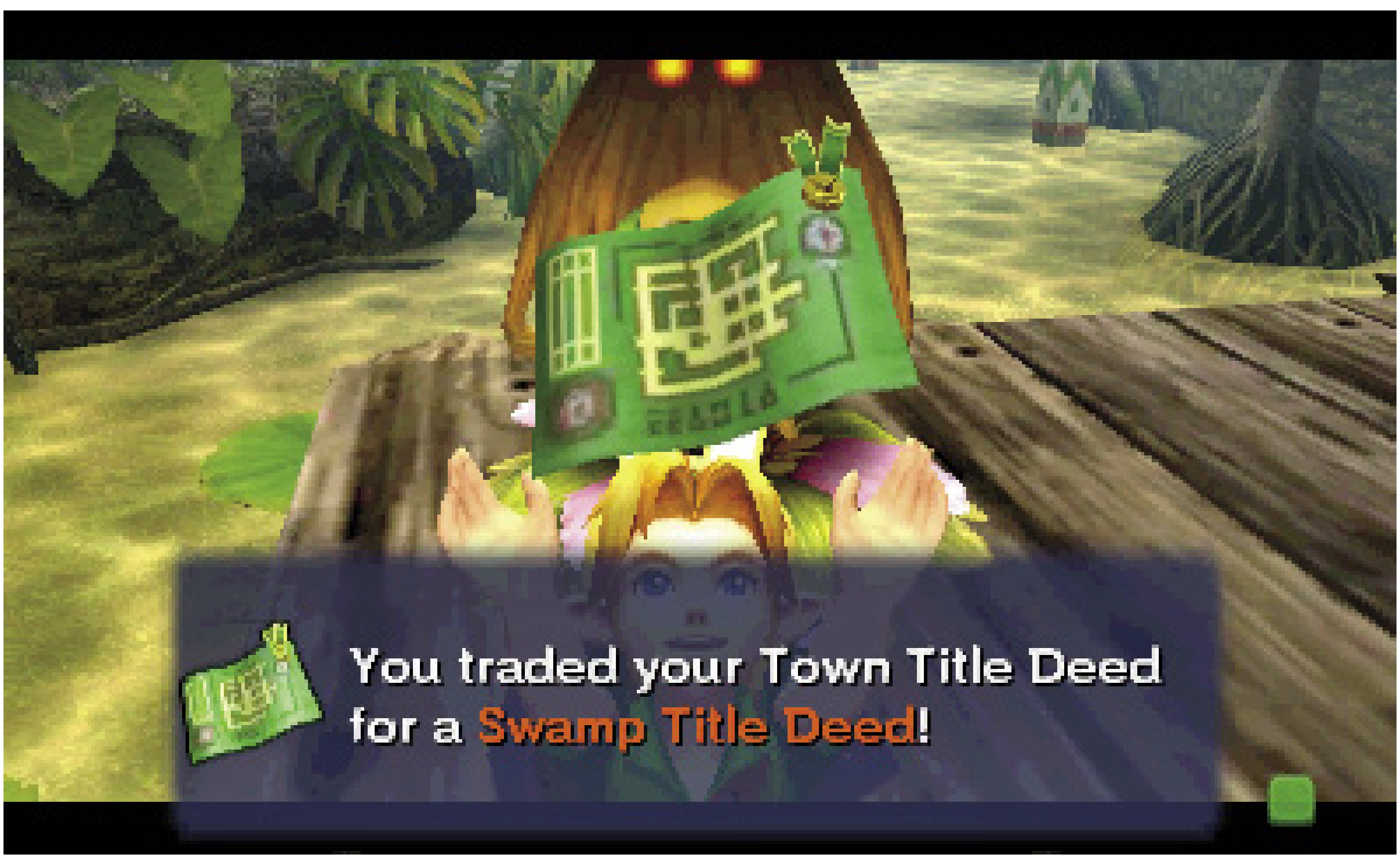
Through courage and wit, Link has cleansed Woodfall Temple of evil and made things right in the Southern Swamp. In the process, he has succeeded in freeing one of four ancient beings with the power to help undo the Skull Kid's terrible deeds. Link's Fairy companion, Tatl, believes that another great being can be found somewhere in the land's northern mountains, a region that Link has yet to explore.



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Purple Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓

Dirty Deed



You traded your Town Title Deed for a Swamp Title Deed!

Termina's northern mountains beckon, but there's something worth doing before you strike out north. Play the Song of Time to reset to the Dawn of the First Day if you haven't yet, then play the Inverted Song of Time to slow down time as usual. After that, set about obtaining the Swamp Title Deed, which comes in handy during your explorations of the mountains. Remember how to get the Swamp Title Deed? Put on the Bunny Hood to hasten your travels, then do the following:

Give the secret code to the Bomber guard in East Clock Town so you may enter the sewers. (You'll need to take off the Bunny Hood to give him the code.)

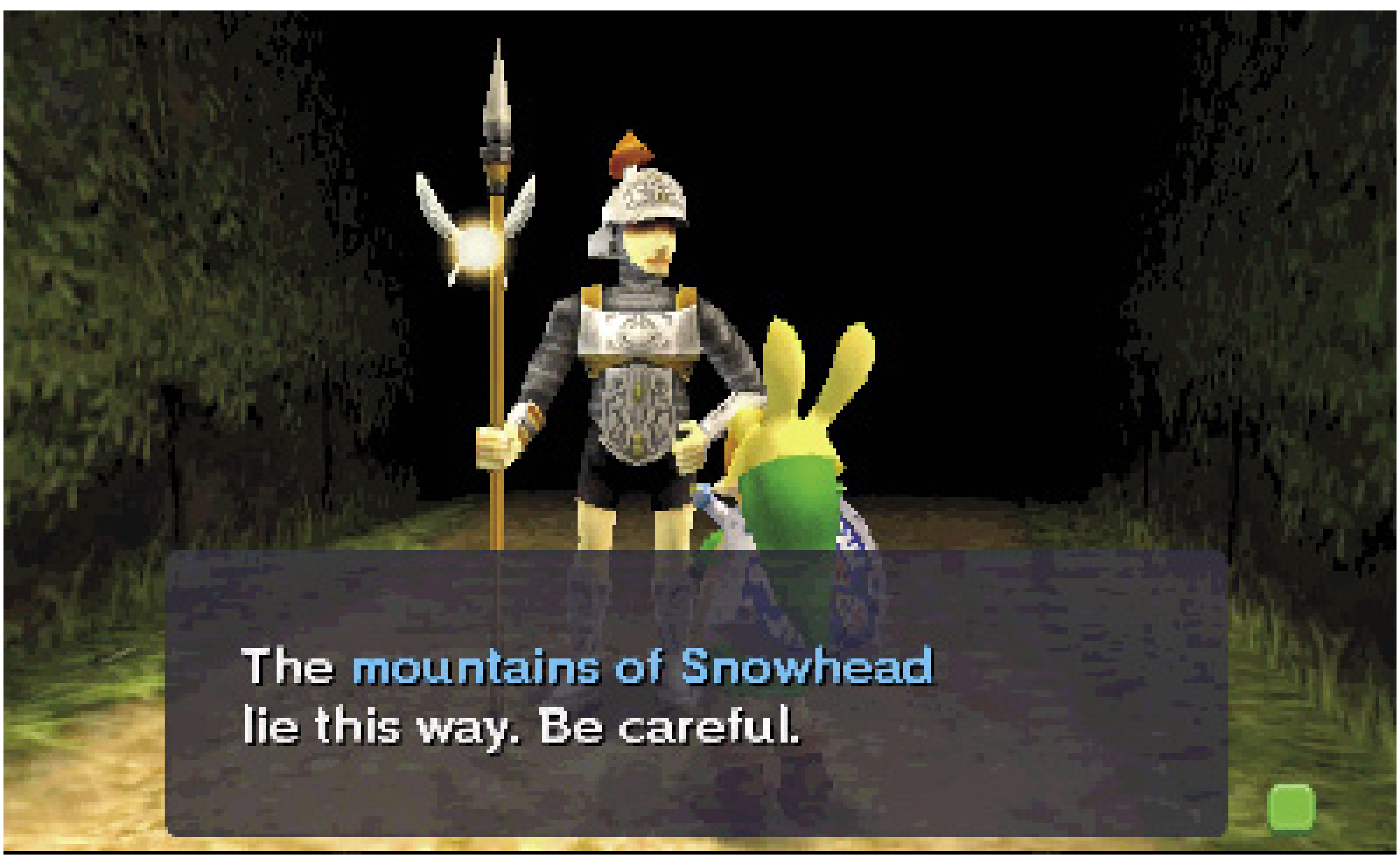
Head through the sewers to reach the observatory. Along the way, use the Blast Mask to bomb the cracked wall near the Skulltula in the sewers, and then loot the Silver Rupee chest. (Remember to raise your shield before exploding.)

Go to the observatory, spy on the Skull Kid through the telescope, and then collect the Moon's Tear after it falls from the moon. Play the Song of Soaring and soar back to Clock Town. Speak to the Business Scrub in South Clock Town, and trade him the Moon's Tear for the Town Title Deed.

Play the Song of Soaring again and warp to the Southern Swamp. When you arrive, feel free to cut the nearby tall grass and bottle a Fairy—it may come in handy.

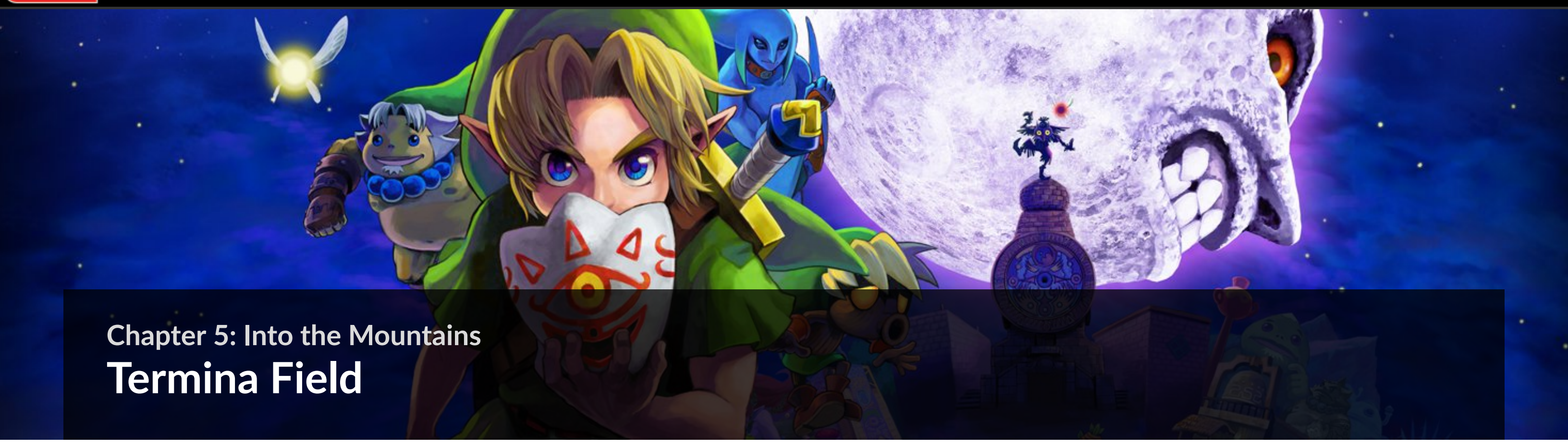
Climb the Swamp Tourist Center's ladder, and speak to the Business Scrub up there as normal Link (not Deku Link). Trade him the Town Title Deed for the Swamp Title Deed.

Head for the Hills



The mountains of Snowhead lie this way. Be careful.

Once you've obtained the Swamp Title Deed, soar back to Clock Town, and exit through its north gate. The uncharted reaches of Termina's northern mountains await!



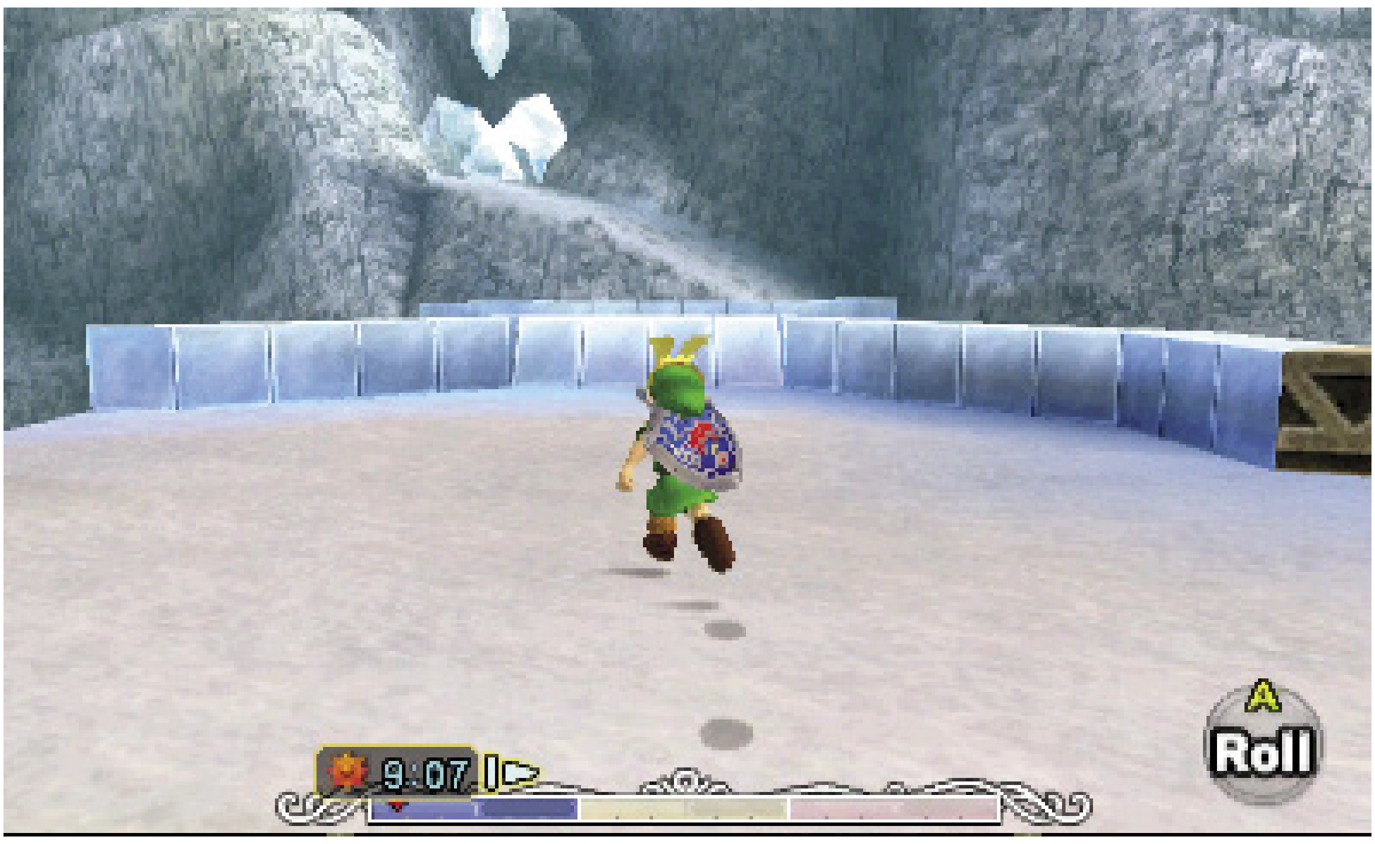
Chapter 5: Into the Mountains

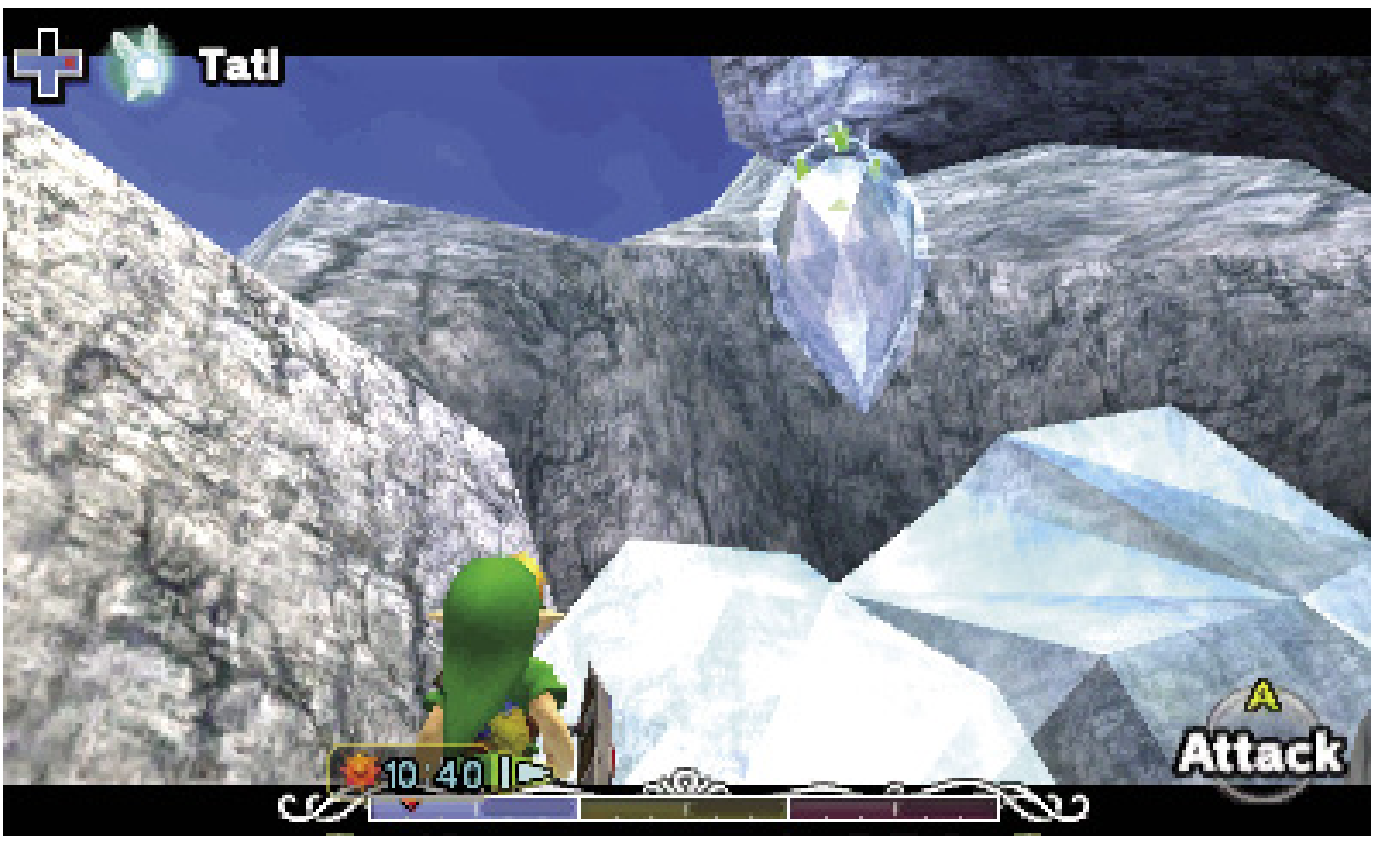
Termina Field

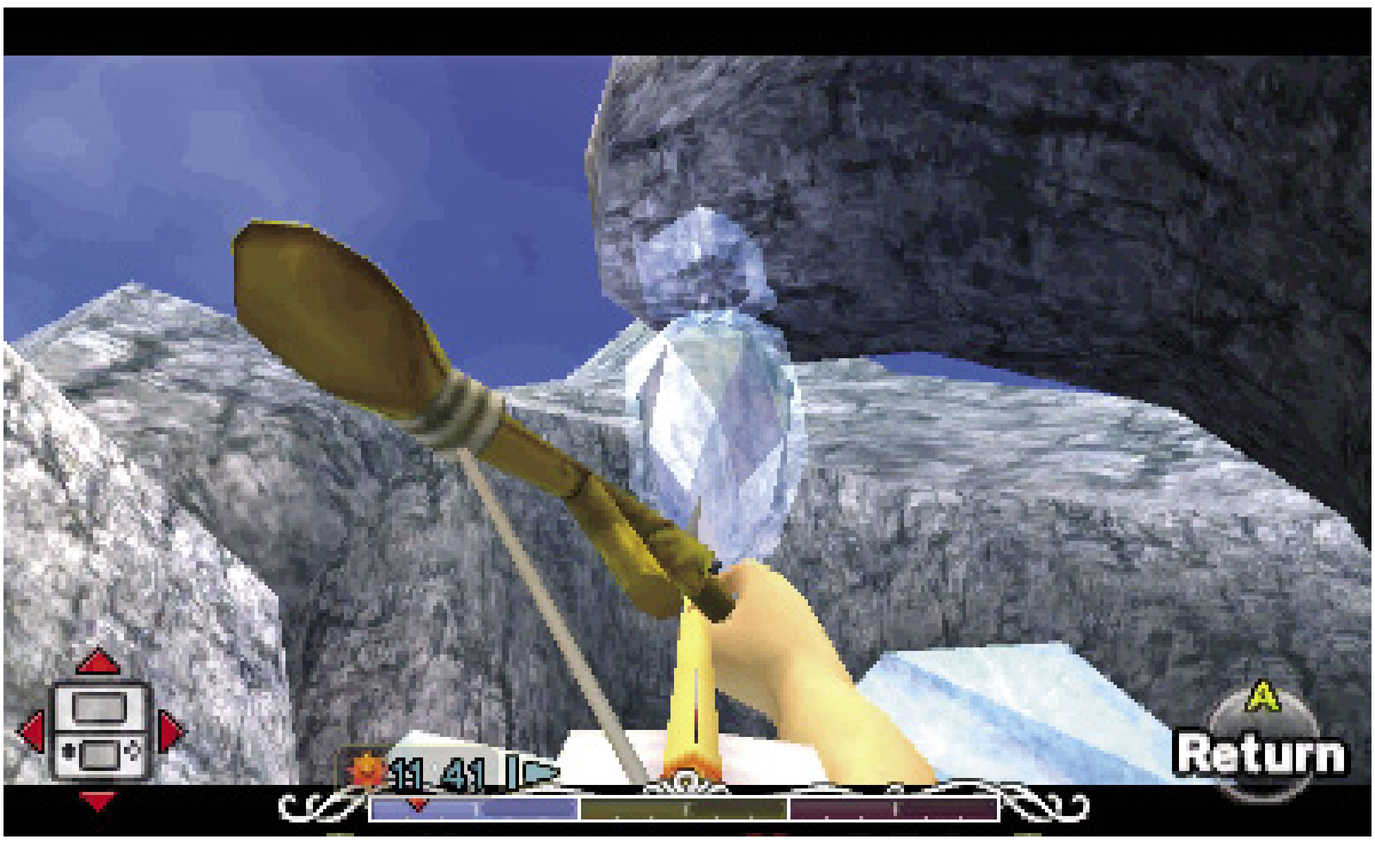
Northern Exposure

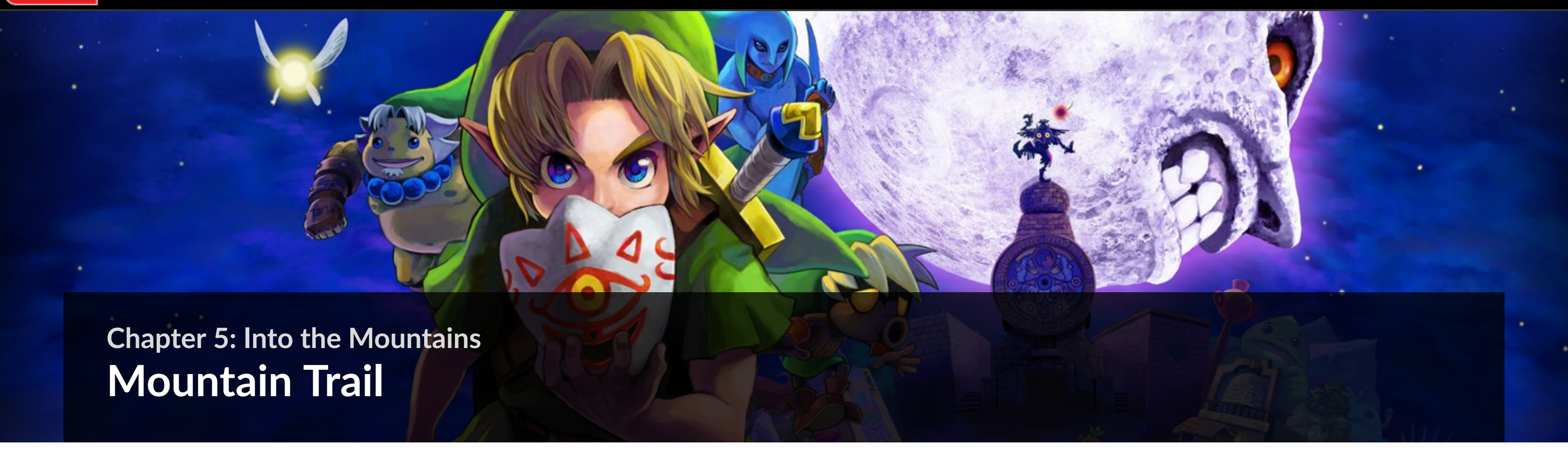
The time has come to begin your explorations of Termina's northern mountains. Chop down the bushes outside of town in search of arrows if you don't have any, then descend the snowy slope to reach the northern snowfield. As you head up the next slope to the north, either avoid or slay the roaming Dodongos.

Big chunks of ice block the trail atop the north slope, and Tatl takes note of a giant icicle above. Whip out the Hero's Bow, and fire two arrows at the icicle to make it fall. Smash! The icicle shatters the big ice chunks, removing the obstacles. Advance up the snowy trail to begin your explorations of Termina's frigid mountains.

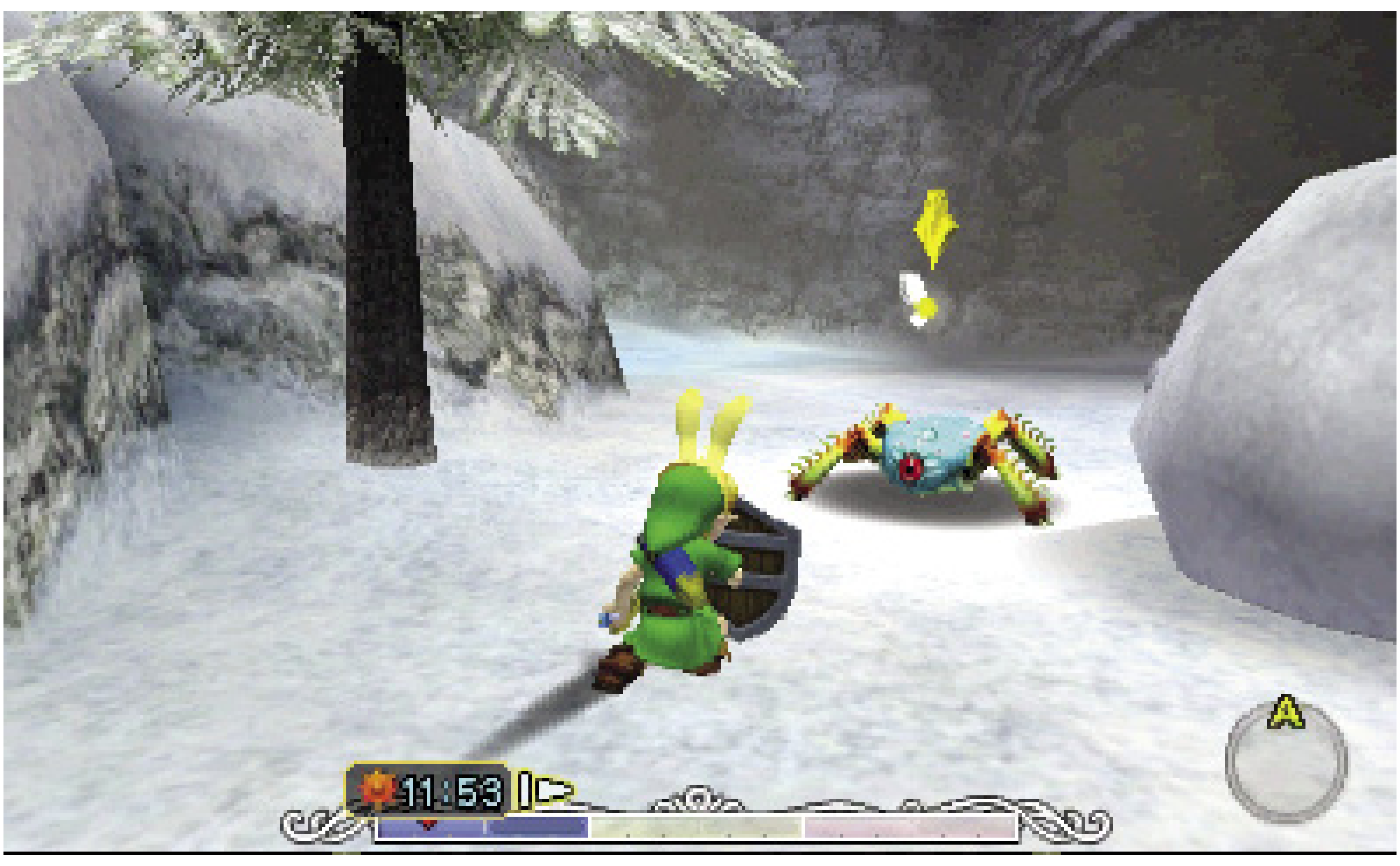








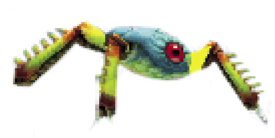
Bouncing Bugs



As you scale the mountain's snowy entry trail, beware of new baddies. The first ones you'll encounter are Blue Tektites. Cut them down as you make your ascent.

Blue Tektite

Damage: 1/2 Heart



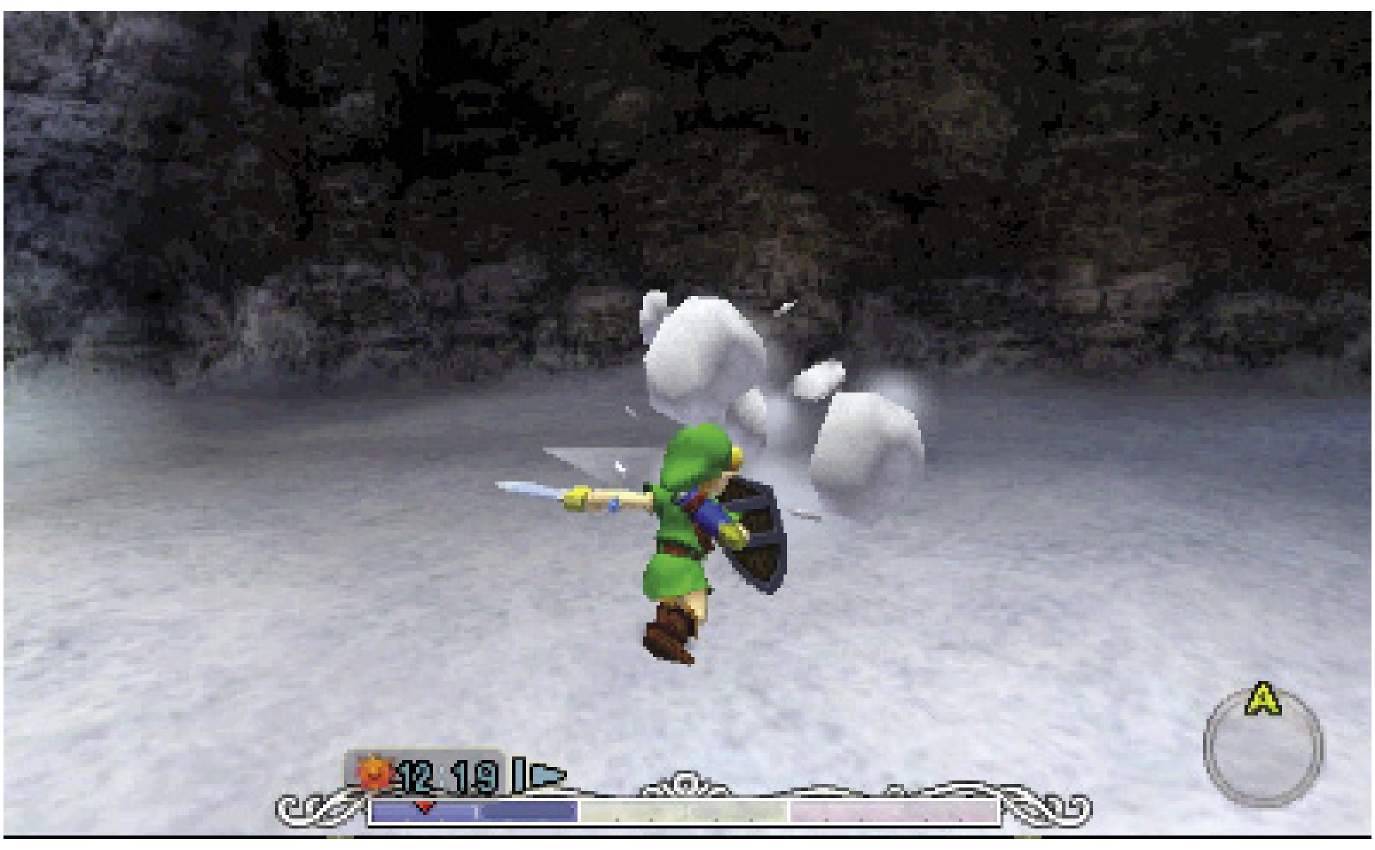
Blue Tektites bounce all about, aiming to batter Link with their bulk. Lock on to these agile foes, and raise Link's shield to block their bounce attacks. After blocking, counter with a few sword strikes to cut them down. Blue Tektites occasionally drop useful Deku Sticks when defeated.

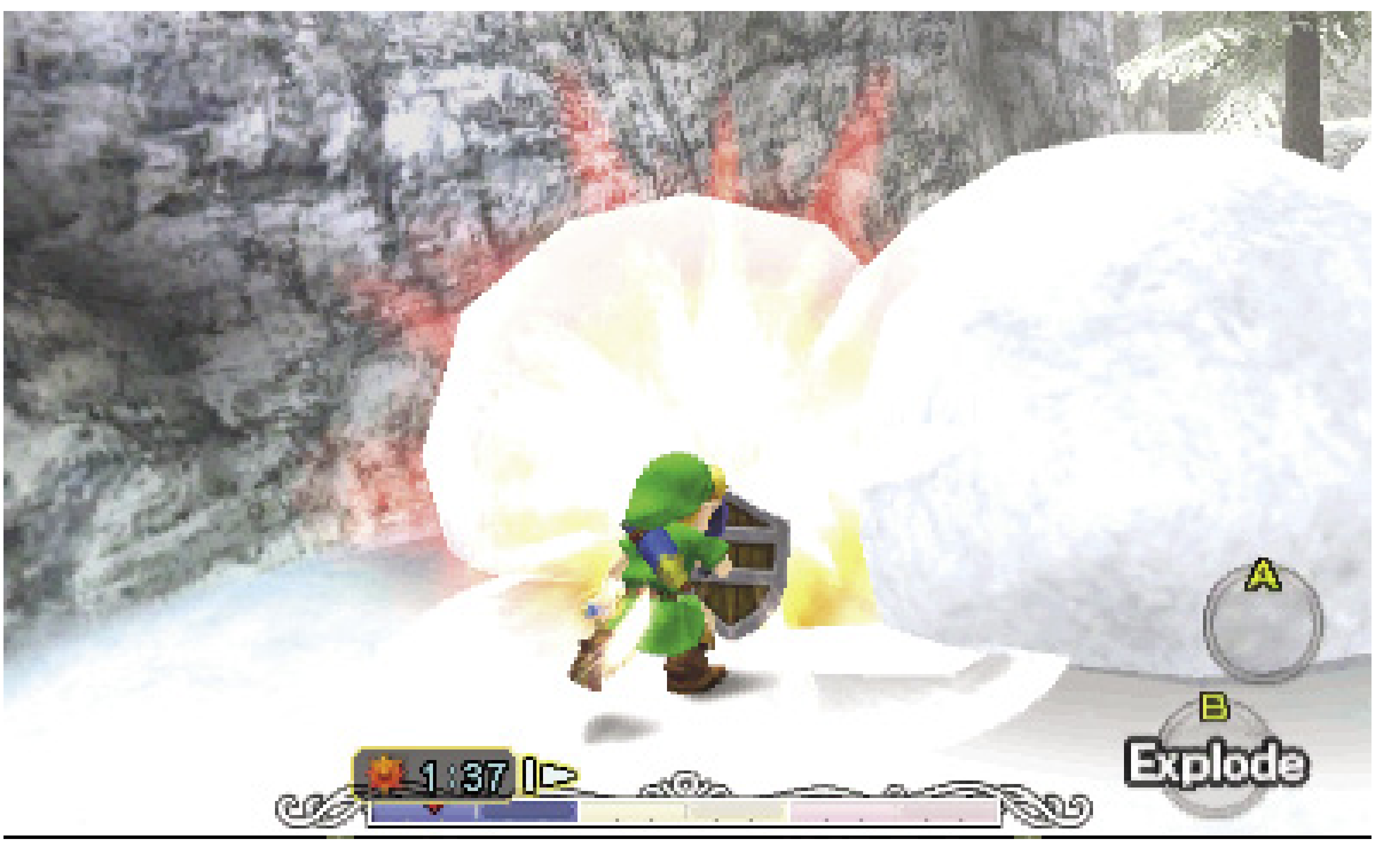
Having a Ball

As you scale the trail, keep a lookout for little snowballs that Link can scatter with his sword. Useful items often pop out of these small snowballs. Also, try rolling into trees to knock down additional items.

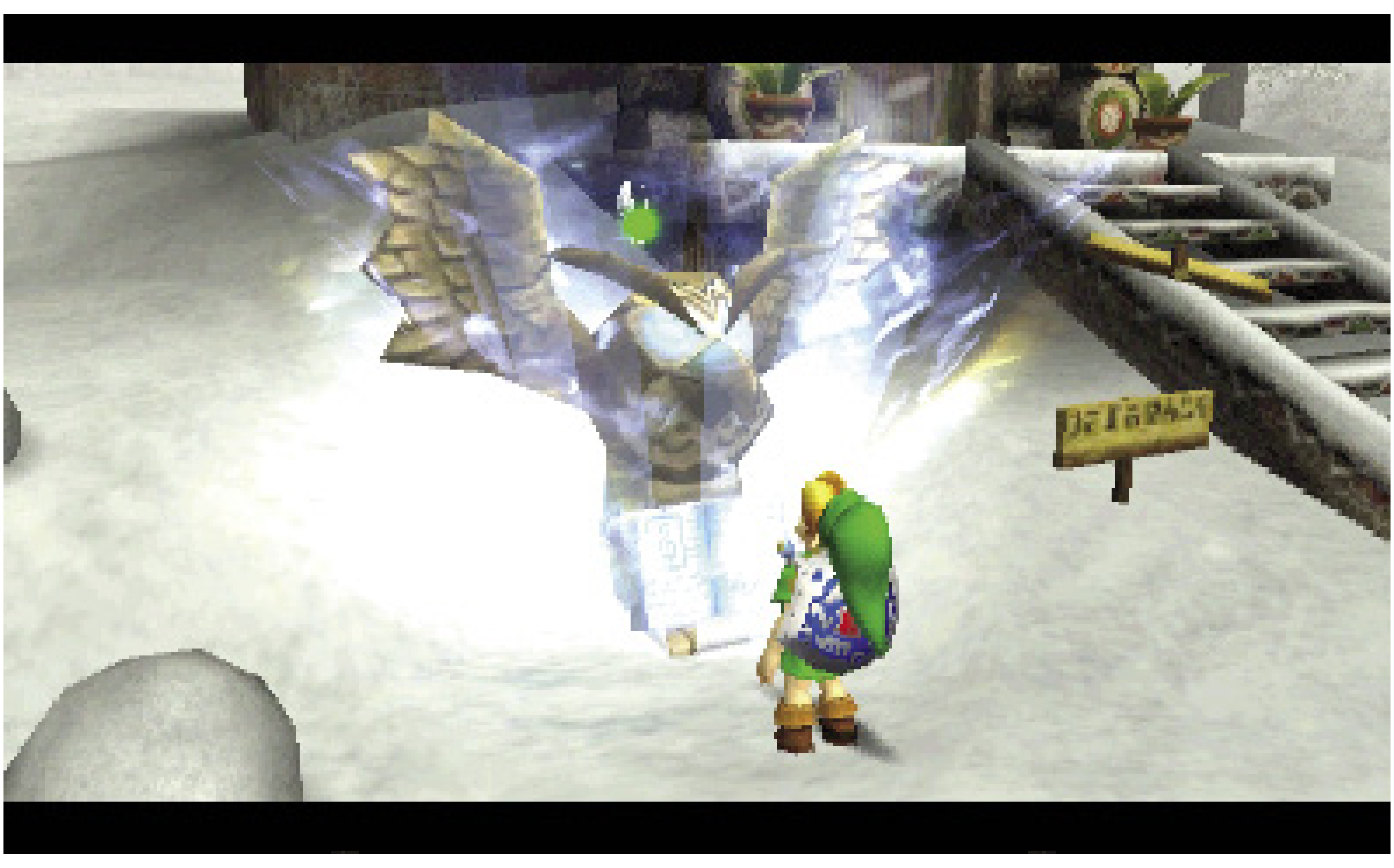
The trail's larger snowballs can only be scattered with the force of a bomb or the Blast Mask. Remember to raise Link's shield to avoid taking damage. Big snowballs contain items, as well, and you must obliterate a few to unblock the trail. Beware, however: blasting some of those big snowballs can free hidden Blue Tektites.

Beyond the big snowballs, a sign informs you that a village lies ahead. It also warns of blizzards and indicates that Gorons should be able to break snow boulders easily. Good to know. Venture onward to reach Mountain Village.

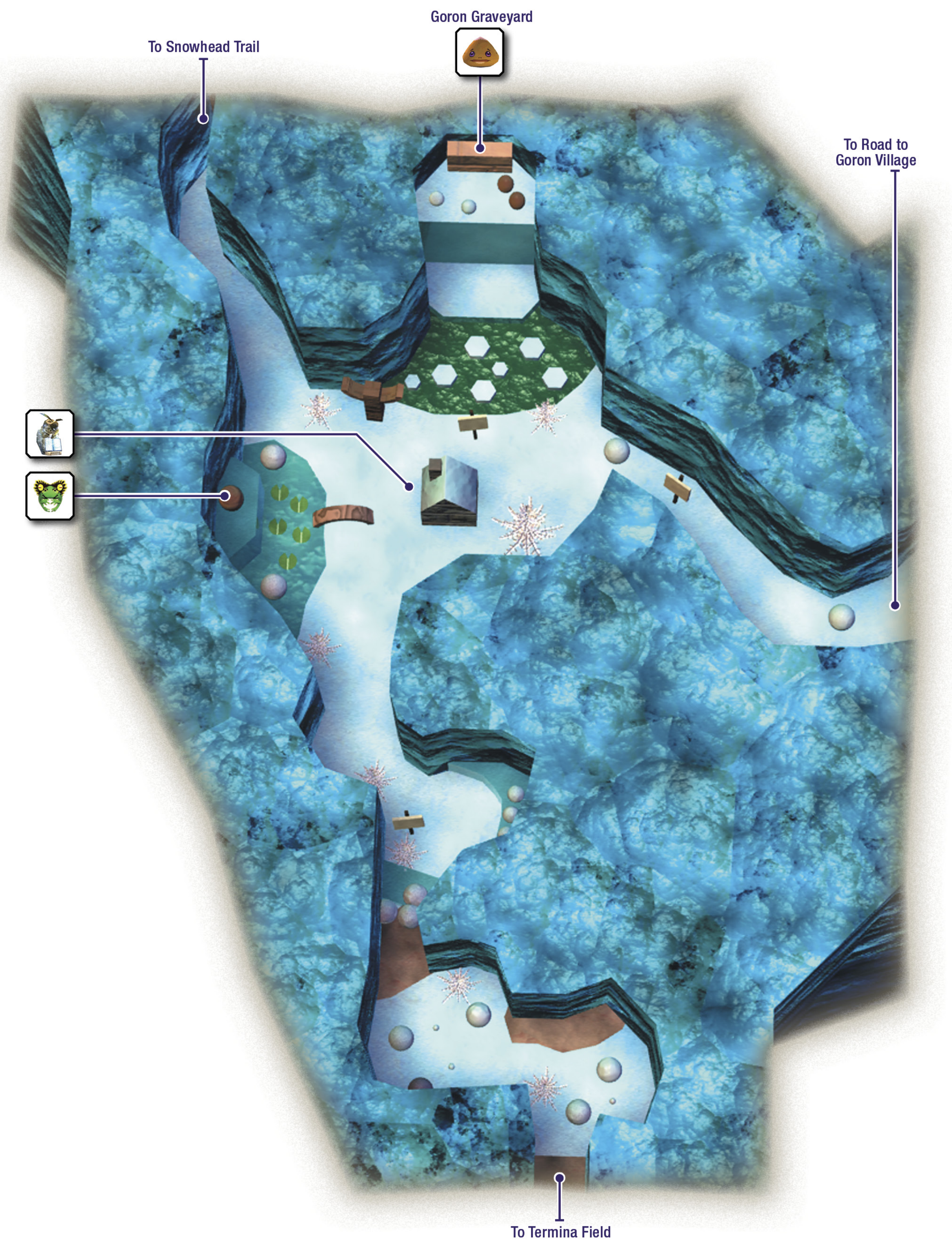




Mountain Owl Statue



Brrr— this place is freezing! Luckily, there's a cabin nearby. Before heading inside to warm up, activate the nearby owl statue to unlock a new Song of Soaring warp point, and then save your progress.

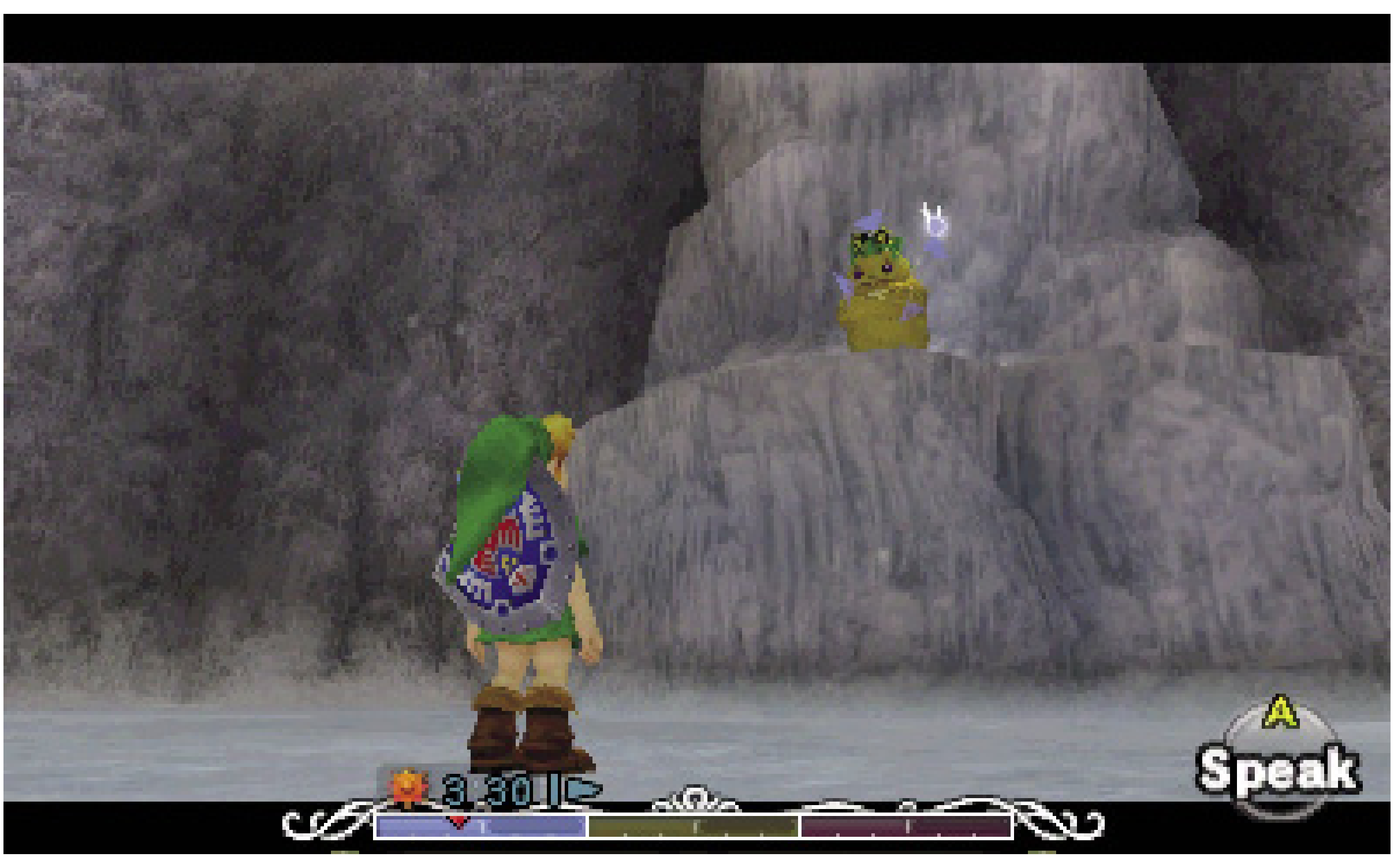


Mountain Smithy

Take shelter in the cabin, and you'll meet the Mountain Smithy. Speak with the giant man at the counter, whose incoherent groaning awakens the shop's proprietor, Zubora. (The giant's name is Gabora.) Unfortunately, the recent cold snap has frozen the smithy's hearth, and no work can be done to improve Link's blade at present. If you could find some hot water, perhaps you could thaw out the hearth. Something to keep in mind.

Mountain Smithy
3:07
A

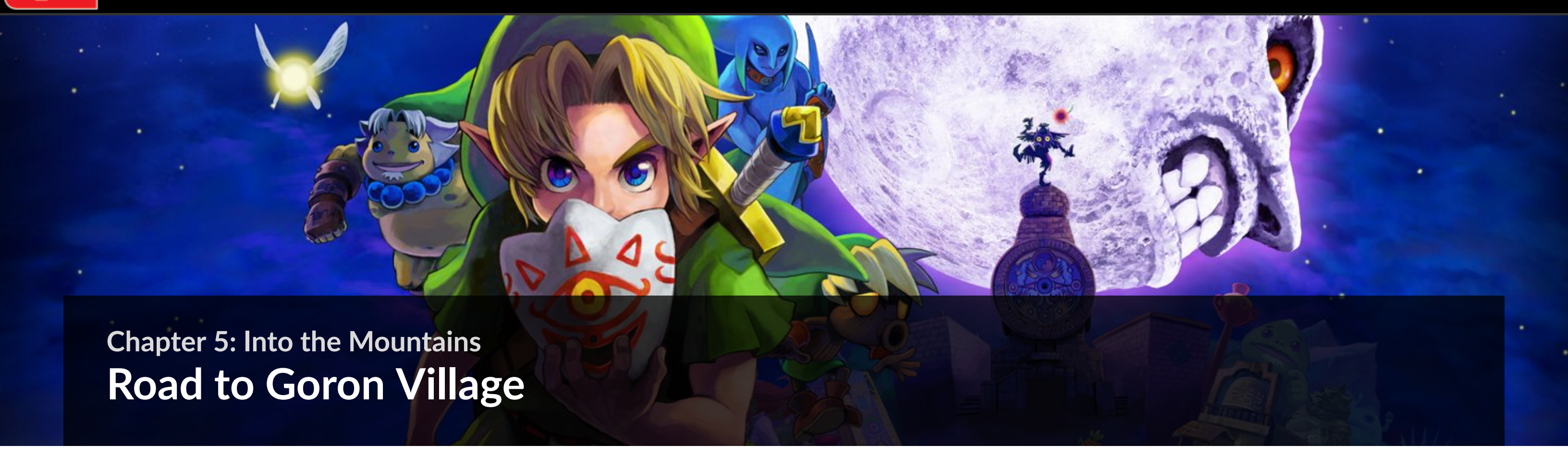
Grumble, Grumble—



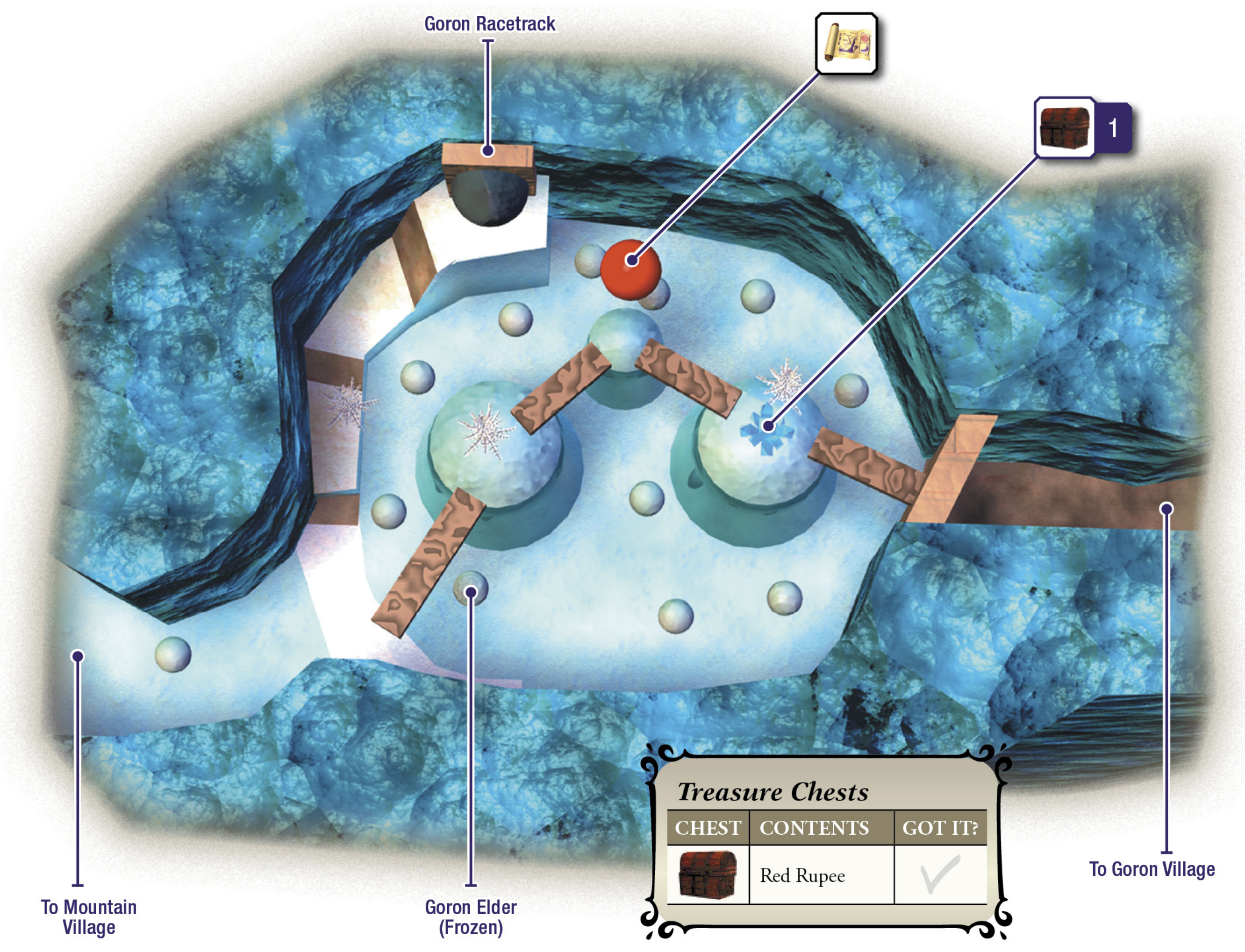
Exit the cabin, and continue searching the area. A Goron has gotten himself stuck on a high ledge not far from the Mountain Smithy. The poor Goron can't get down, and he simply wants something tough and hard to chew before he freezes. Nothing you've got can satisfy his craving, so you'll have to leave him be for now.

To Goron Village!

The nearby slope leads higher into the mountains, but you aren't quite ready to make the journey to Snowhead yet. Explore behind the Mountain Smithy cabin to find another trail that leads toward Goron Village. A nearby sign warns that White Wolfos lie ahead, so be on your guard.



Road to Goron Village

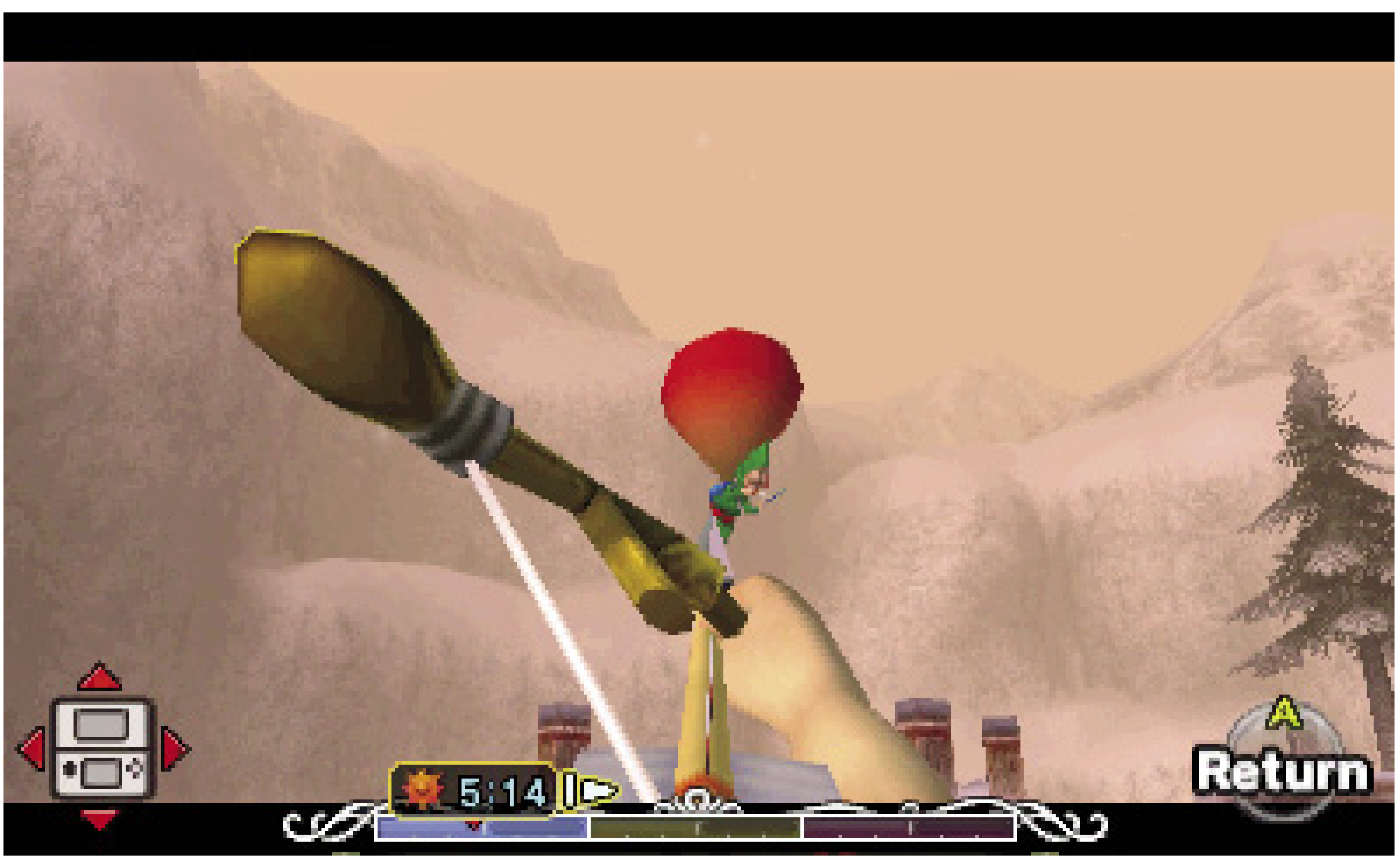


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓

Buy a Map

As you navigate the trail to Goron Village, cut down the Blue Tektite and White Wolfos that pop up from the ground in ambush. After slaying the White Wolfos, look up to find Tingle floating around on his red balloon. Pop it with an arrow or a Deku Link bubble, and then pay Tingle 20 Rupees to purchase his map of Snowhead. This provides you with a map of the entire mountain region, including Goron Village.

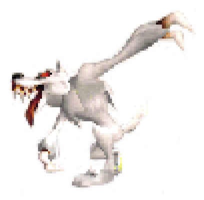


Snowhead Map

You got a map of Snowhead! Now you can find your way around the mountains. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.

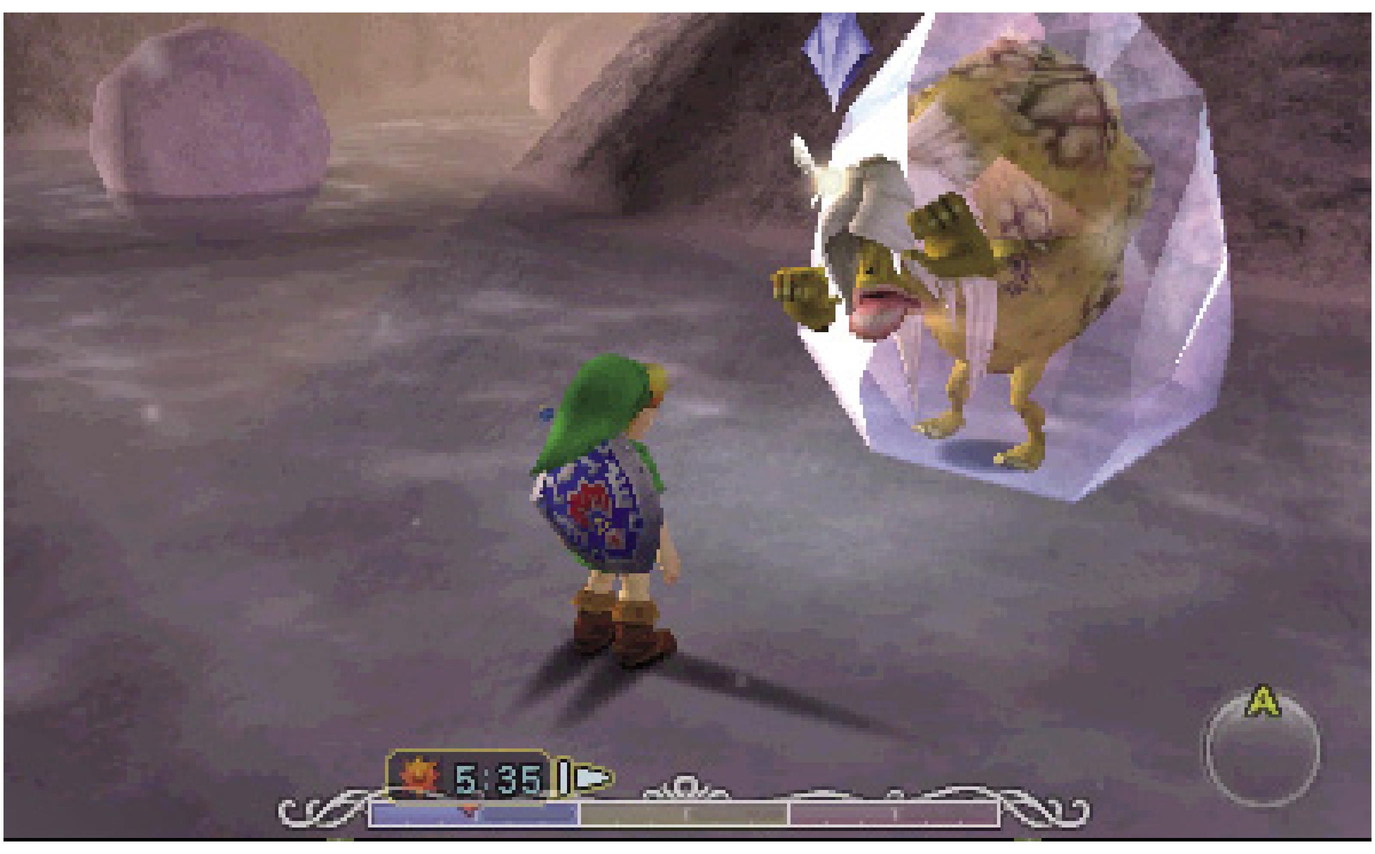
White Wolfos

Damage: 1 Heart



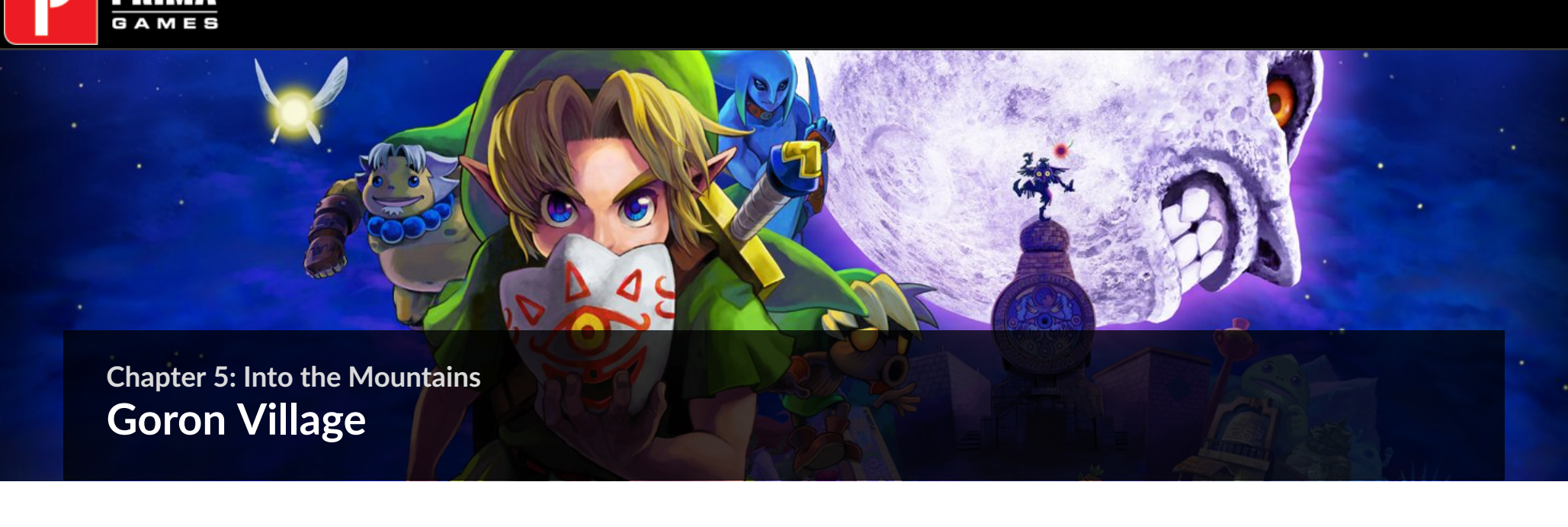
Cousins to the Wolfos encountered around the Southern Swamp, White Wolfos reside in the snowy reaches of Snowhead Mountain. Their attacks are similar, but even more powerful. Battle them just as you would a Wolfos: lock on and dodge their claw swipes, then counter by striking their vulnerable tails. Or, make things easier on yourself by picking them off from afar with your Hero's Bow.

Frozen Finds



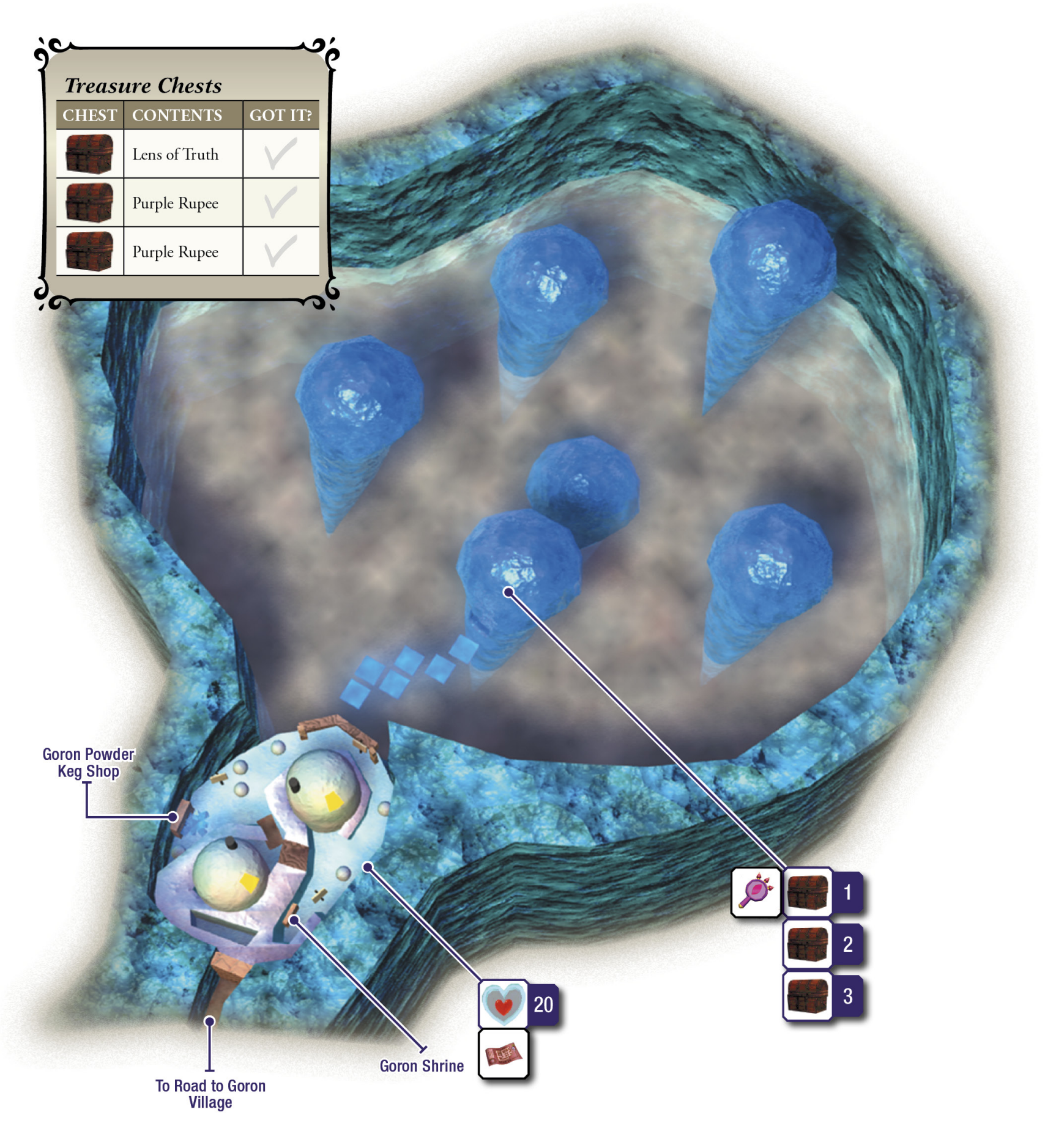
The trail's icy lower area is actually a frozen lake. Its slippery surface features lots of big snowballs that you can blast to bits, along with an old Goron that's frozen solid. You can't thaw out the poor Goron at present, but hopefully, you'll find a way to help him later. The chest that lies at the bottom of the frozen lake is also unattainable.

Return to the high ground and cross the bridges, heading east to Goron Village. Take note of a big chunk of ice that's covering a hole in the ground along the way. What could be down there?



Chapter 5: Into the Mountains

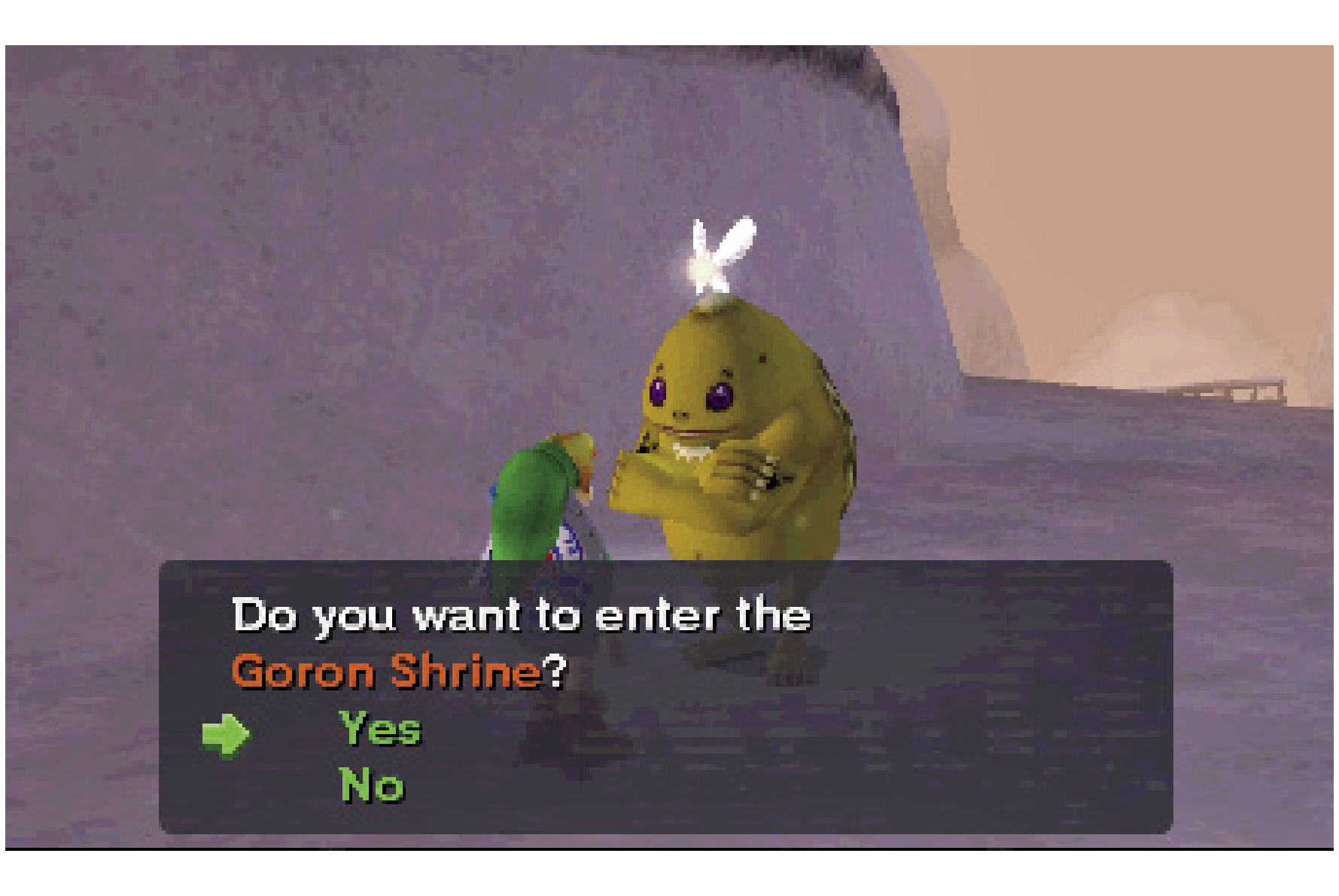
Goron Village



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Lens of Truth	✓
	Purple Rupee	✓
	Purple Rupee	✓

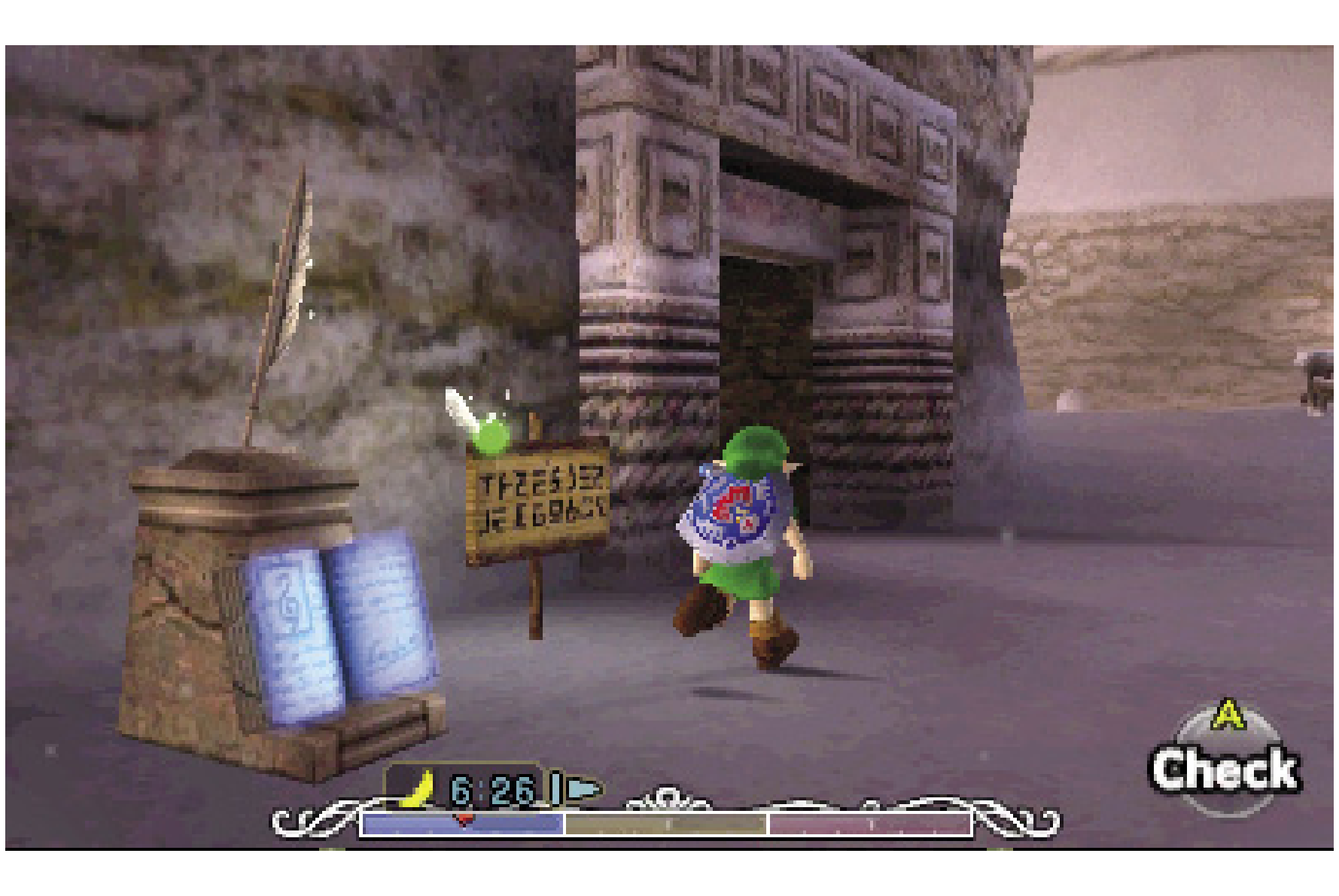
Goron Shrine



Do you want to enter the Goron Shrine?
Yes
No

As you enter Goron Village, a distant, shivering Goron catches your eye. Approach and speak to the Goron to learn that his tribe has all taken shelter within the Goron Shrine. Tell the Goron that you'd like to enter the shrine, and he'll perform a patented Goron Pound that opens the door below you.

The door won't stay open for long, so quickly drop from the ledge and enter the Goron Shrine. Use the nearby save statue to mark your progress, if you like.

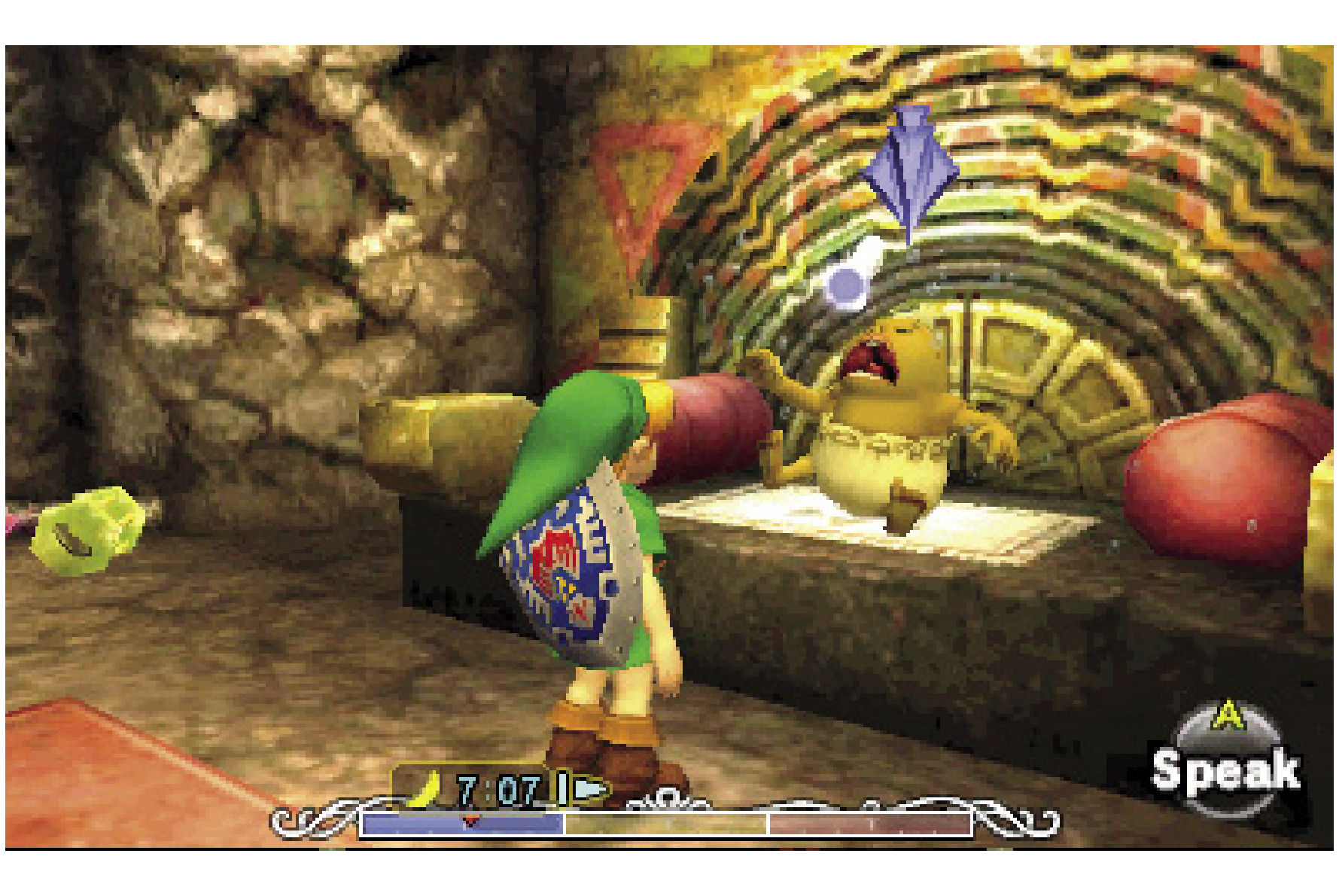


Crybaby

With the brutal blizzard blowing in from Snowhead, many Gorons have sought shelter within their sacred shrine. It's not a peaceful as it could be, though, for the earsplitting cries of a very unhappy Goron child echo through the hall. What a racket!

Goron Shrine

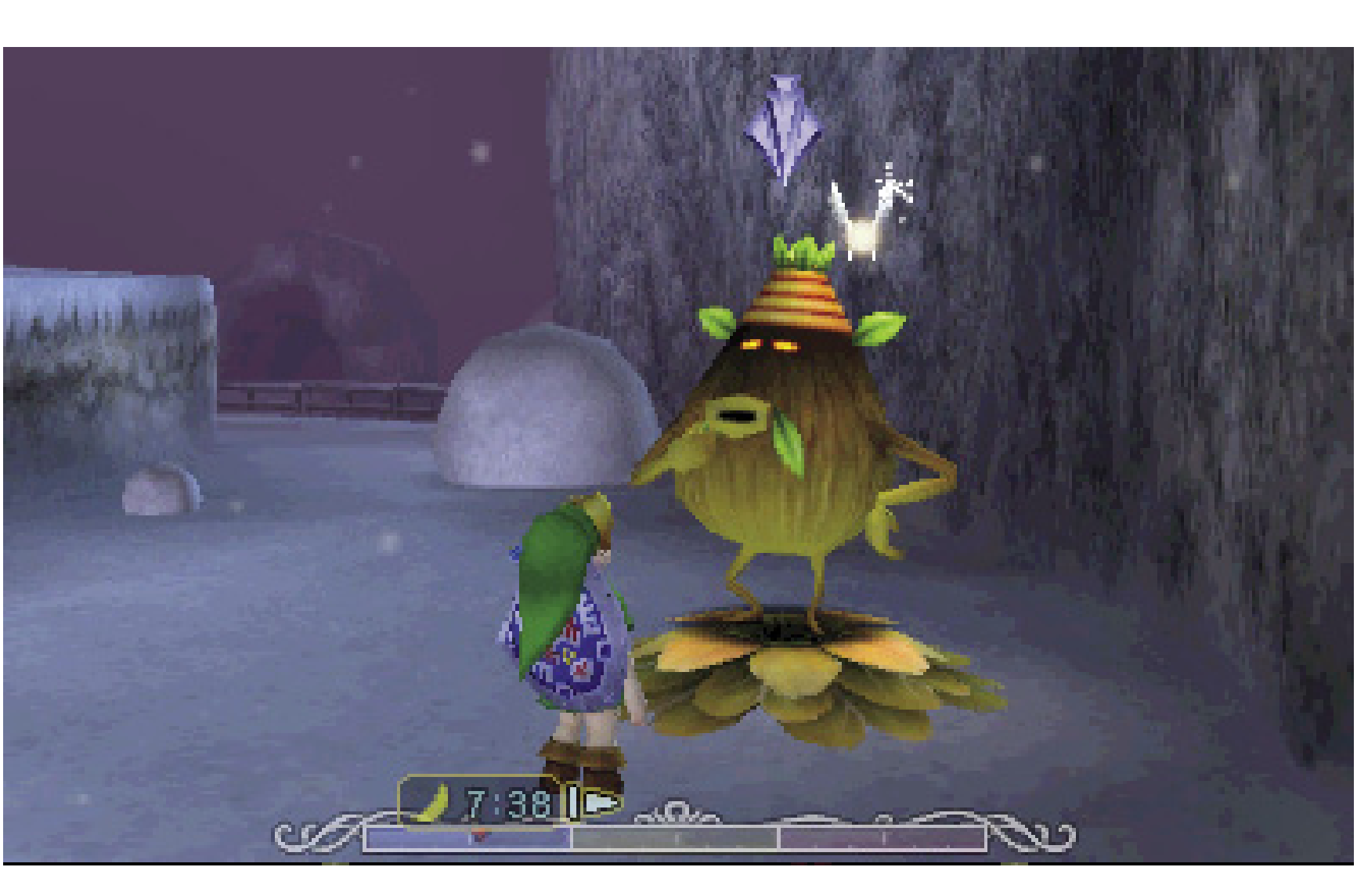
Head up to the throne room to find the source of the noise: the Goron Elder's son is crying his eyes out. Speak with the nearby Goron to discover the source of the child's dismay. You learn that the child's father, the Goron Elder, has gone missing. Could that old, frozen Goron that you saw on your way to the village have been him?

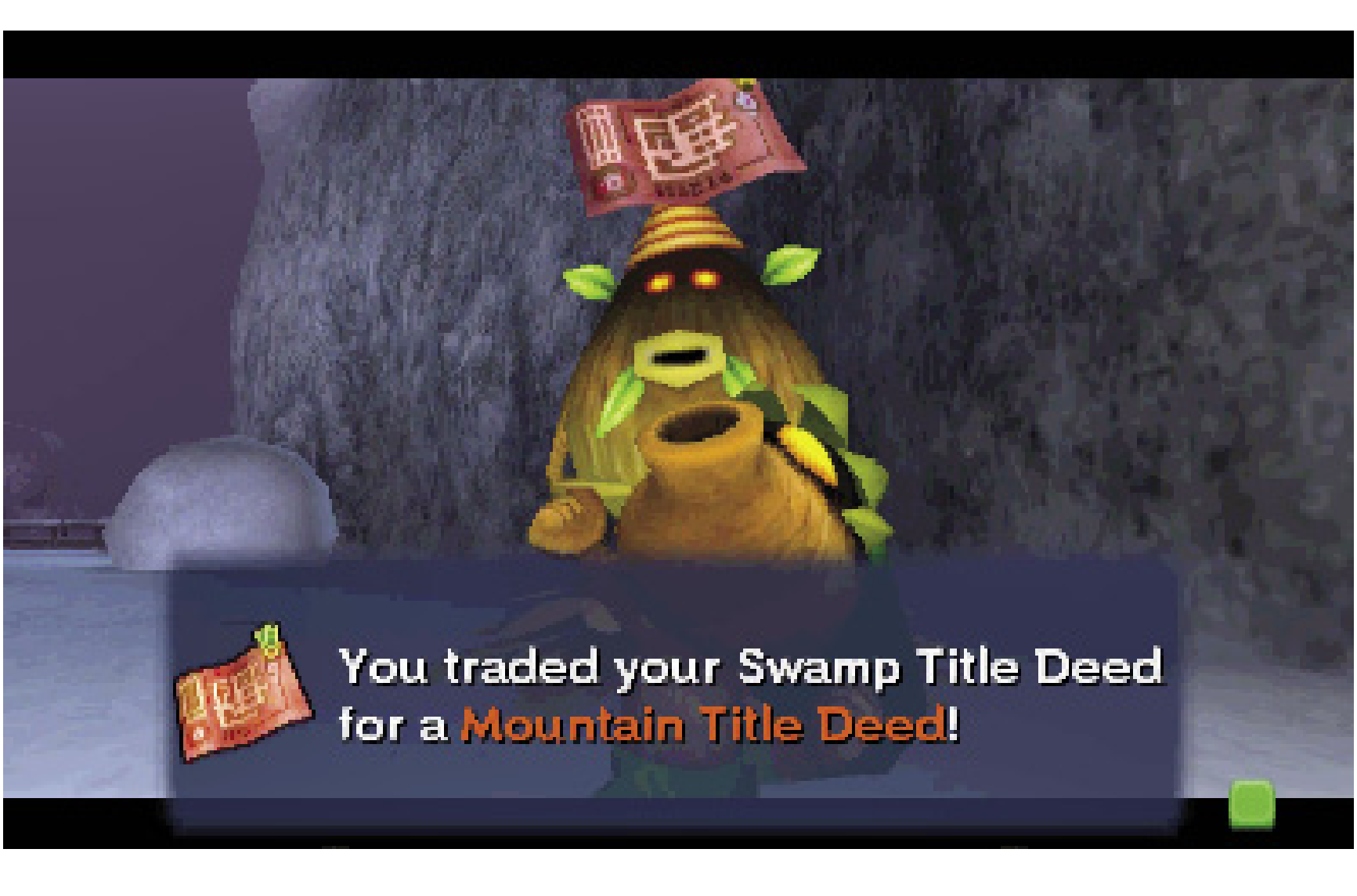


Deku Dealin'

The Goron Shrine features a shop, but save your Rupees and head outside to escape from that awful sobbing. Once you're outside, proceed south, and search around for a Deku Flower. A Business Scrub pops out, but he'll only deal with Gorons. Or will he?

Slap on the Deku Mask, and talk to the Business Scrub again. He'll hint that he'd like to set up shop elsewhere, giving you a golden opening. Hand the Business Scrub the Swamp Title Deed, and he'll give you the Mountain Title Deed in trade.

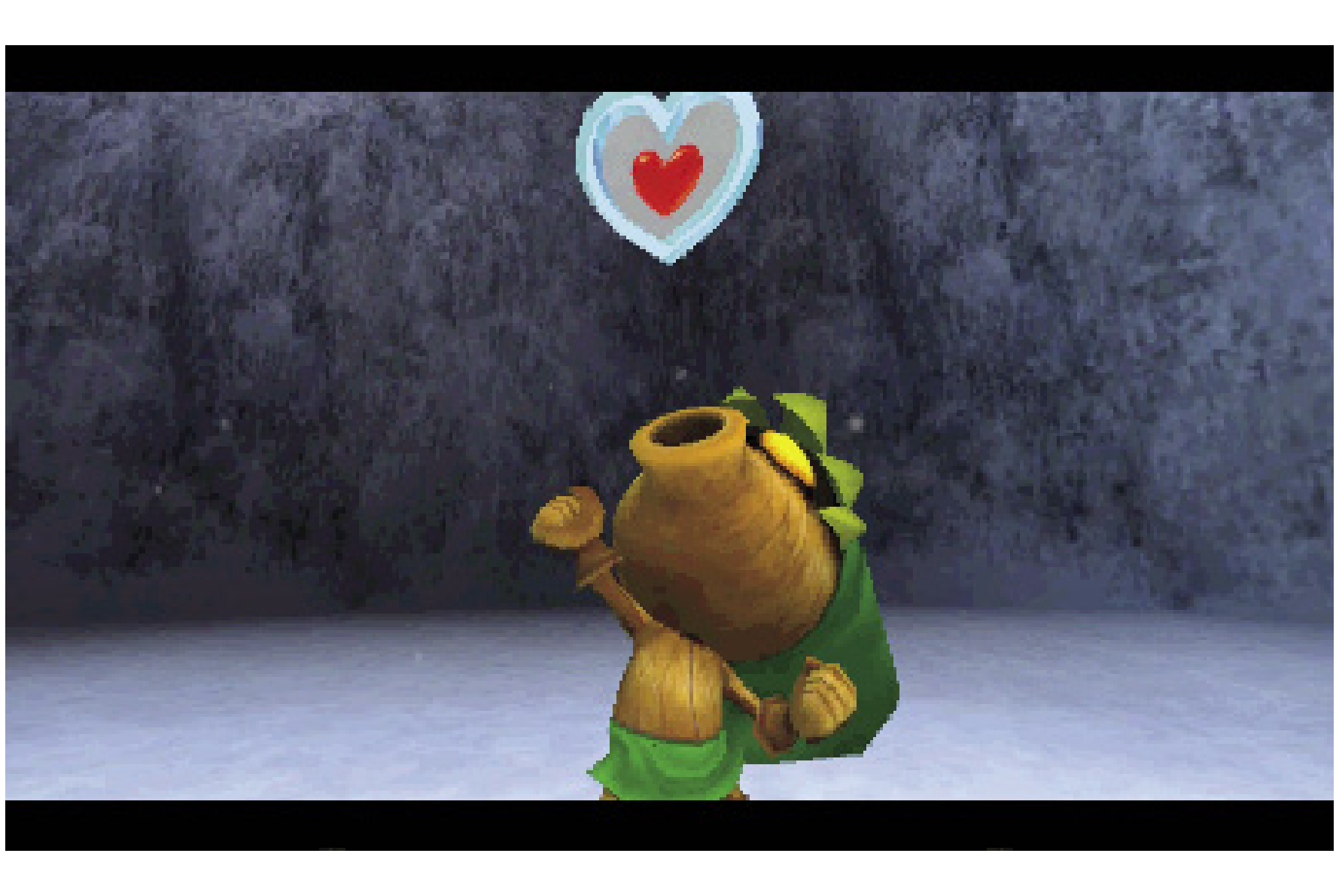




You traded your Swamp Title Deed for a Mountain Title Deed!

Mountain Title Deed

You traded your Swamp Title Deed for a Mountain Title Deed!

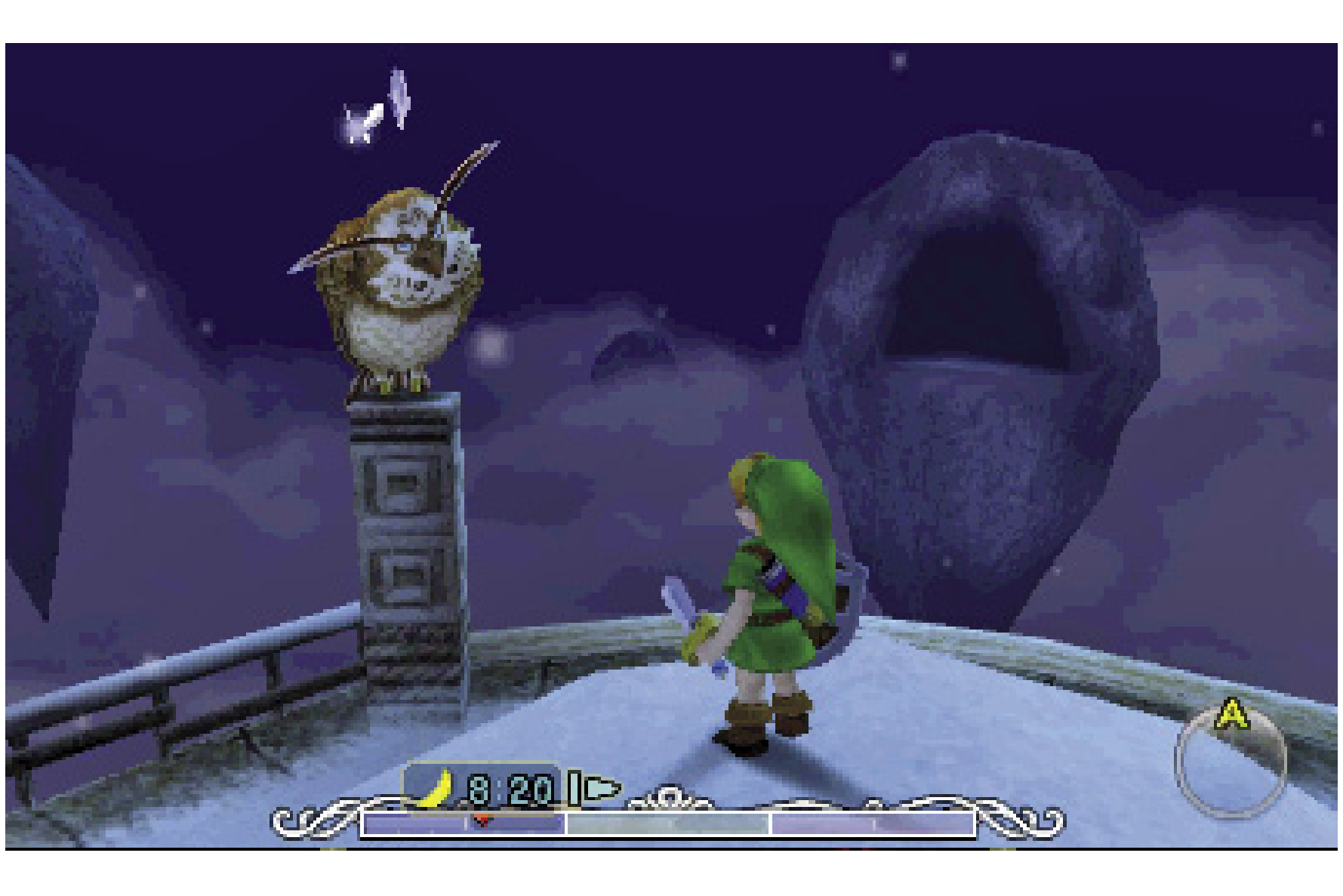


Now that you're the proud owner of the mountain Deku Flower, put it to good use. Dive into the Deku Flower and then launch up to the nearby south ledge. Hey, there's a Piece of Heart up there! It's been a while since you've found one of these lovely prizes, and this one fills a new Heart Container.

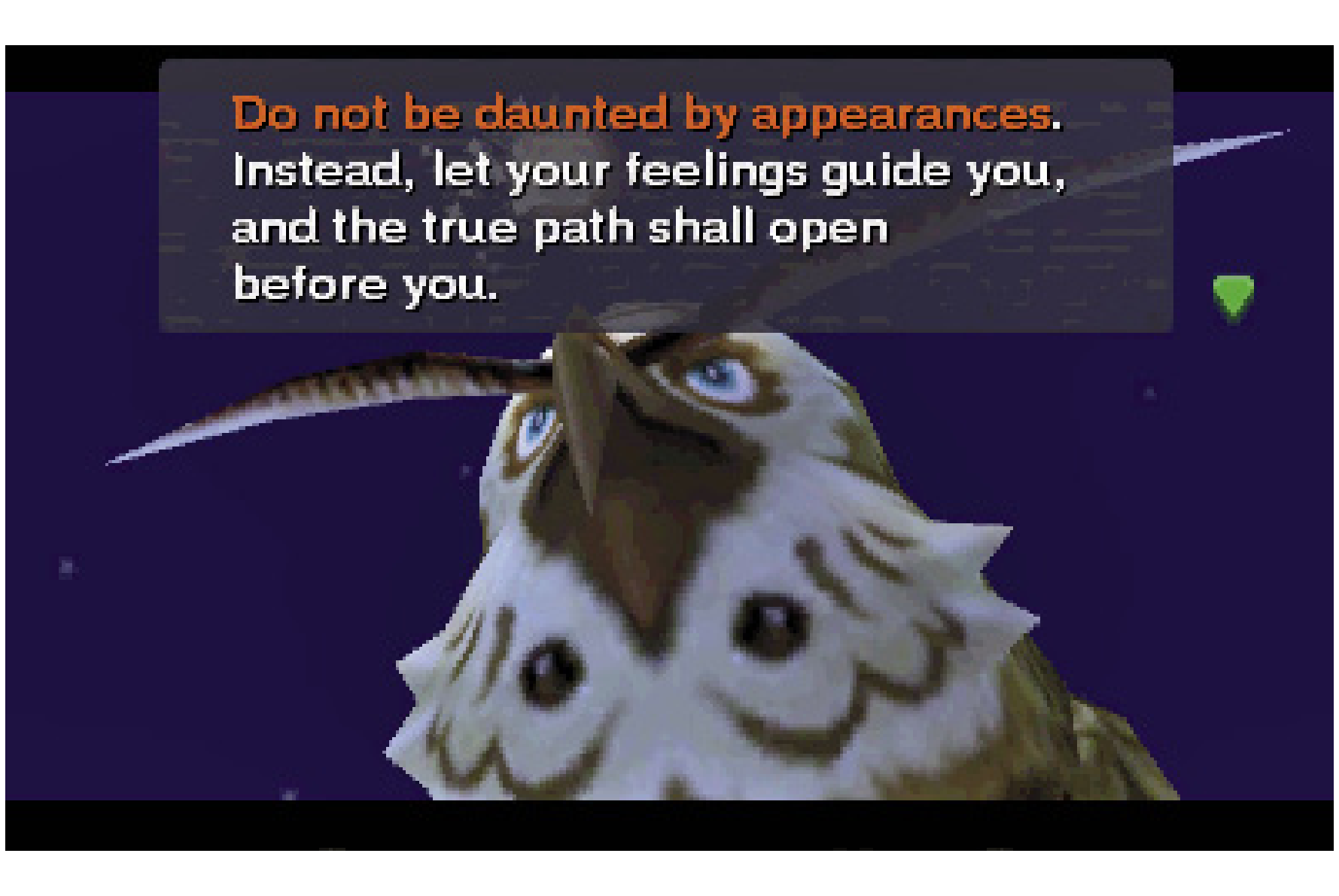
Piece of Heart #20

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Friendly Face

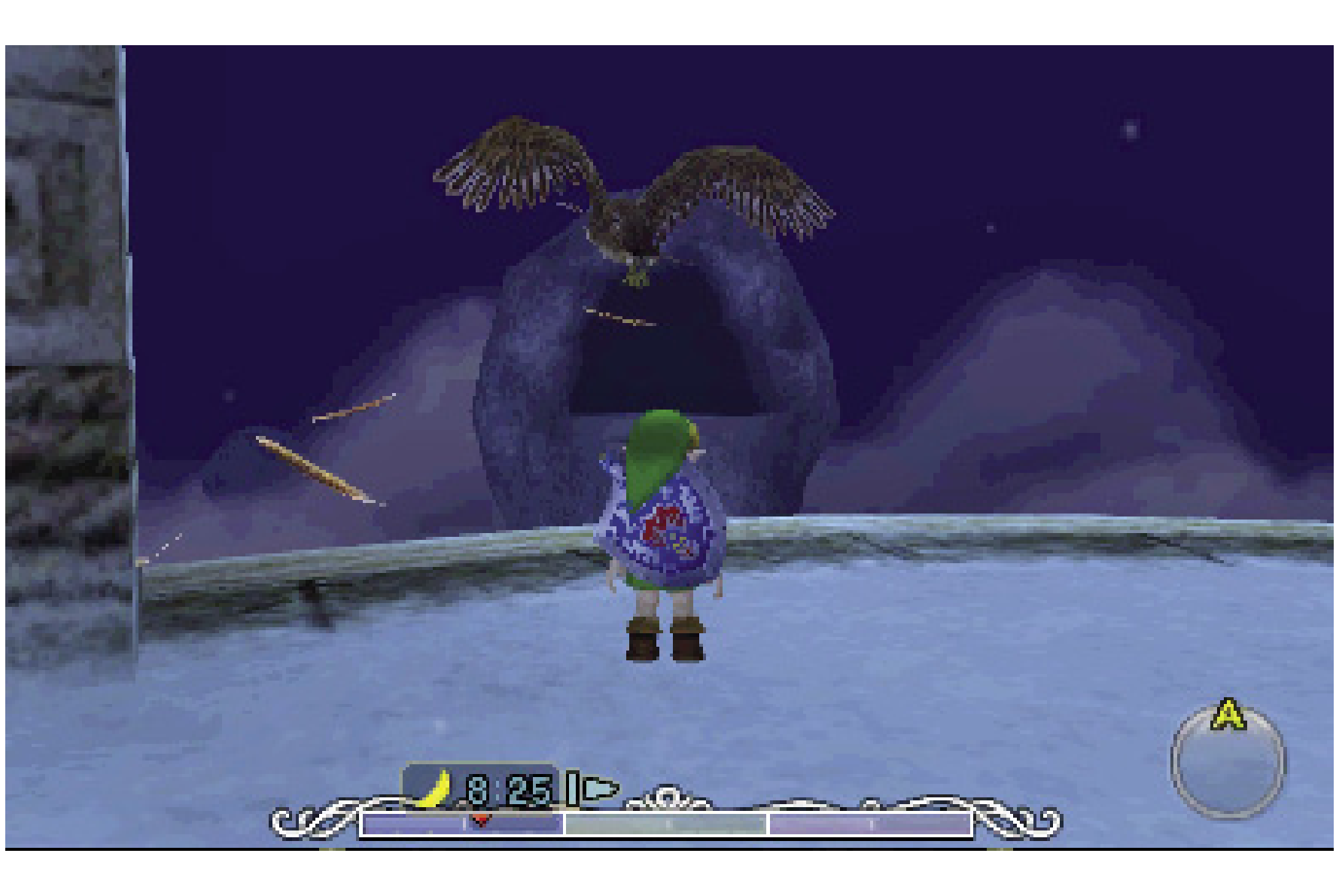


After pocketing your Piece of Heart, drop from the ledge, and then scale the nearby winding ramp to the north. As you ascend the ramp, you'll catch sight of an old friend: the great owl that you met in the Southern Swamp.

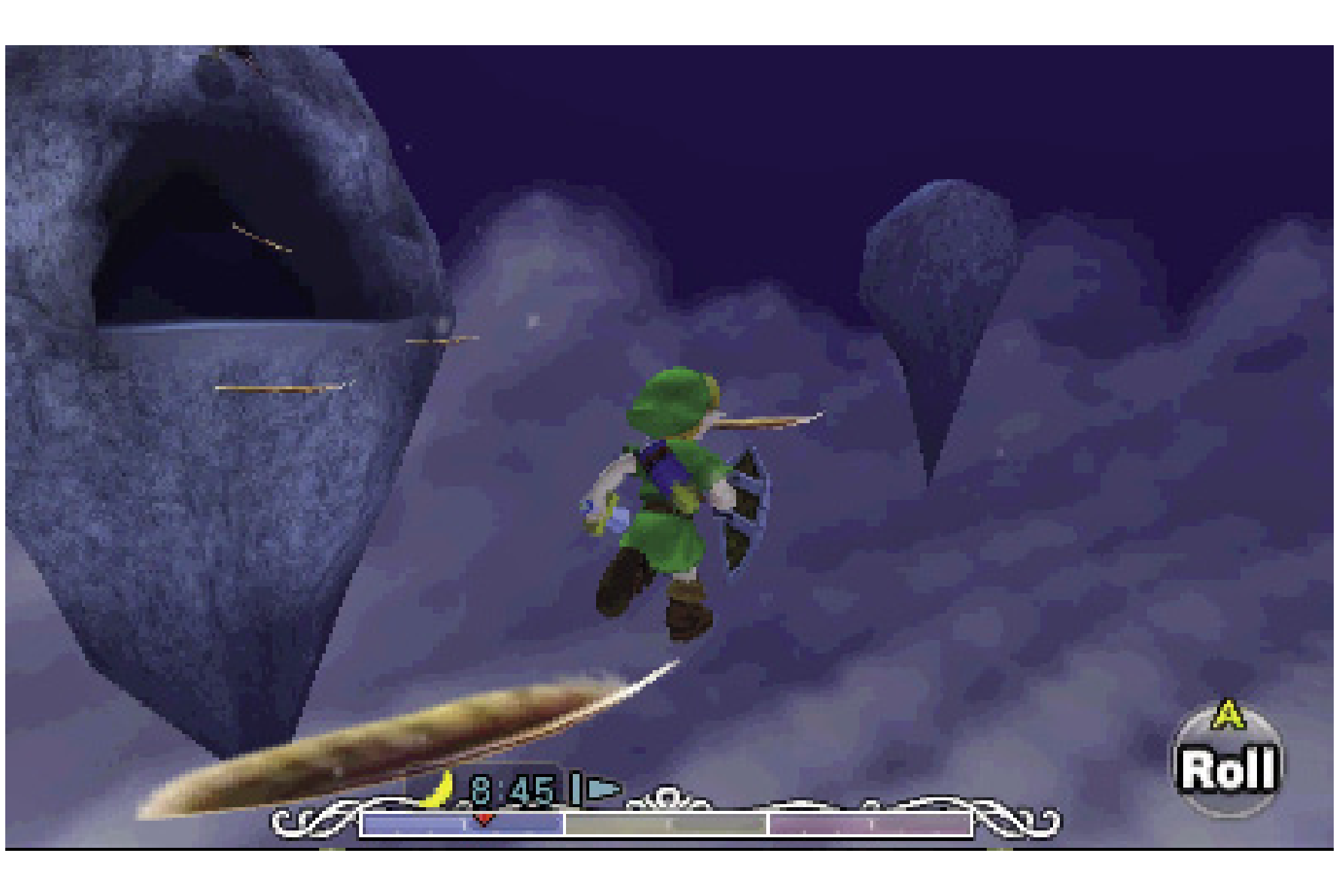


Do not be daunted by appearances. Instead, let your feelings guide you, and the true path shall open before you.

Approach the owl and speak with him to learn that the Gorons' land is doomed to be smothered in snow and ice. It will soon become a land where no living thing can survive. How dreadful!



Tell the owl that "yes," you will proceed, and he'll become encouraged. He cryptically tells Link not to be daunted by appearances before taking flight and heading for a distant shrine.

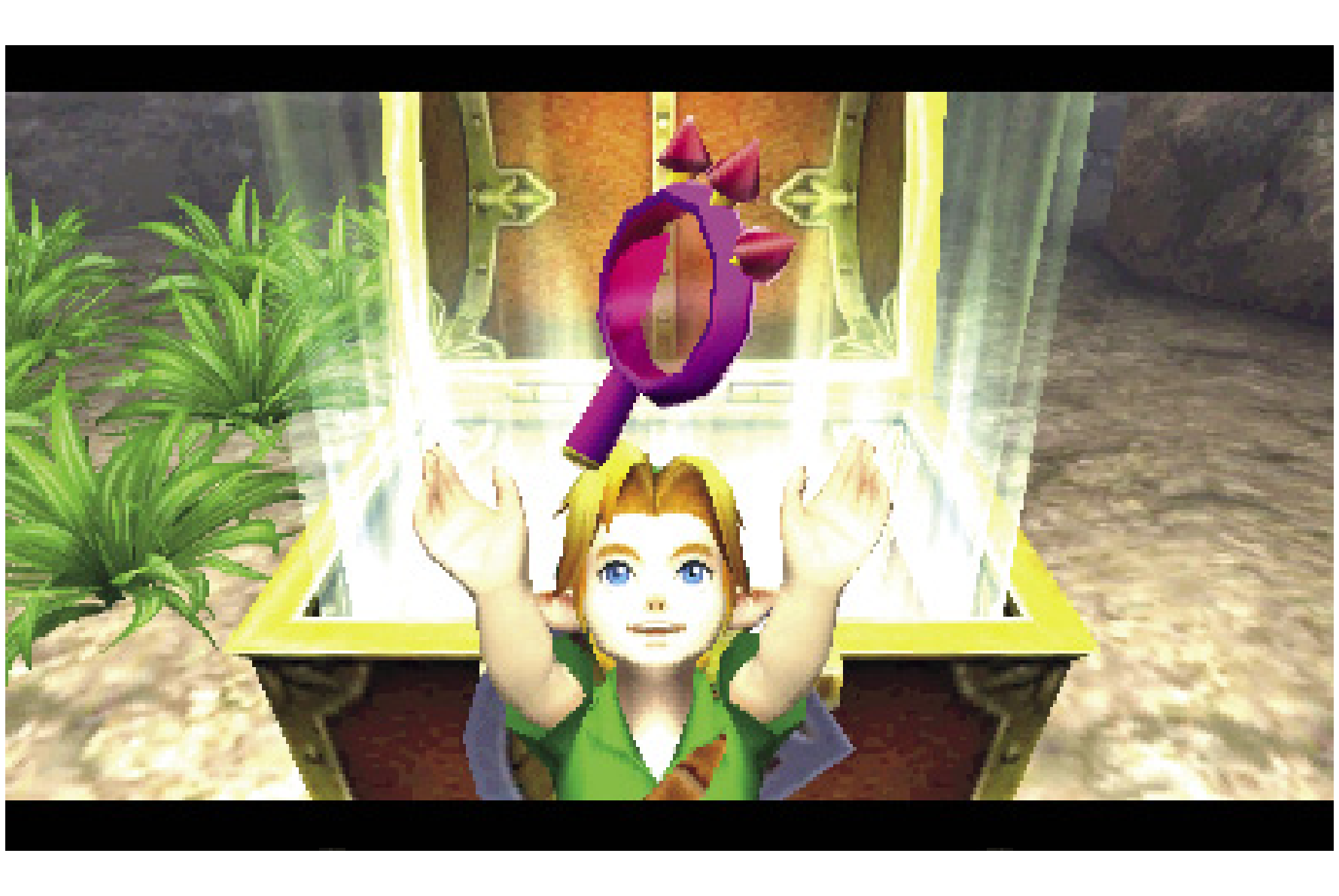


The owl wants you to follow him, but the shrine seems too far to reach. Appearances can be deceiving, however. Watch the owl's flight path, and notice that the feathers he sheds seem to land on solid surfaces that can't be seen. Follow the owl's trail of feathers, and you'll hop across several invisible platforms that lead to the shrine.

Stop Sliding Swiftly

Those invisible platforms are really slippery. To keep your footing, swing Link's sword to make him plant his feet and instantly stop sliding.

Lone Peak Shrine



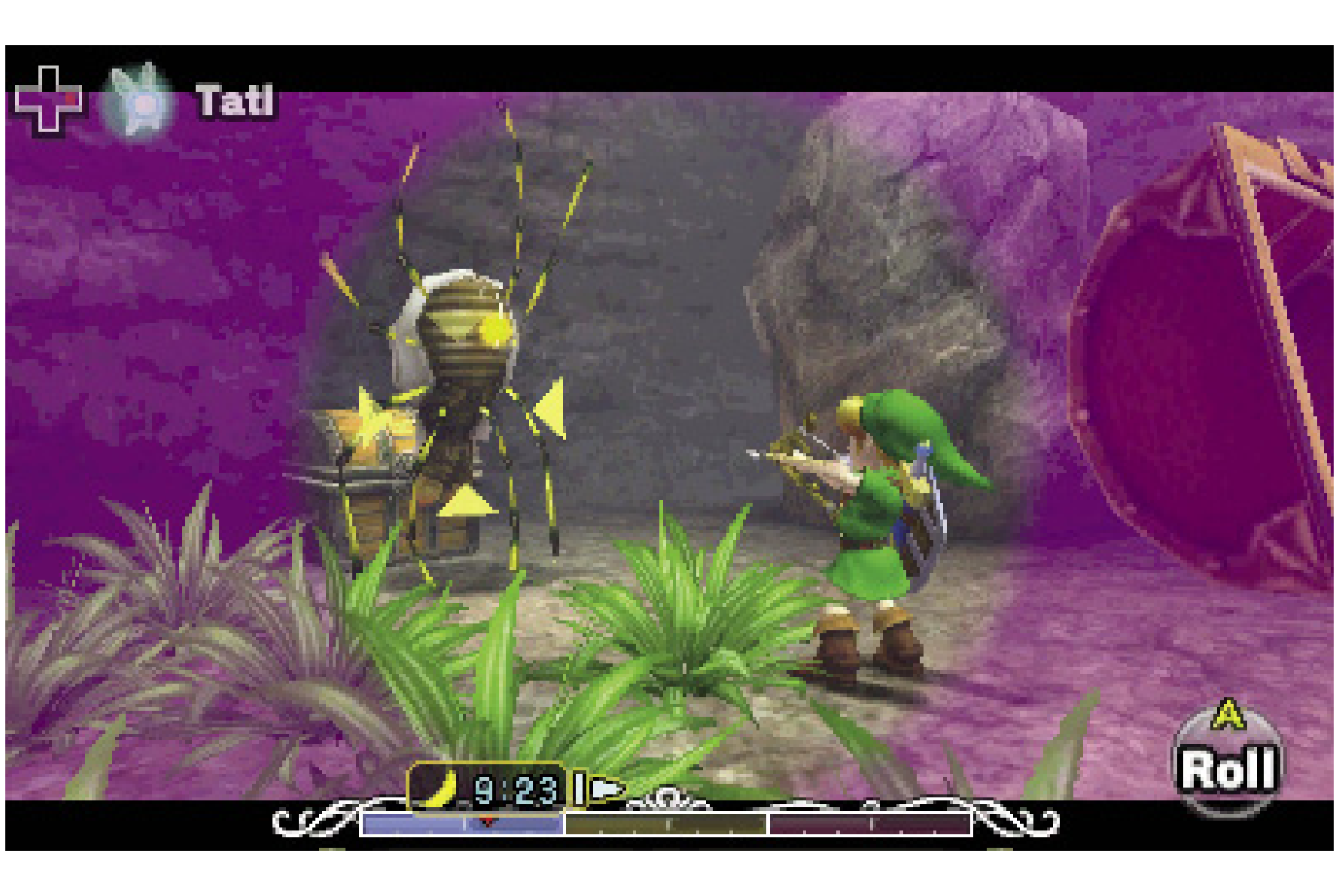
The owl is pleased with your courage and hints that something useful can be found inside the nearby shrine. As usual, he's not wrong. Head inside the shrine to discover a gilded chest, and open it to obtain the magical Lens of Truth.

Goron Village Chest #1: Lens of Truth

Lens of Truth

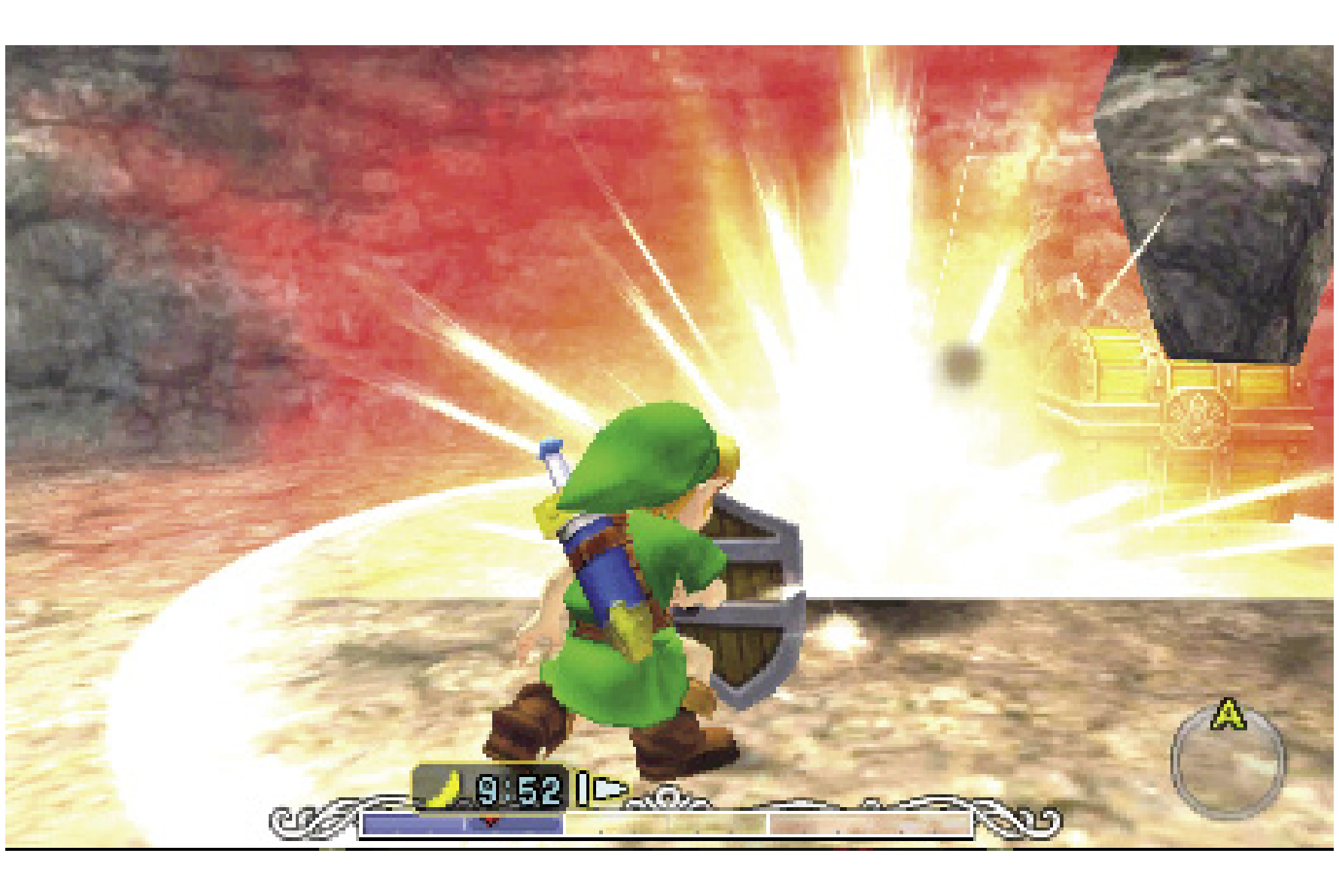
You got the Lens of Truth! Gaze through it to see mysteries that are invisible to the naked eye. Seeing the truth drains magic power, so stop looking to conserve your magic.

True Sight



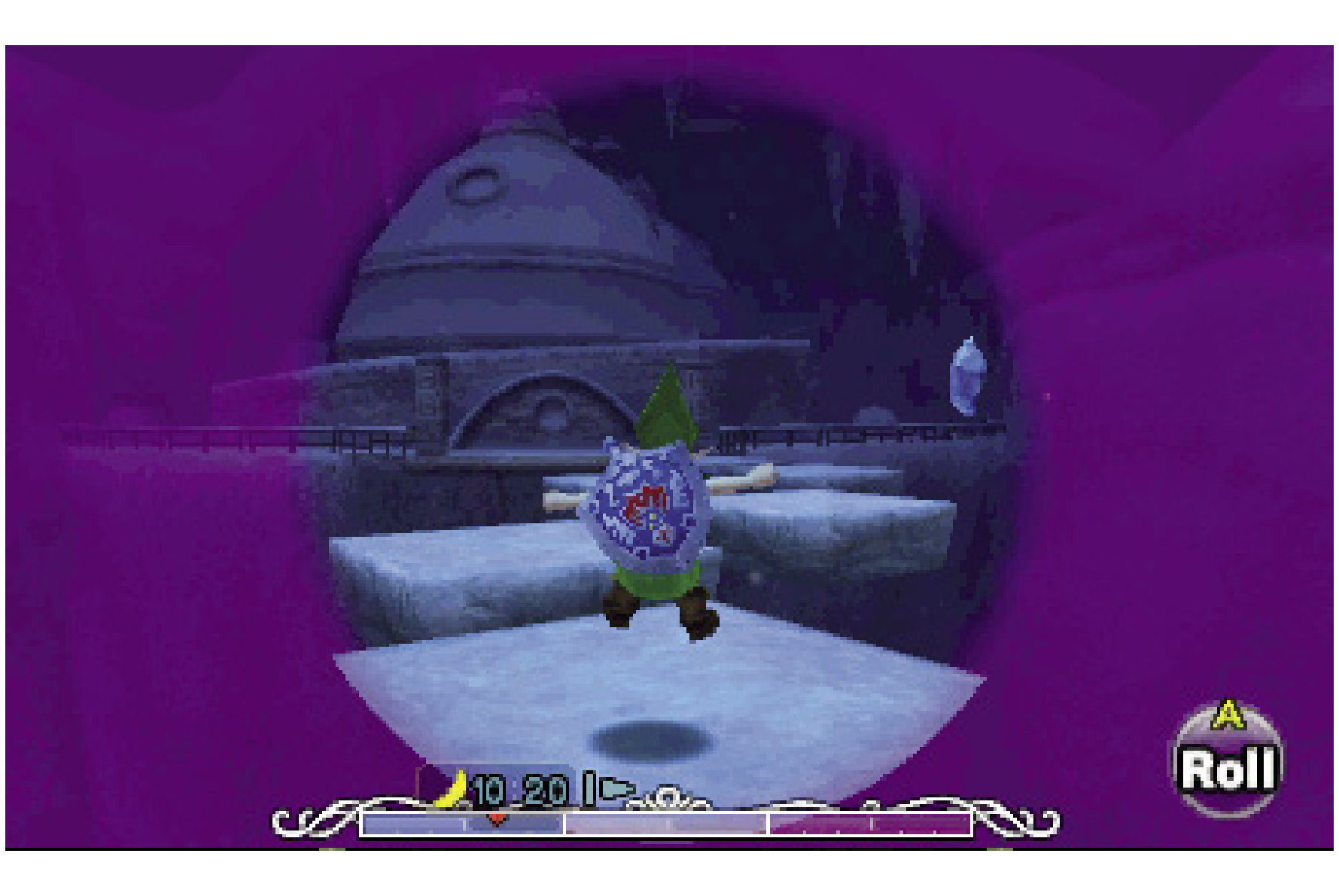
Time to give your new item a try. Equip the Lens of Truth, and use it to spy an invisible chest behind the gilded chest. How about that! Be careful, though: an invisible Skulltula just happens to be guarding the invisible chest. Keep using the Lens of Truth to see the Skulltula, and slay it with an arrow after it drops and spins around. Open the chest afterward to claim a Red Rupee.

Goron Village Chest #2: Red Rupee



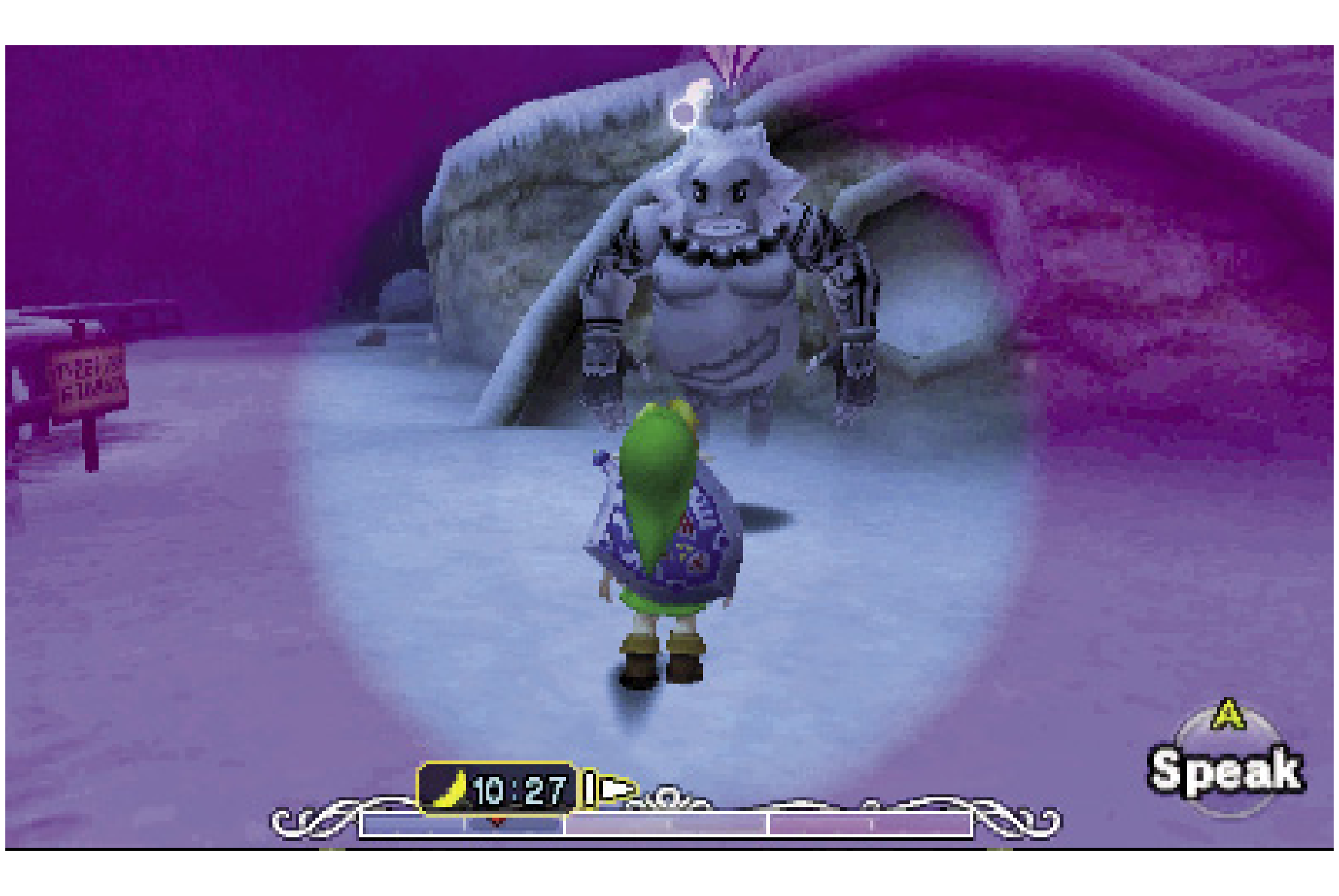
But wait, there's more! Cut the shrine's tall grass to find lots of bombs, then use a few to blast the shrine's boulders. You'll uncover a third chest that contains a Purple Rupee.

Goron Village Chest #3: Purple Rupee

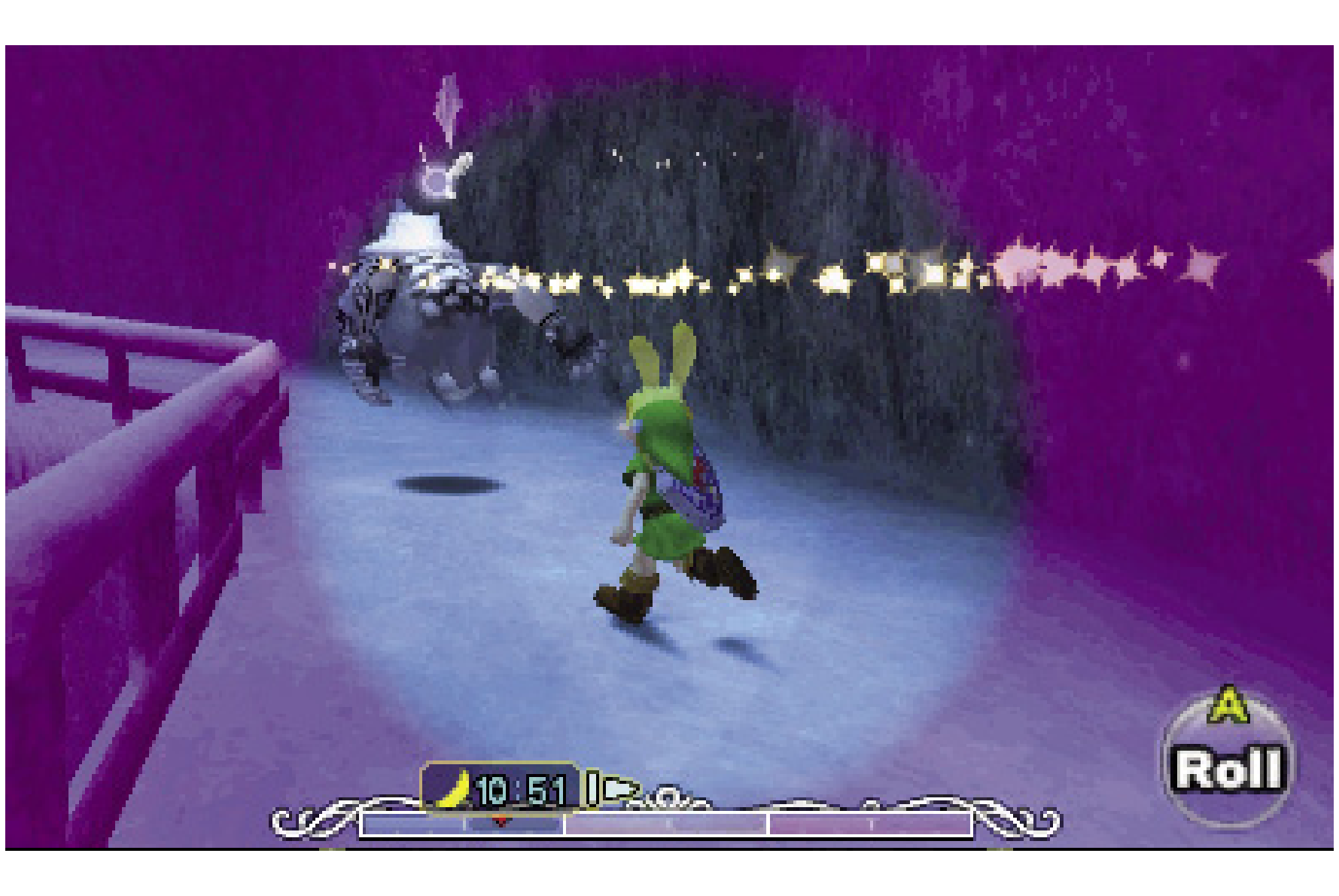


Exit the shrine, and gaze through the Lens of Truth again. Through the lens' magic, you can see the invisible platforms that you crossed to reach the shrine. Neat! Hop across the platforms to return to the mainland.

Goron Ghost



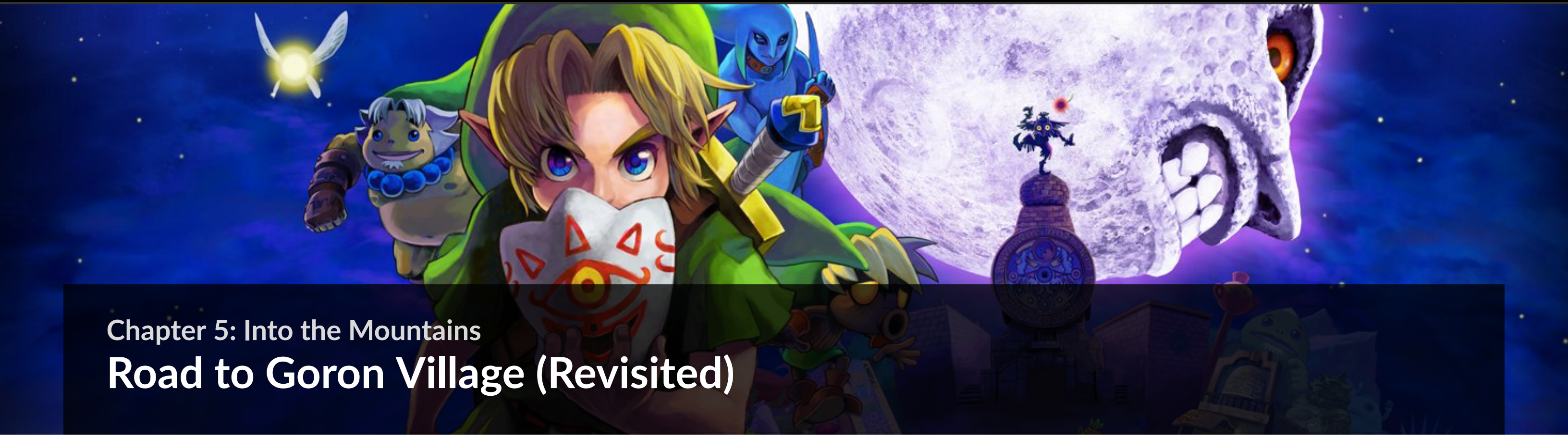
Whoa! The gray ghost of a Goron hovers just beyond the invisible platforms. You couldn't see the ghost before, for it can only be seen with the Lens of Truth. Speak to the ghost while gazing through the Lens of Truth, and he soon asks you to follow him.



Follow the Goron ghost through the village, working your way westward. Beware of Blue Tektites that spring up as you go. Keep following the Goron ghost, and he'll eventually lead you through the southwest tunnel, guiding you back toward Mountain Village.

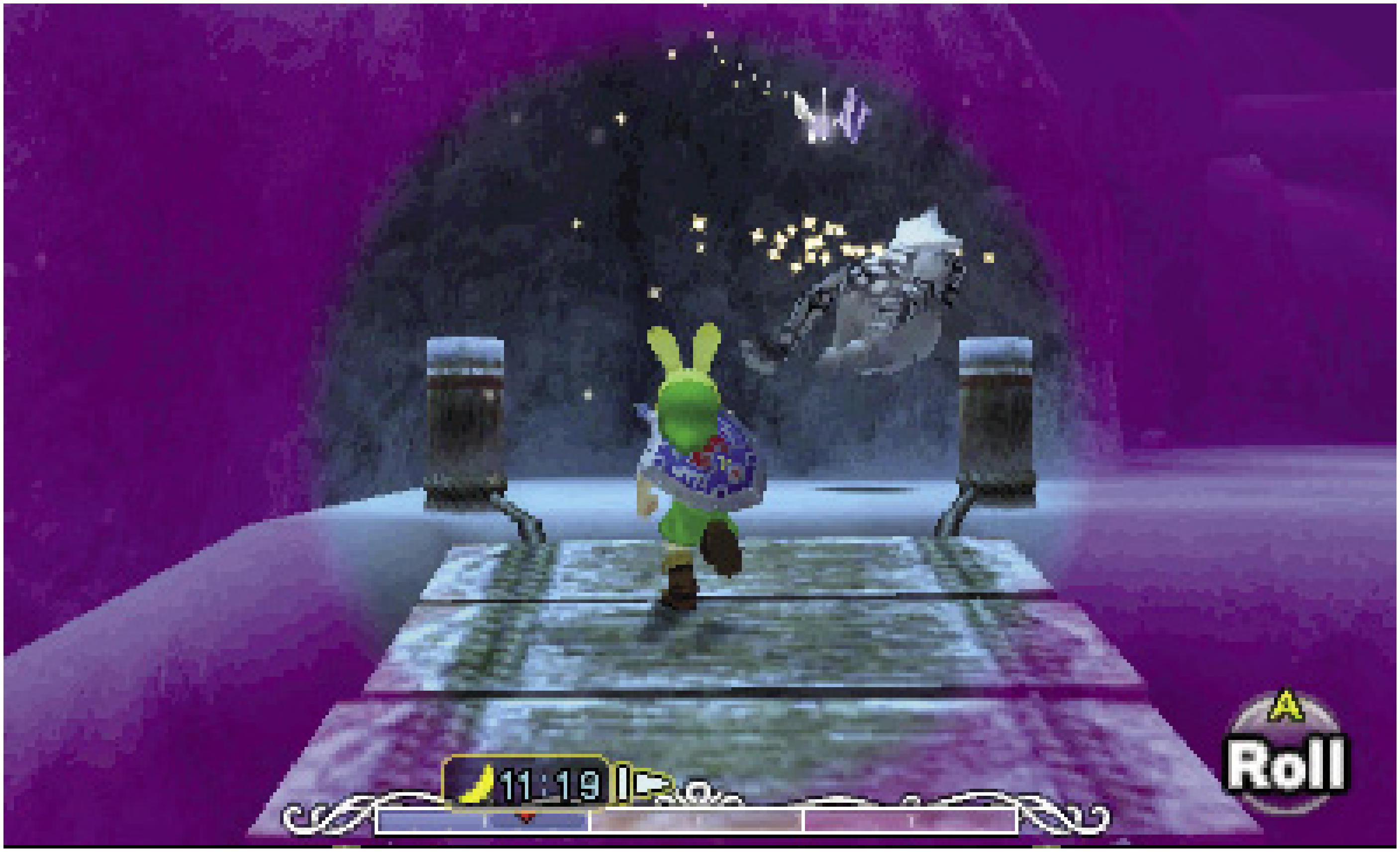
More Magic

As you pursue the ghost, slash small snowballs to discover Magic Jars. If you run out of magic power, simply follow the Goron ghost's shadow, which you can see even when you aren't using the Lens of Truth.

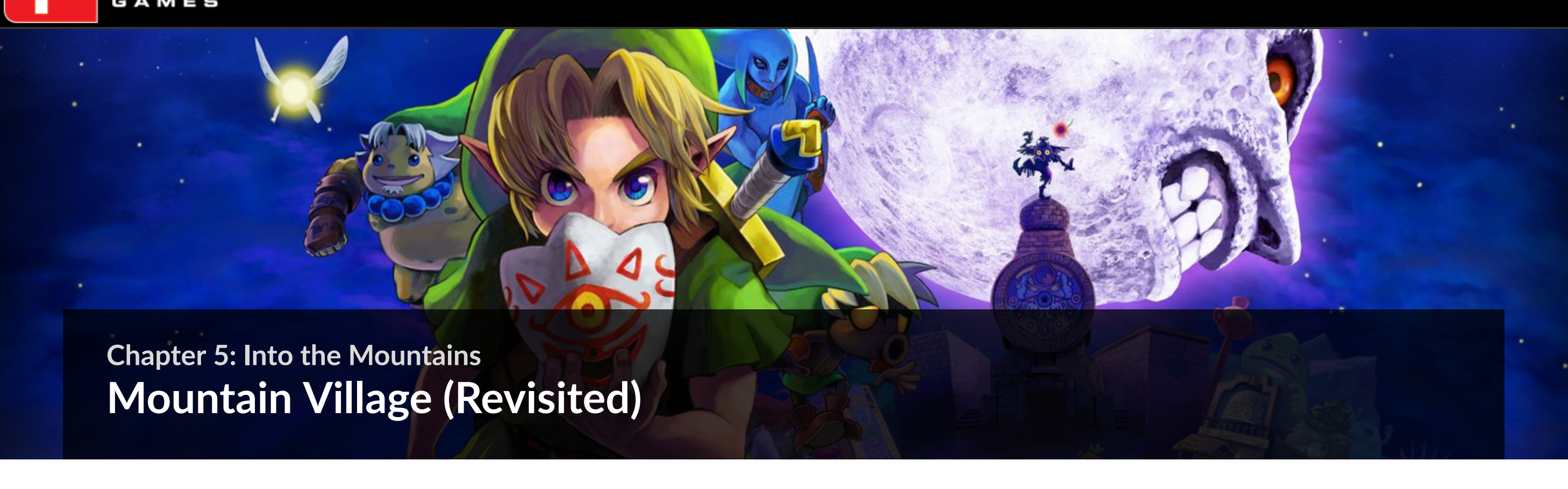


Road to Goron Village (Revisited)

Follow That Ghost!



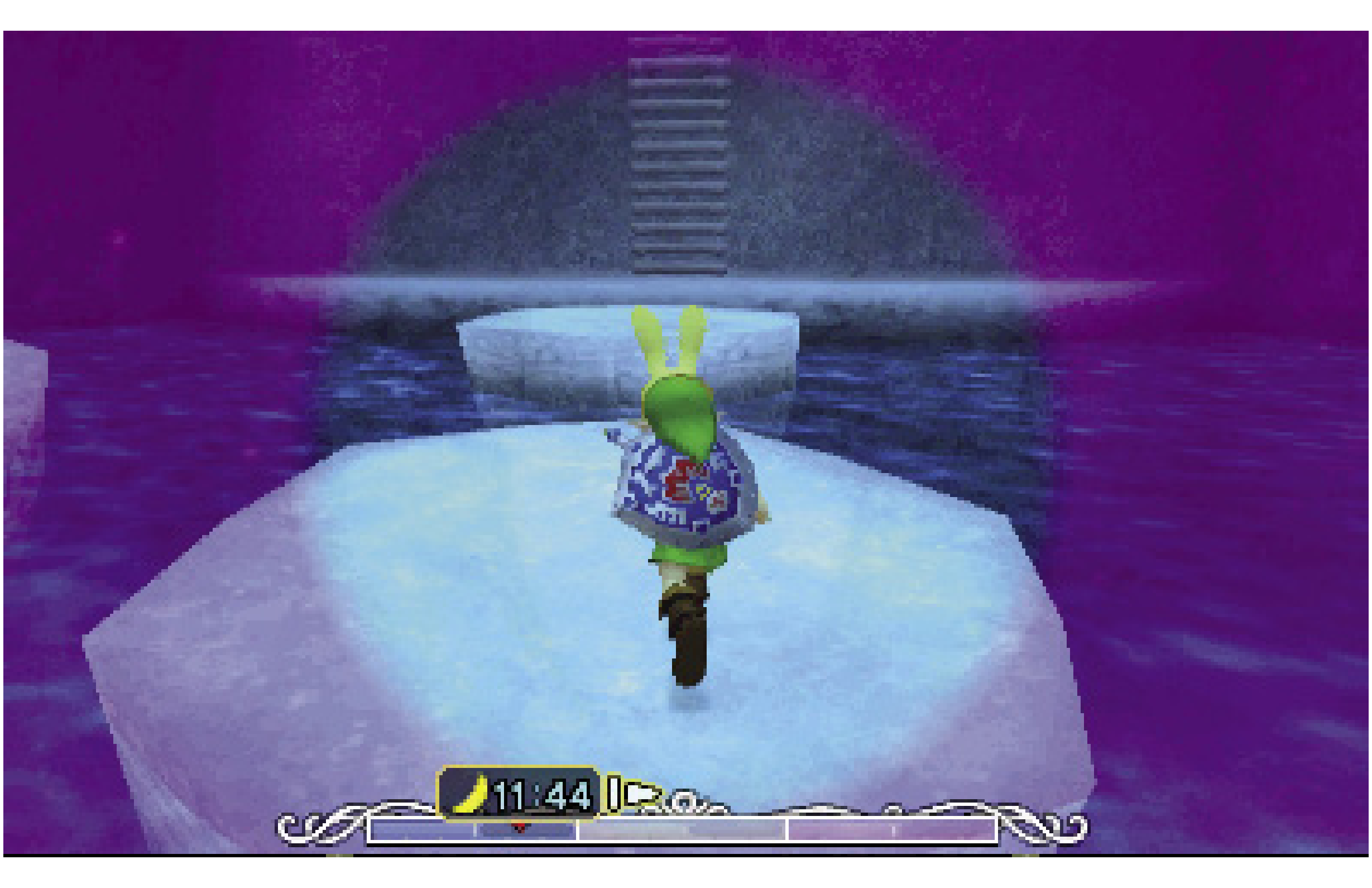
Continue following the Goron ghost back toward Mountain Village, crossing four wooden bridges as you go. Avoid the White Wolfos and Blue Tektites that pop up to ambush you along the way.

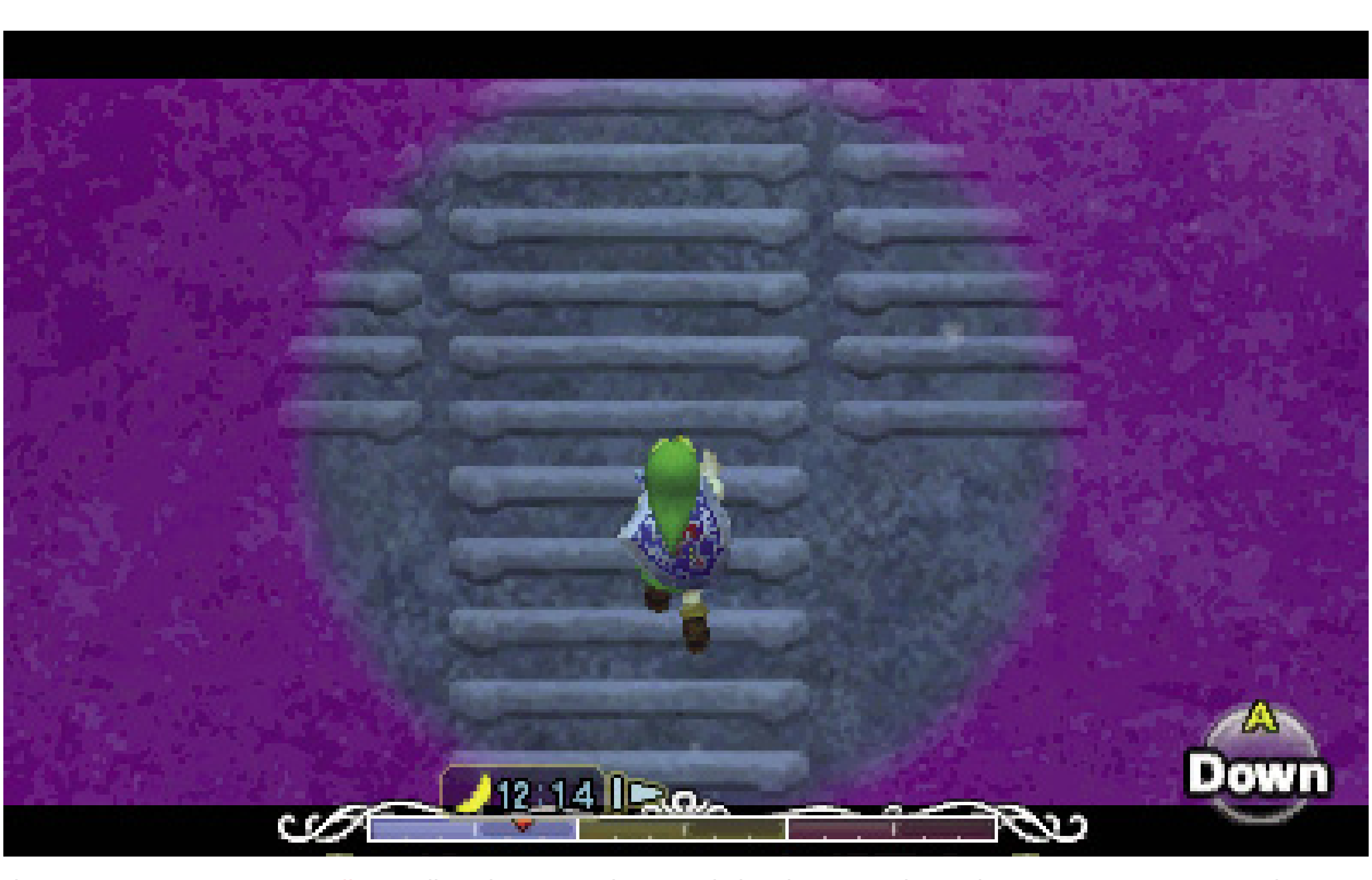


Chapter 5: Into the Mountains

Mountain Village (Revisited)

Up the Long Ladder



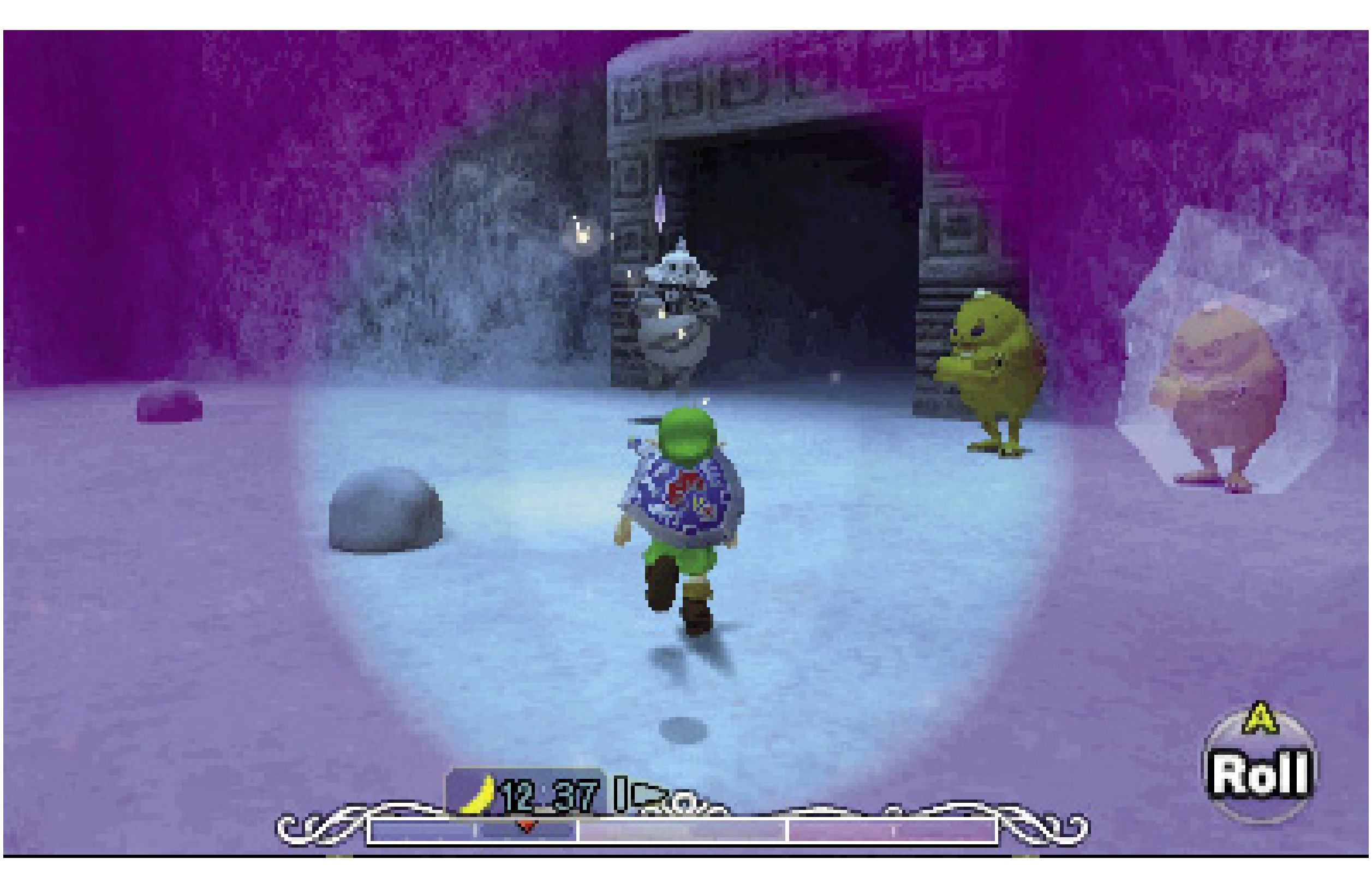


When you arrive at Mountain Village, follow the Goron ghost north, heading toward a pool of icy water. Leap across the floating ice platforms to reach the north bank. If you're having trouble getting across, put on the Deku Mask, and simply hop across the water.

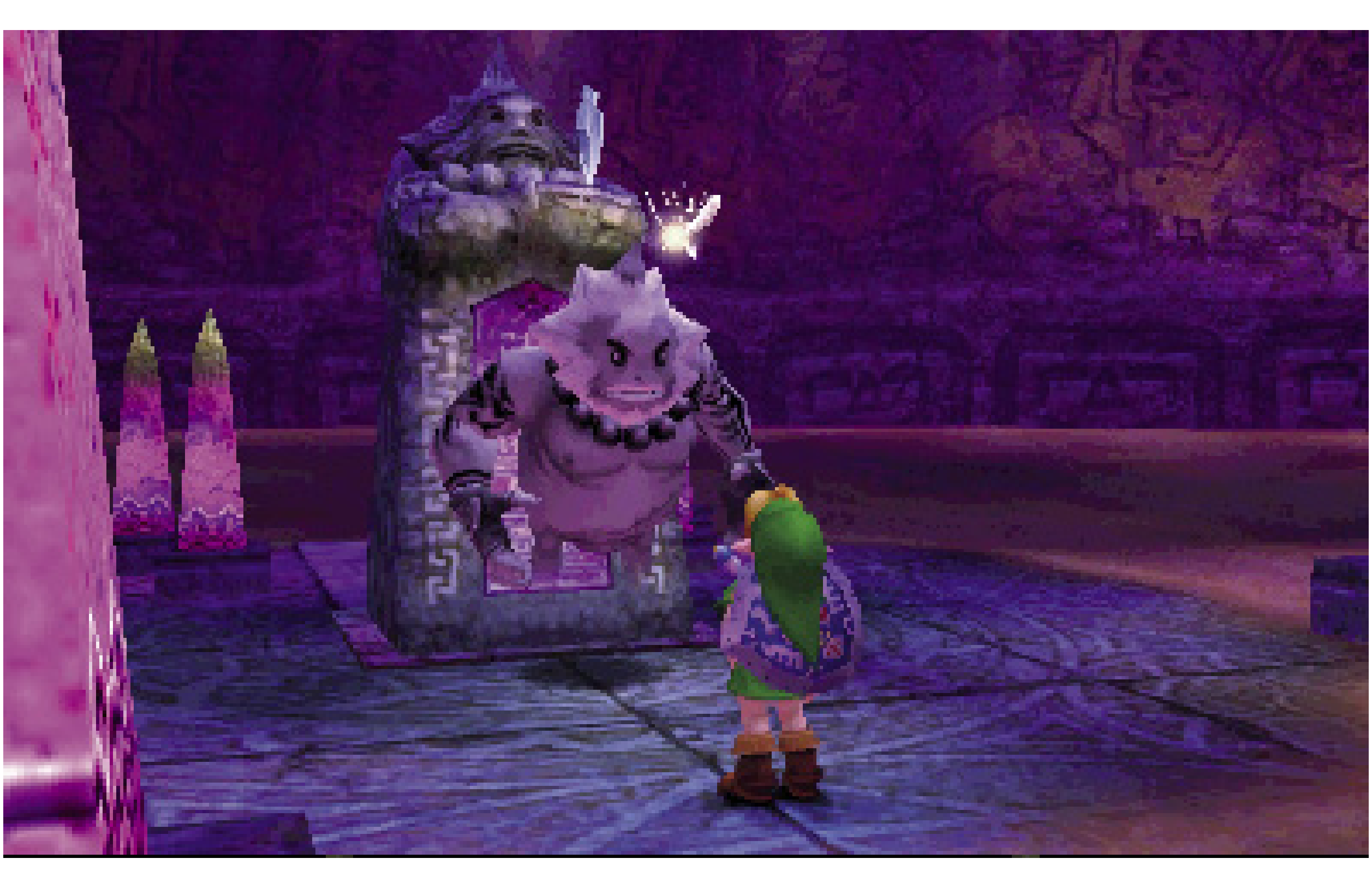
The Lens of Truth reveals a ladder that runs up the north wall beyond the water. The ladder was always there, but you couldn't have seen it before. Climb the ladder to reach a high ledge, going right, left, and then right at the three junctions you encounter on your way to the top.

Goron Graveyard

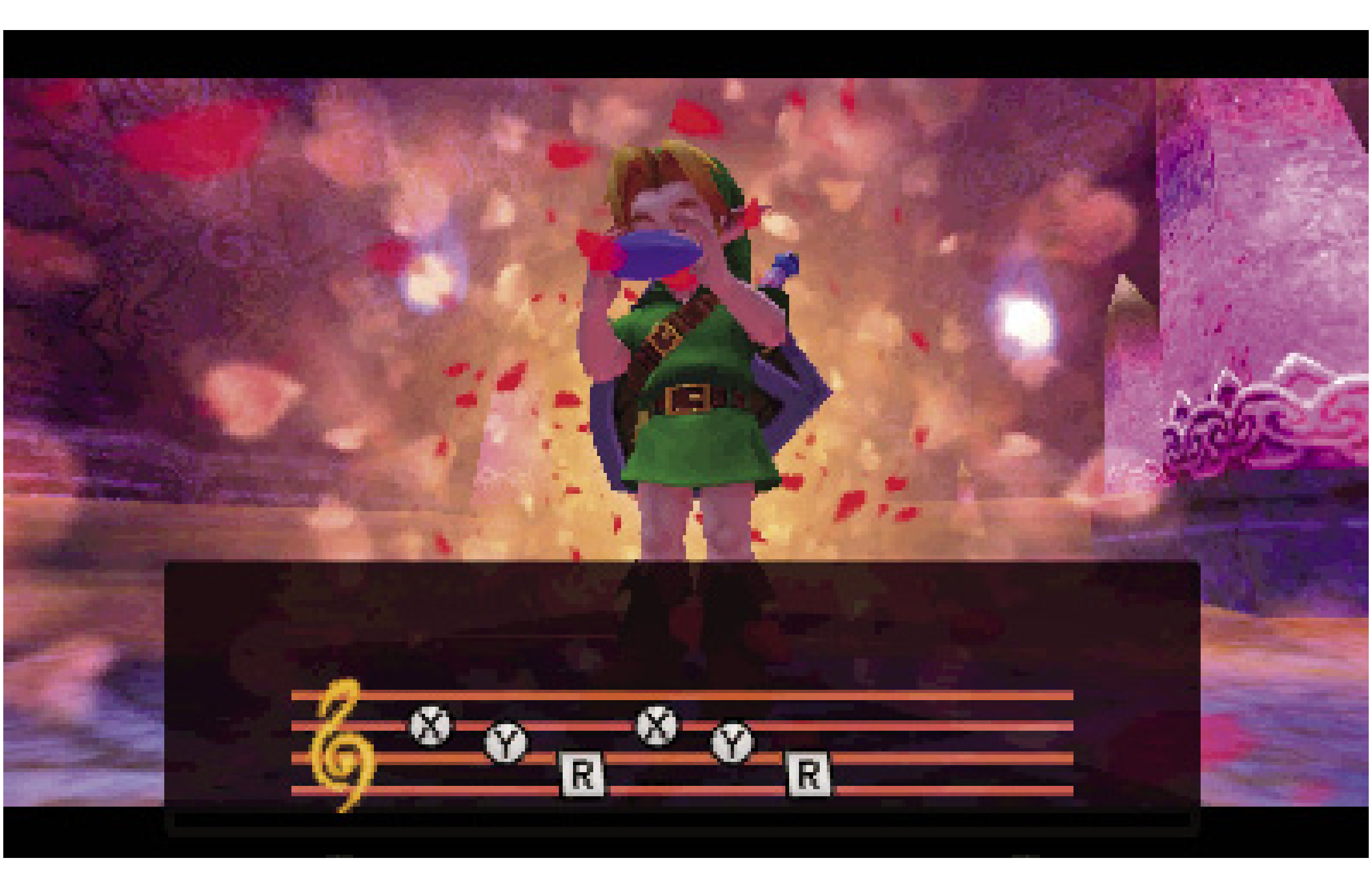
After climbing the ladder and reaching the ledge, you find the Goron ghost floating before a cave. Two living Gorons also stand nearby, but one of them is frozen solid. You can't help these poor Gorons, but the one that isn't frozen tells you that you've arrived at the grave of a great Goron hero. Follow the ghost into the cave to enter the Goron Graveyard.



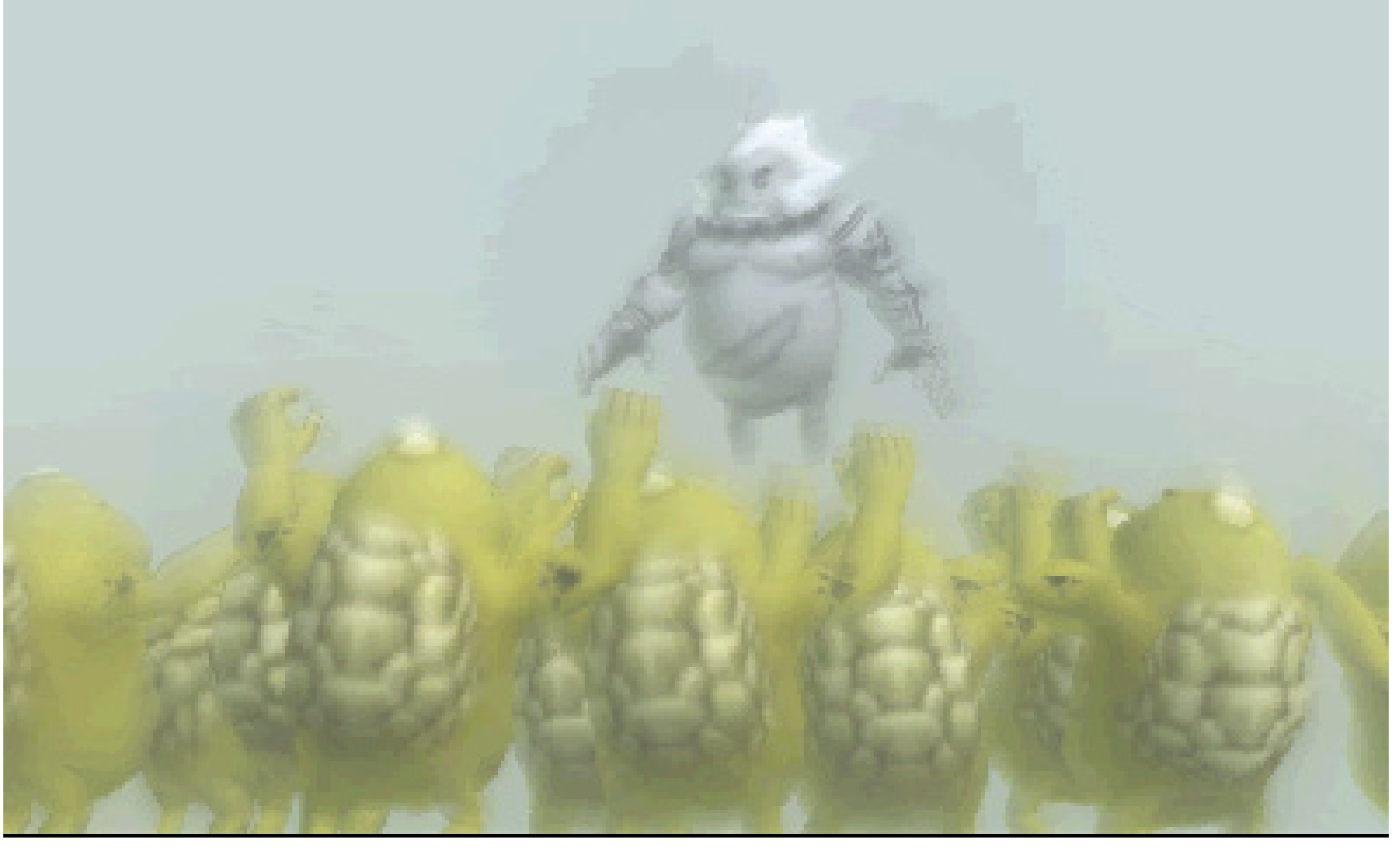
Speak with the ghost inside the Goron Graveyard to learn that his name is Darmani the Third. You've been pursuing the ghost of a great Goron hero all along!



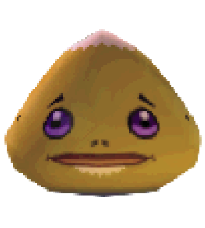
Having failed to defeat a powerful demon at Snowhead, Darmani has been unable to find peace. He believes he has failed his people and begs that you heal his sorrows. Don't worry, a Red Potion isn't required—that stuff only works on the living. Whip out your ocarina, and play the Song of Healing instead.



The Song of Healing works its magic, banishing Darmani's woes. At last able to find peace, Darmani's ghost fades away, leaving behind a precious gift: the Goron Mask.

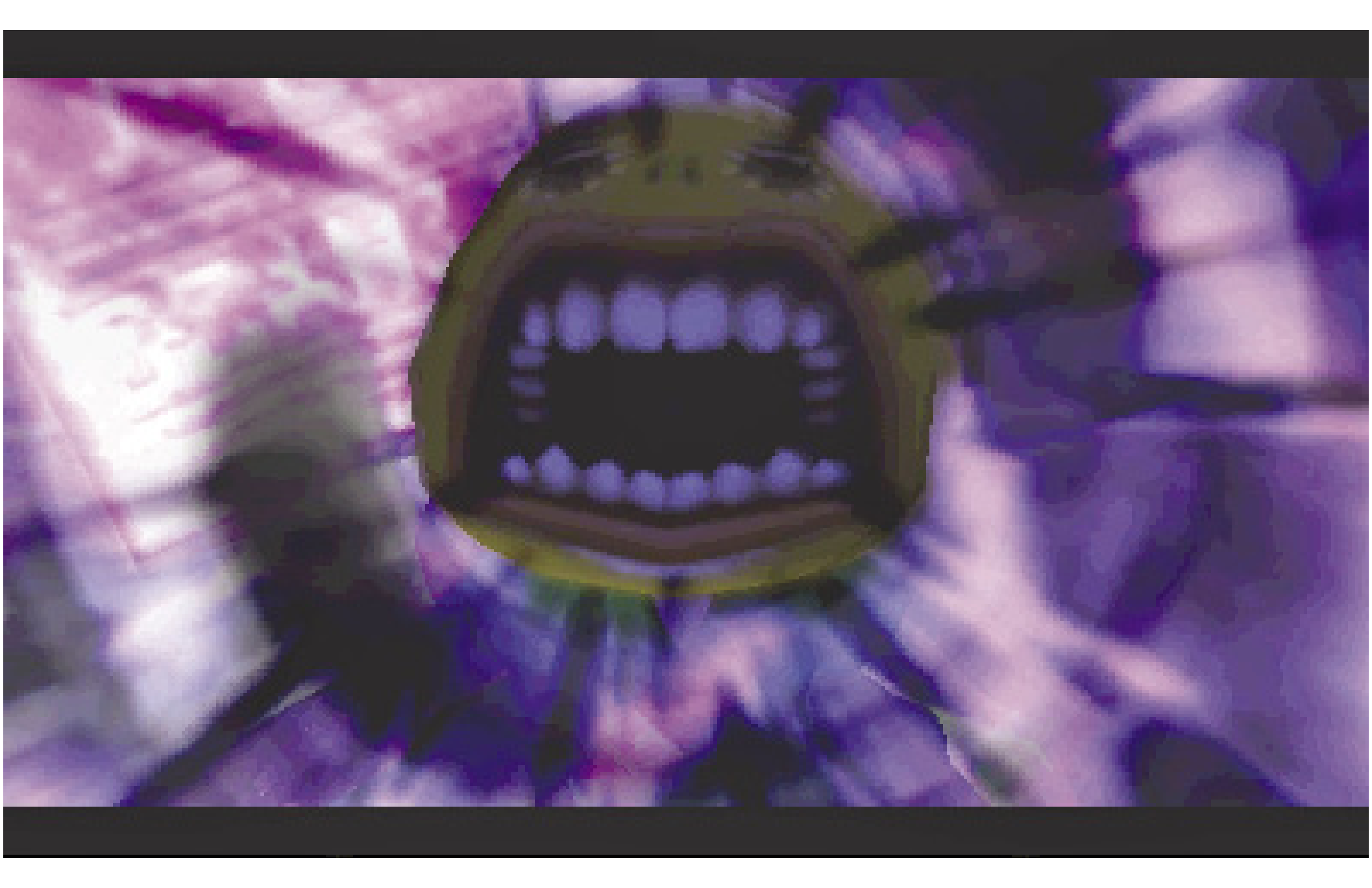


Goron Mask

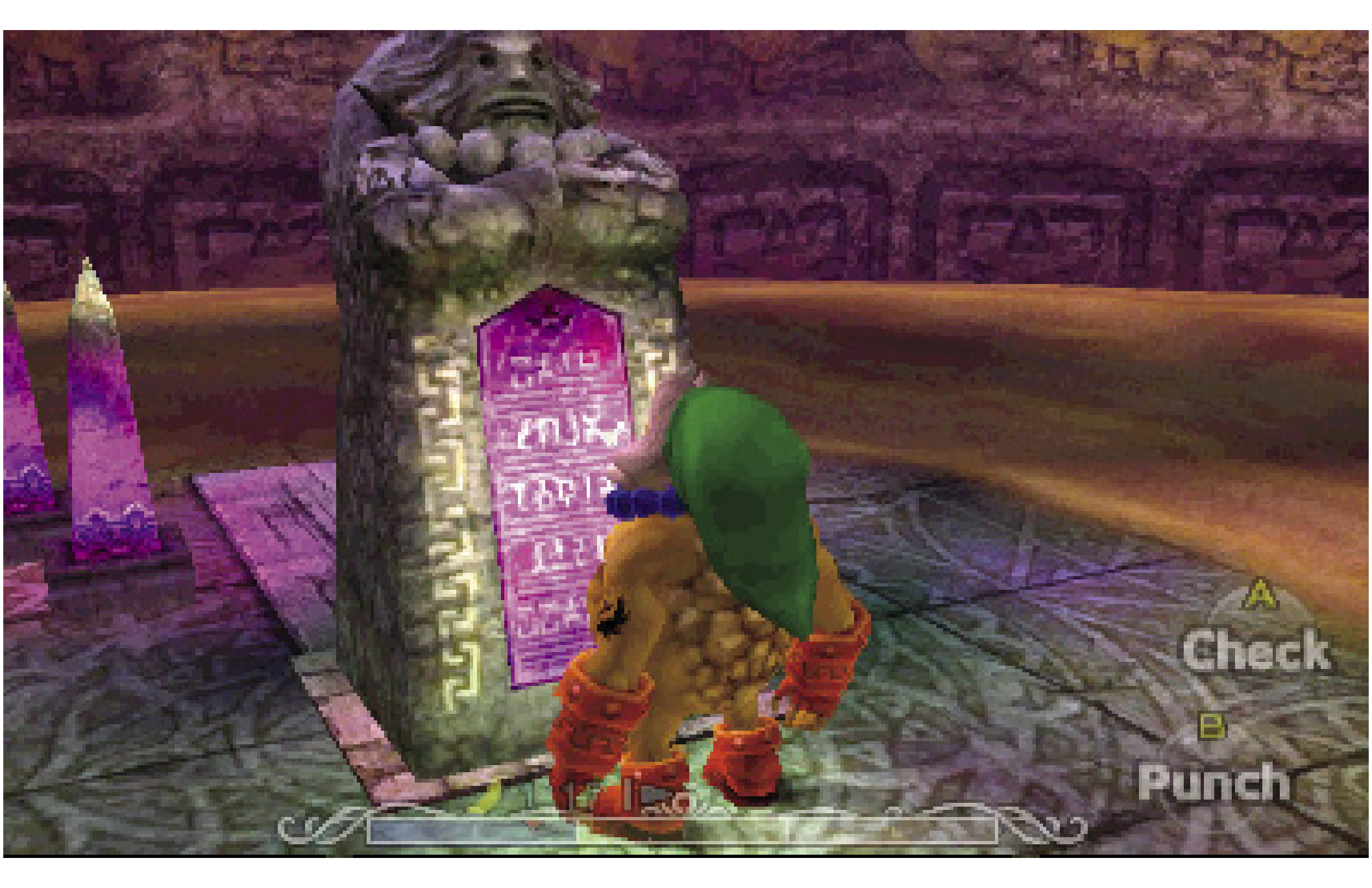


You got the Goron Mask! This mask contains the spirit of a proud Goron hero. Wear the mask to inhabit the body of a Goron. Remove it to return to normal.

Darmani's Words



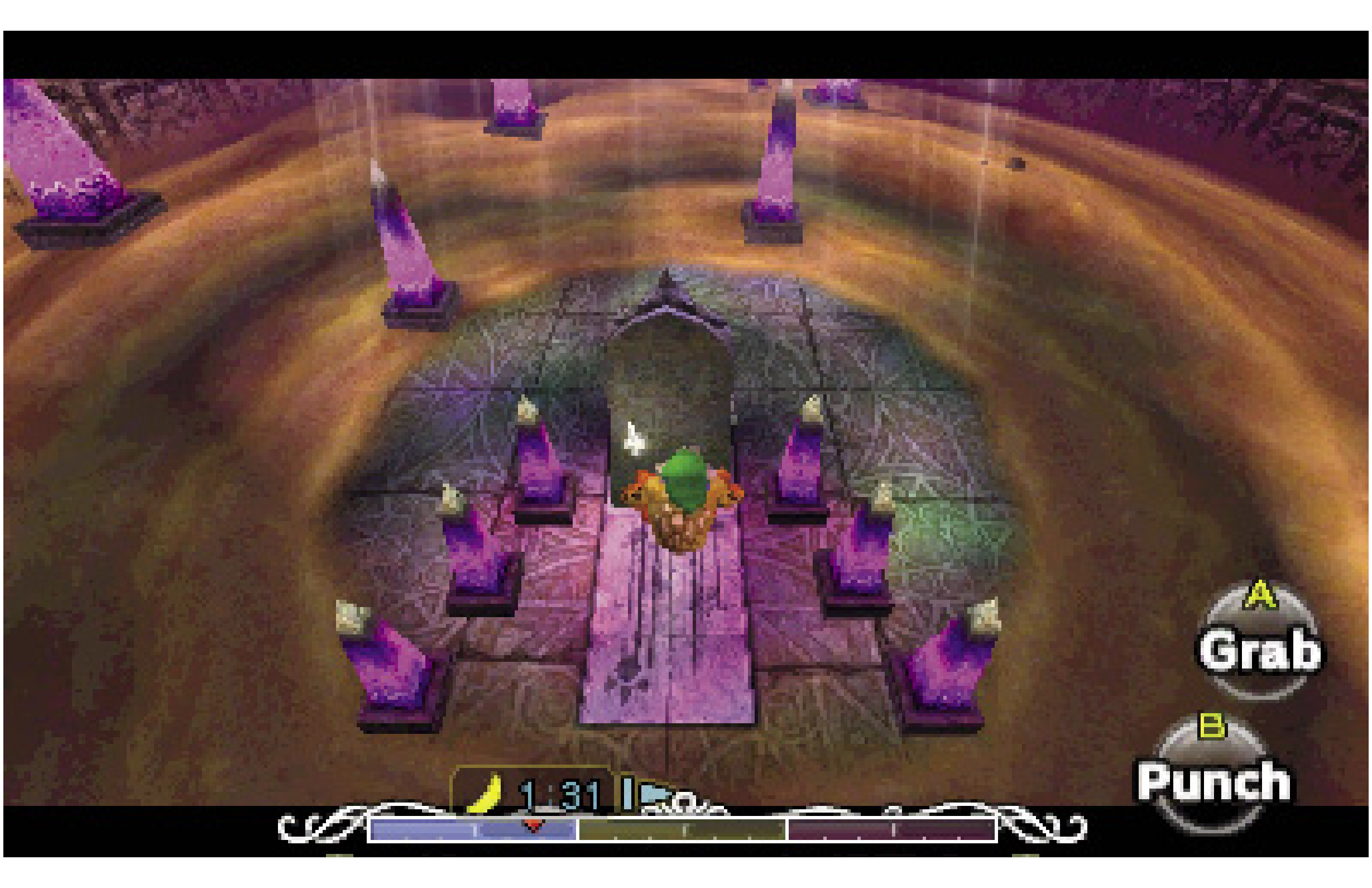
Darmani has asked that you read the words etched on his gravestone, but the language is foreign to Link. Put on the Goron Mask to transform into Goron Link, then inspect the gravestone once more. There! Now you can understand the words.

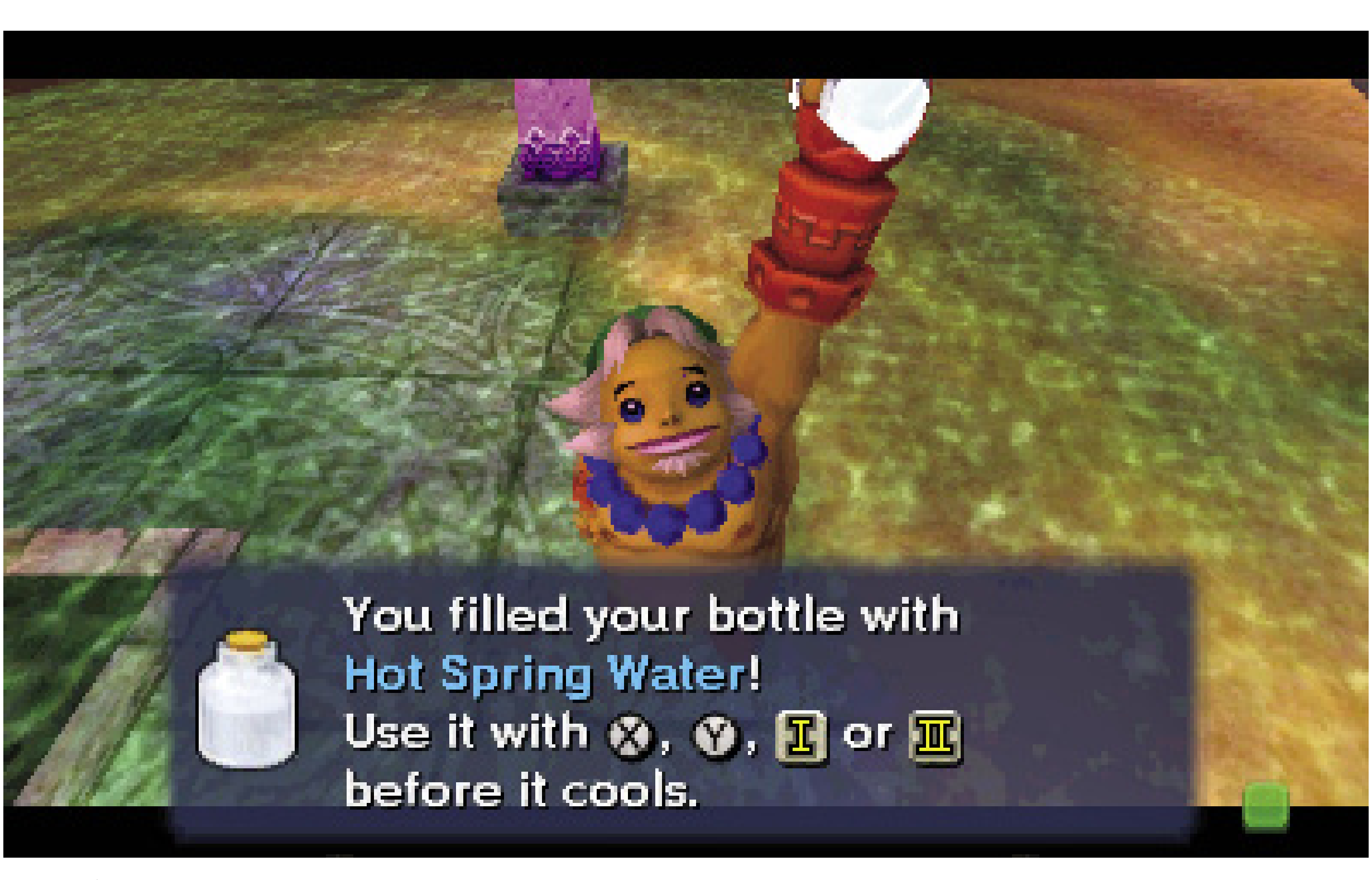


Read Darmani's gravestone to learn all about Goron Link's abilities. As Goron Link, you can now lift heavy objects with ease, and you can also curl up with Ⓐ and roll around. When rolling at top speed, spikes emerge from Goron Link's body, letting you mow down enemies. Additionally, you can make Goron Link unleash powerful punches by rapidly tapping Ⓑ. Press Ⓑ while Goron Link is curled up, and he'll jump up and slam the ground with a quaking impact that can flatten enemies—a move known as a Goron Pound. It's not all good news, however, for water is the enemy of Goron Link. Avoid it at all costs, or else he'll sink like a stone and be rendered motionless in the deep.

All Hot and Bottled

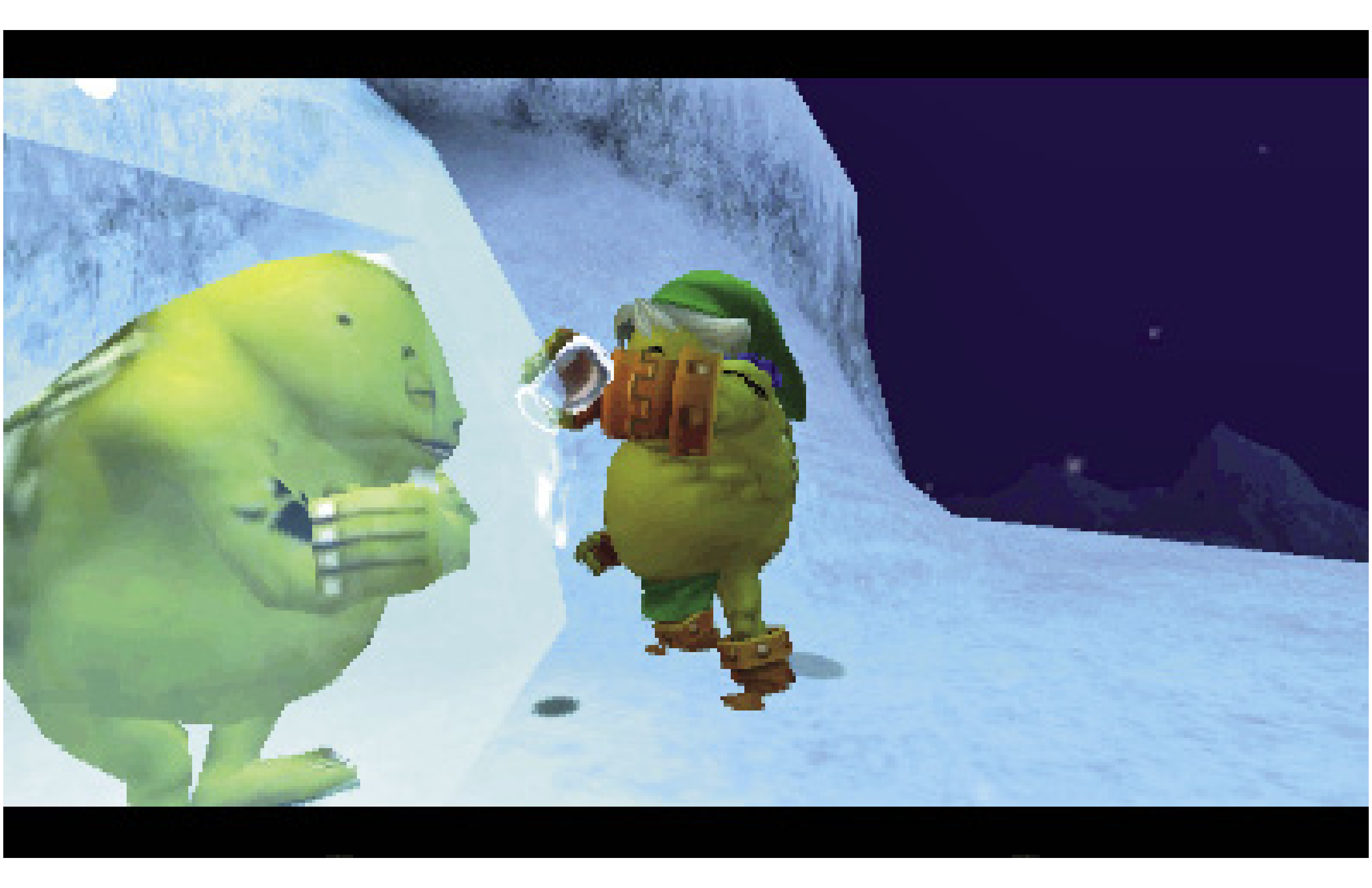
After reading Darmani's gravestone, circle around behind it to discover that you can grab it. Grip the gravestone from behind, using Goron Link's great strength to pull it backward and uncork a hidden hot spring.





You filled your bottle with
Hot Spring Water!
Use it with Ⓧ, Ⓨ, Ⅰ or Ⅱ
before it cools.

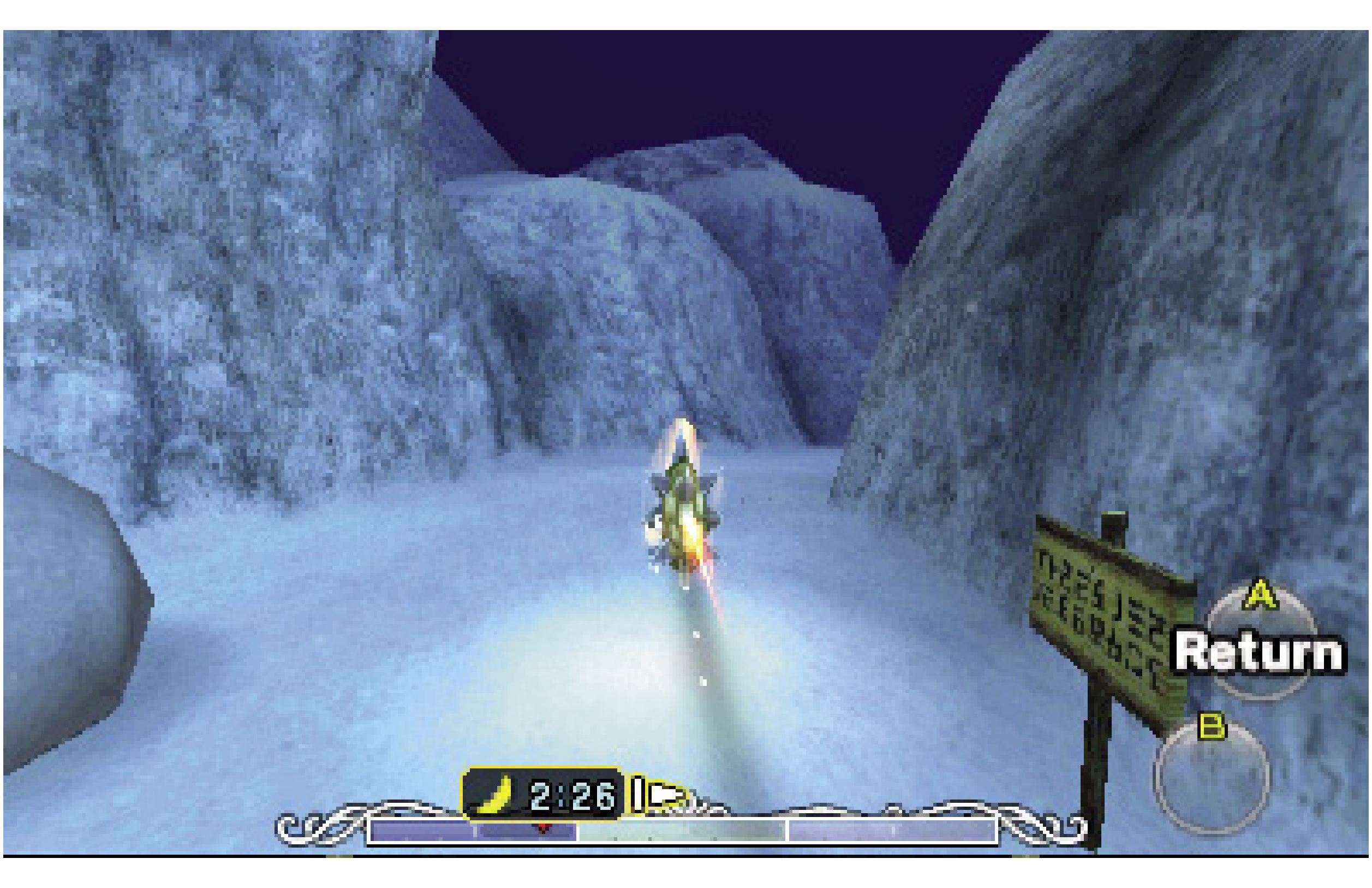
Once you've moved the gravestone, steaming water quickly fills the cave. Fill an Empty Bottle with Hot Spring Water, and then head outside.



As you exit the Goron Graveyard, the Goron outside mistakes you for Darmani. You'll be getting a lot of that now. Stand before the Goron's frozen brother and dump out your Hot Spring Water, which quickly thaws out the frozen Goron.

Heeee!!! Darmani!

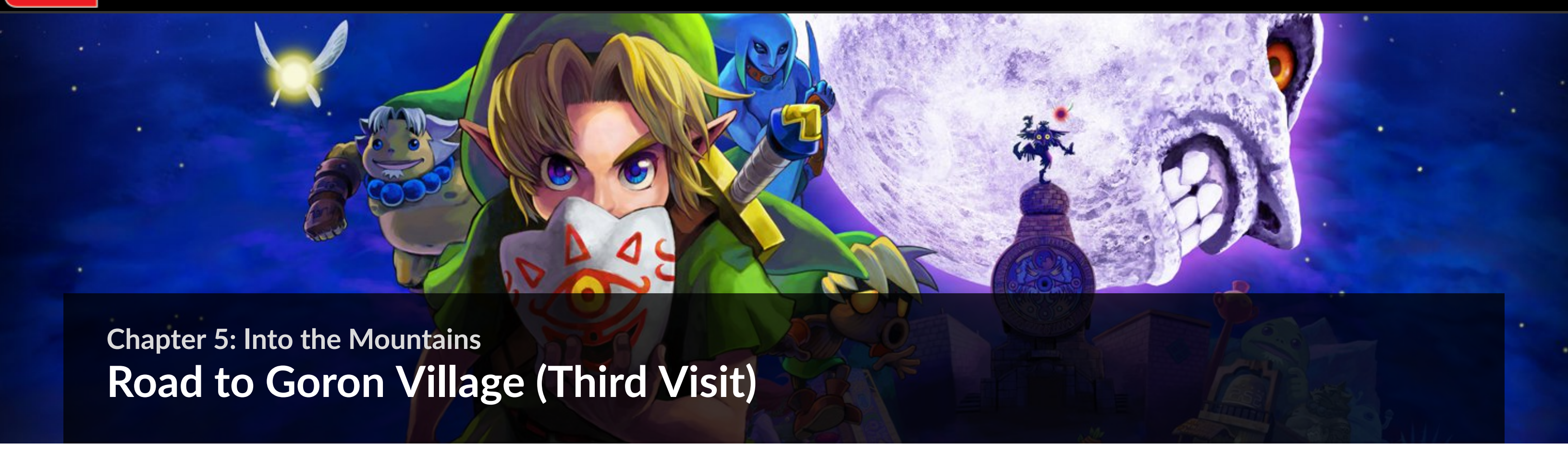
The grateful Gorons are thrilled to have their hero's help once again. They beg you to find some way of stopping the blizzard that's blowing in from a nearby place called Snowhead. Return to the Goron Graveyard, refill your bottle with more Hot Spring Water, and then head back outside.



Hot Spring Water won't stay hot for long, so you must hurry. Take off the Goron Mask, and leap from the high ledge, aiming to land in the icy water below. Swim to the snowy shore and climb out, then put on the Goron Mask again and press Ⓐ to roll eastward, back toward Goron Village.

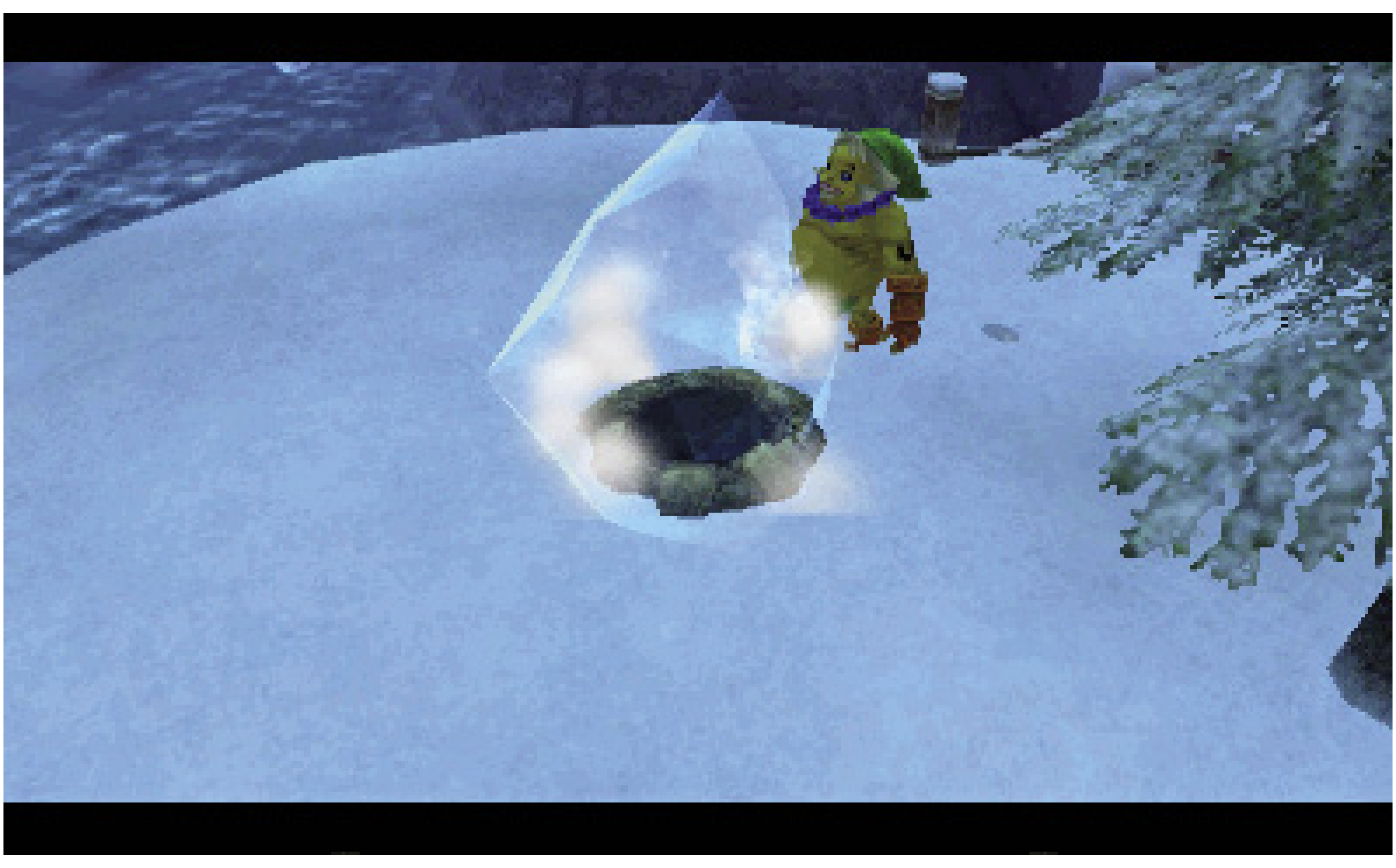
Time to Chill

Hot Spring Water cools in about one minute of real-world time, reverting to normal Spring Water like the kind you can bottle around the Southern Swamp. Hot Spring Water won't cool while the game is paused or while you're involved in conversation, however.

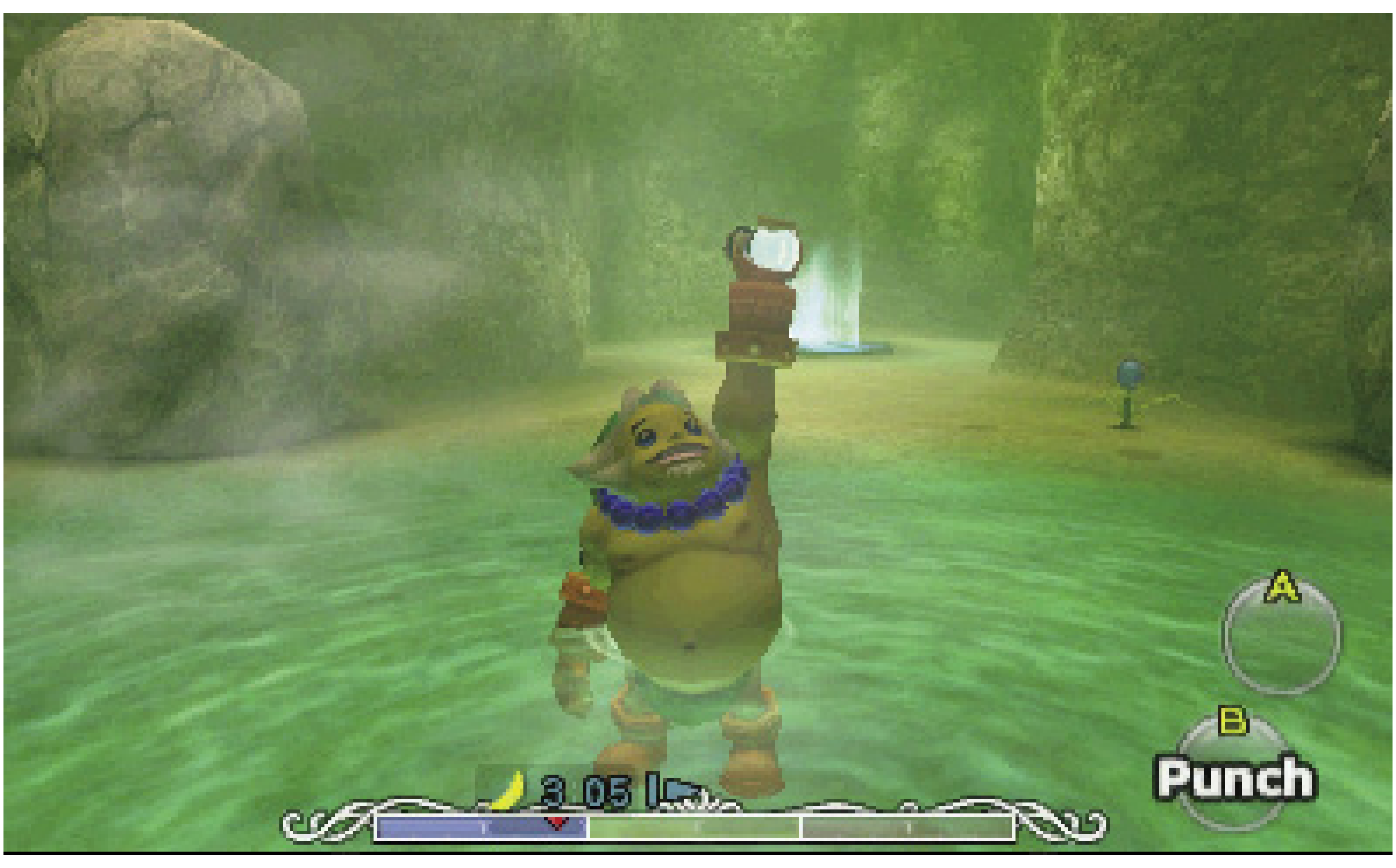


Road to Goron Village (Third Visit)

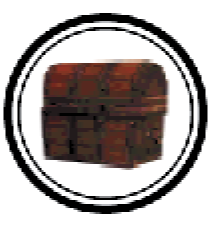
Spring into Action



Roll in short bursts to maintain control as you cross the Road to Goron Village's wooden bridges. Keep going until you come to a large chunk of ice that's covering a hole in the ground. You know what to do! Dump out your Hot Spring Water near the ice to melt it and uncover the hole.

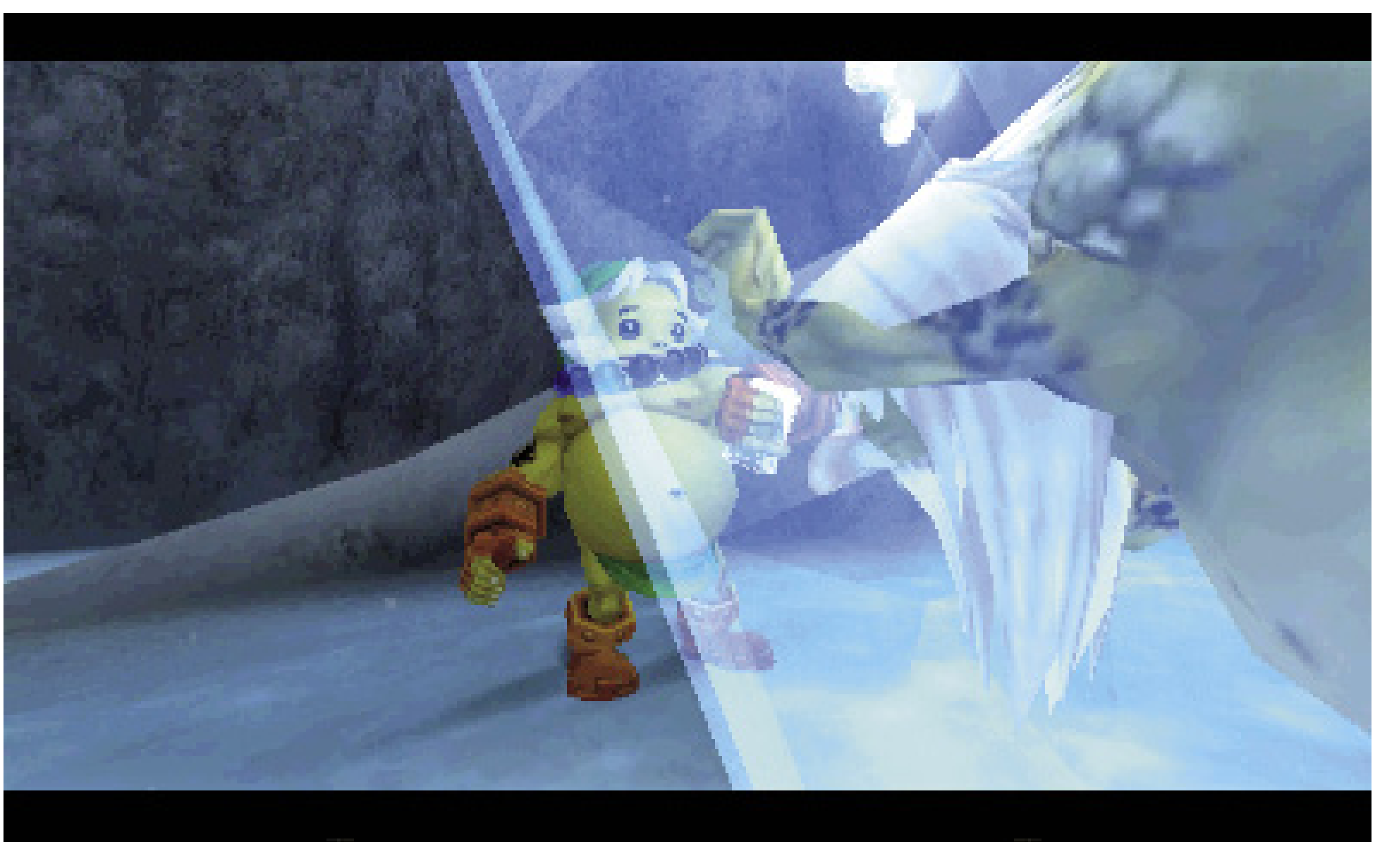


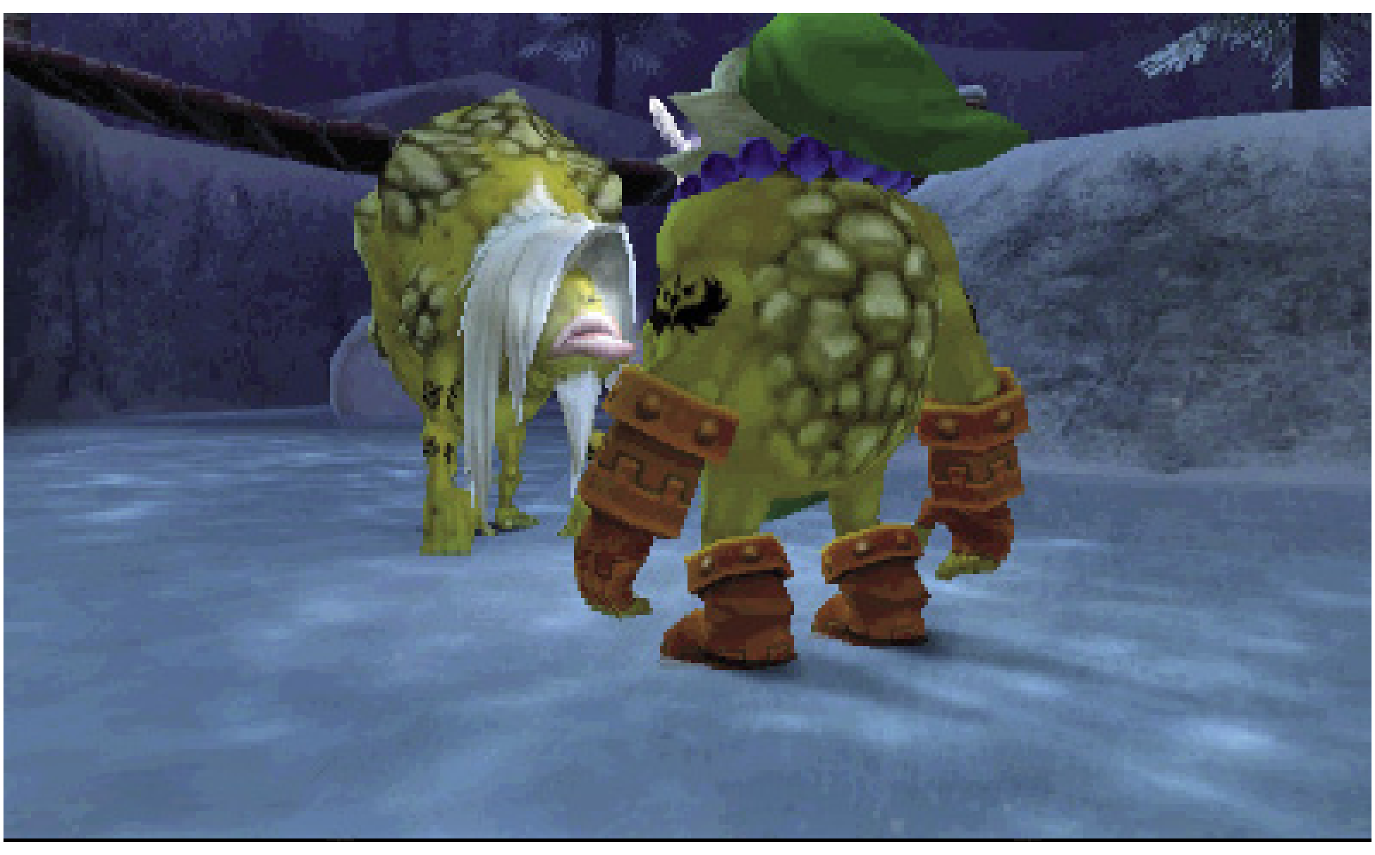
Drop into the hole to discover another hot spring. Nice! Defeat the Deku Babas down here for Deku Sticks if desired, and bomb the boulders to discover a chest that contains a Red Rupee. Refill your bottle with Hot Spring Water before returning to the surface.



Road to Goron Village Chest #1: Red Rupee

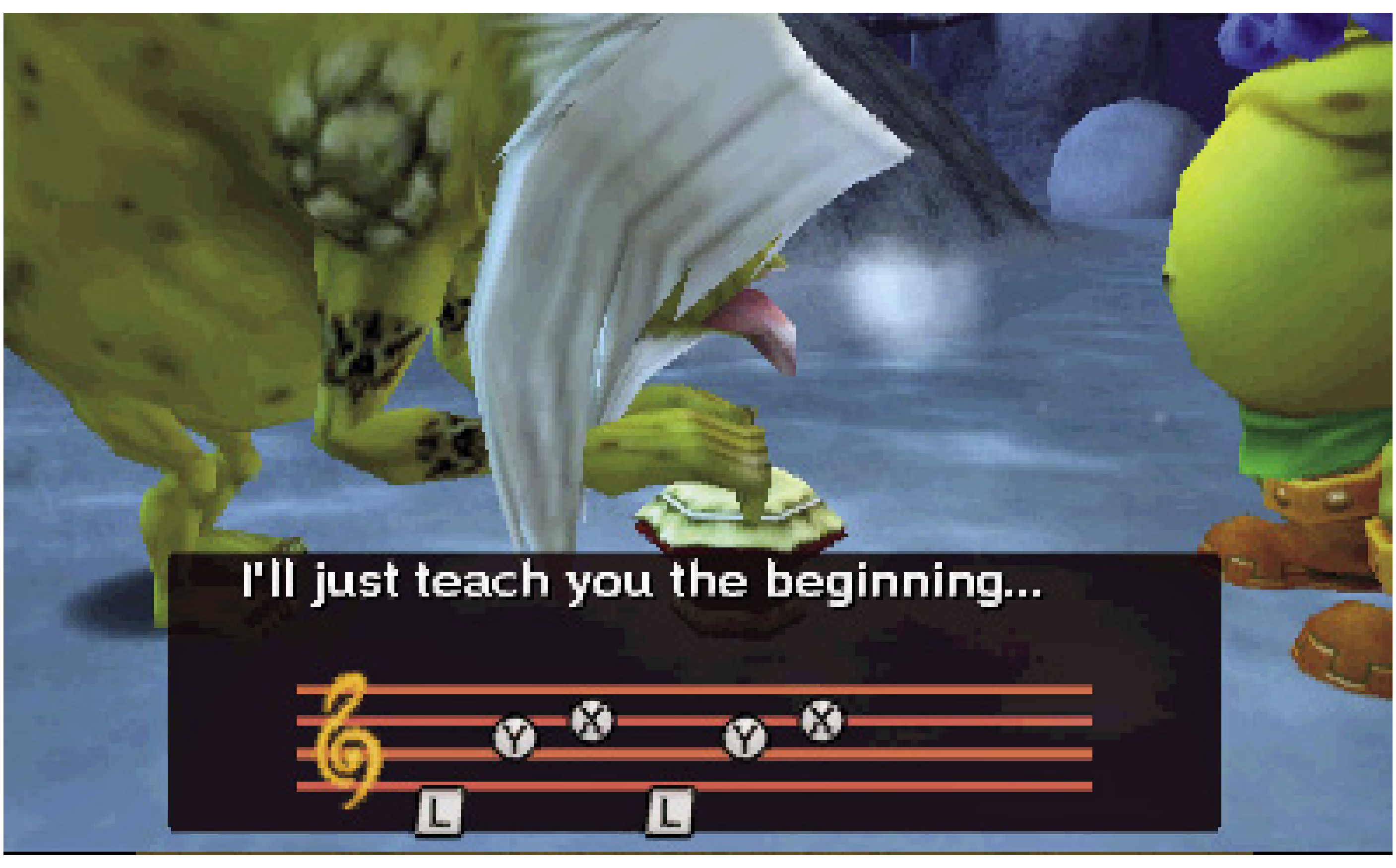
Thawing out the Elder





Drop down to the Road to Goron Village's frozen lake, and search for the frozen old Goron that you saw down here before. Use your Hot Spring Water to thaw out the old Goron, who seems confused about what's happening.

Talk to the old Goron while wearing the Goron Mask, and keep speaking with him until he recognizes you as the Gorons' hero, Darmani. You've found the Goron Elder!

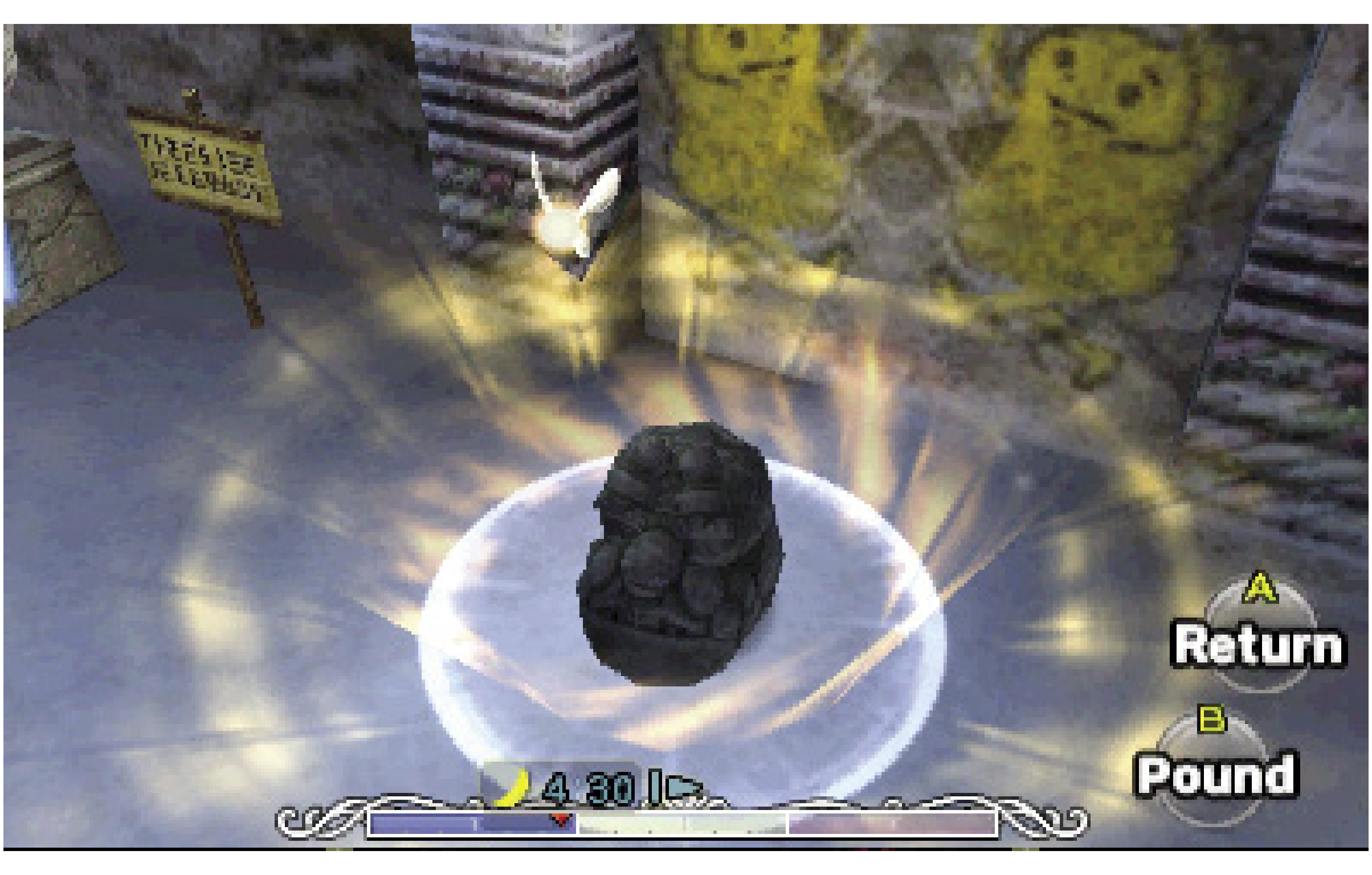


I'll just teach you the beginning...

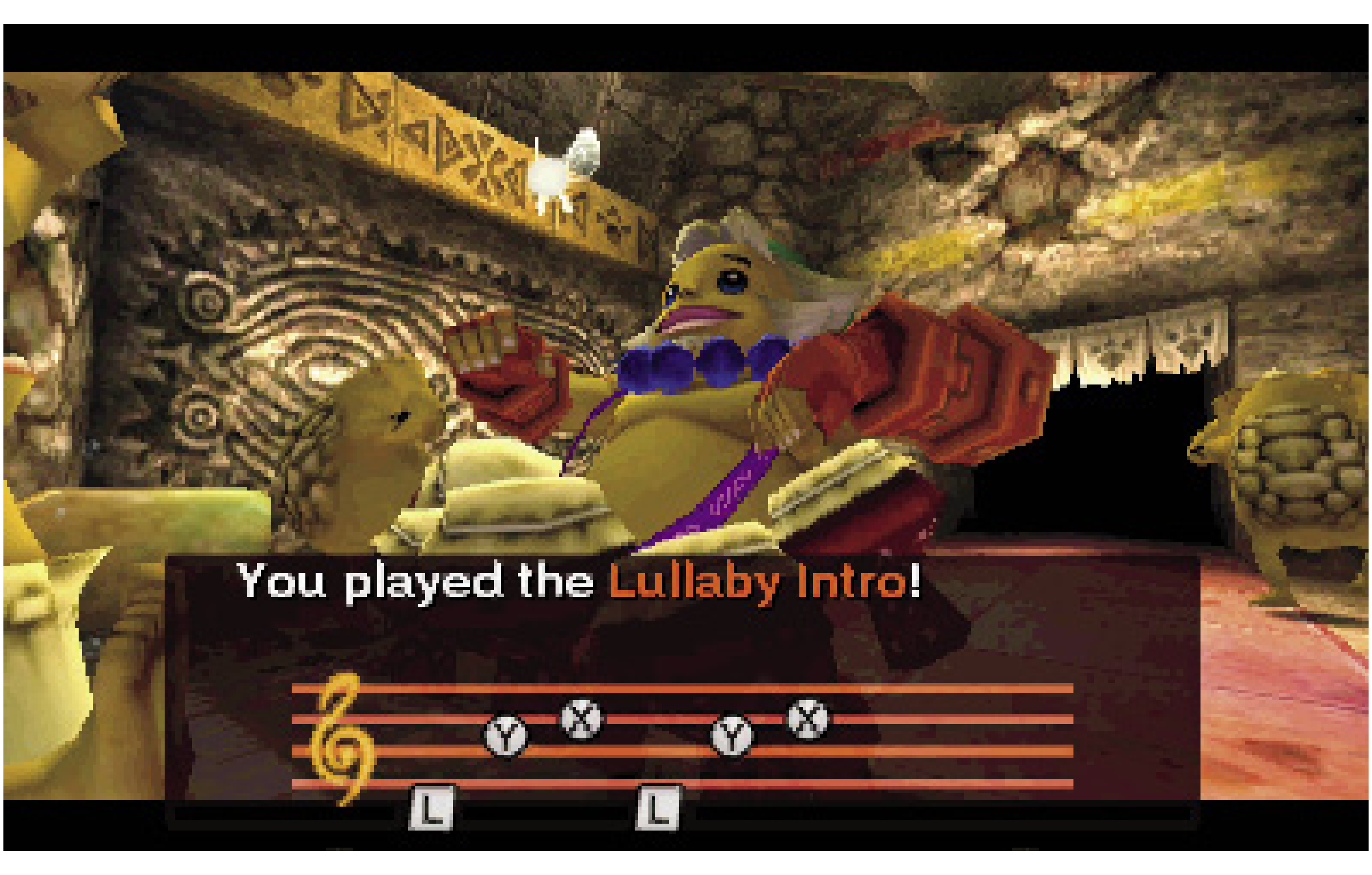
The Goron Elder is saddened to hear that his son is so distraught over his absence, and asks you to help sooth his weeping son. To help you accomplish this, the Elder teaches you a special melody. Try as he might, though, the Elder can't remember all of the notes. He settles for teaching you the first few notes, hoping that it might help. Follow the Elder's lead to learn the Lullaby Intro.

Goron Village (Revisited)

No More Tears

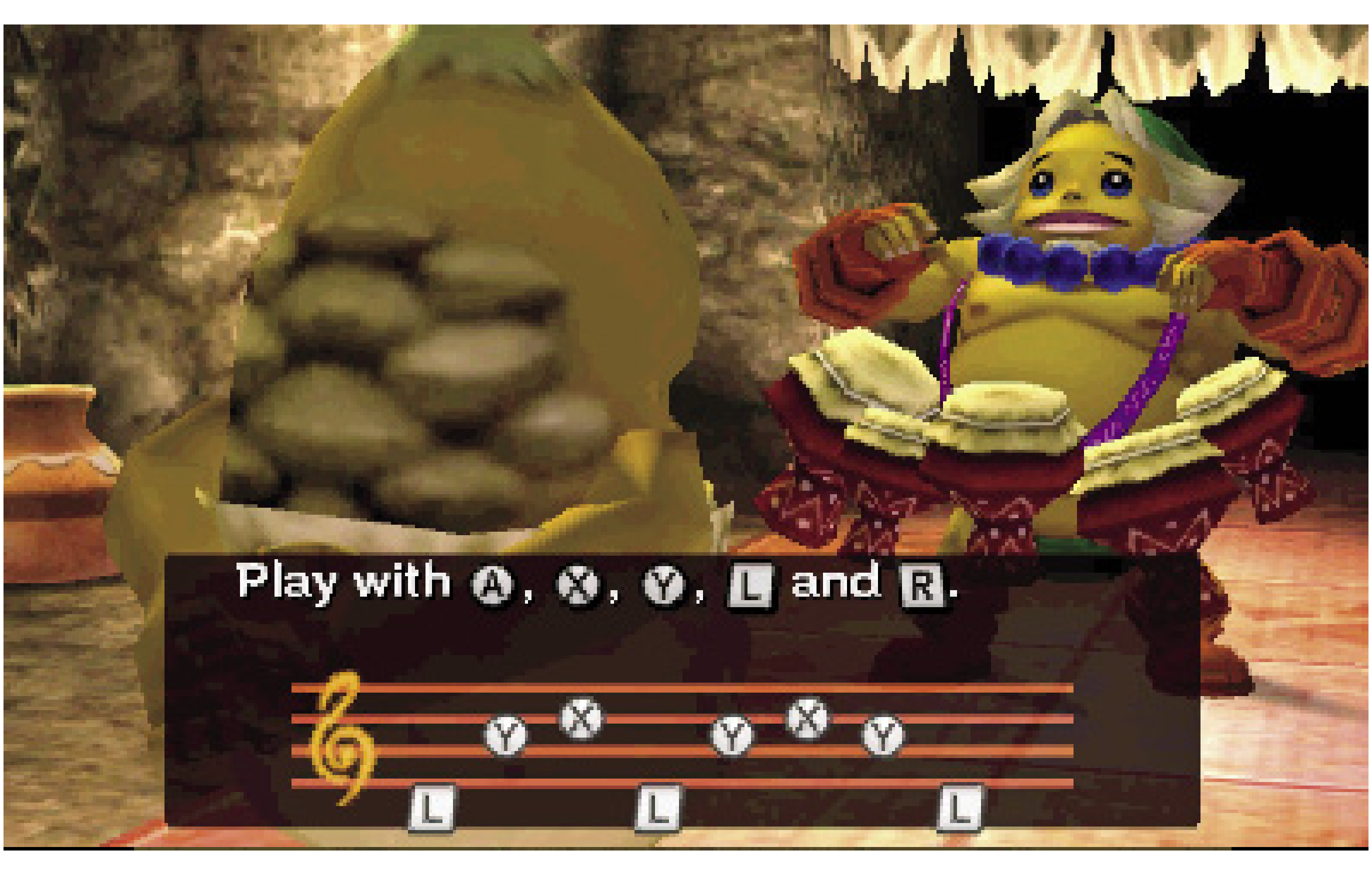


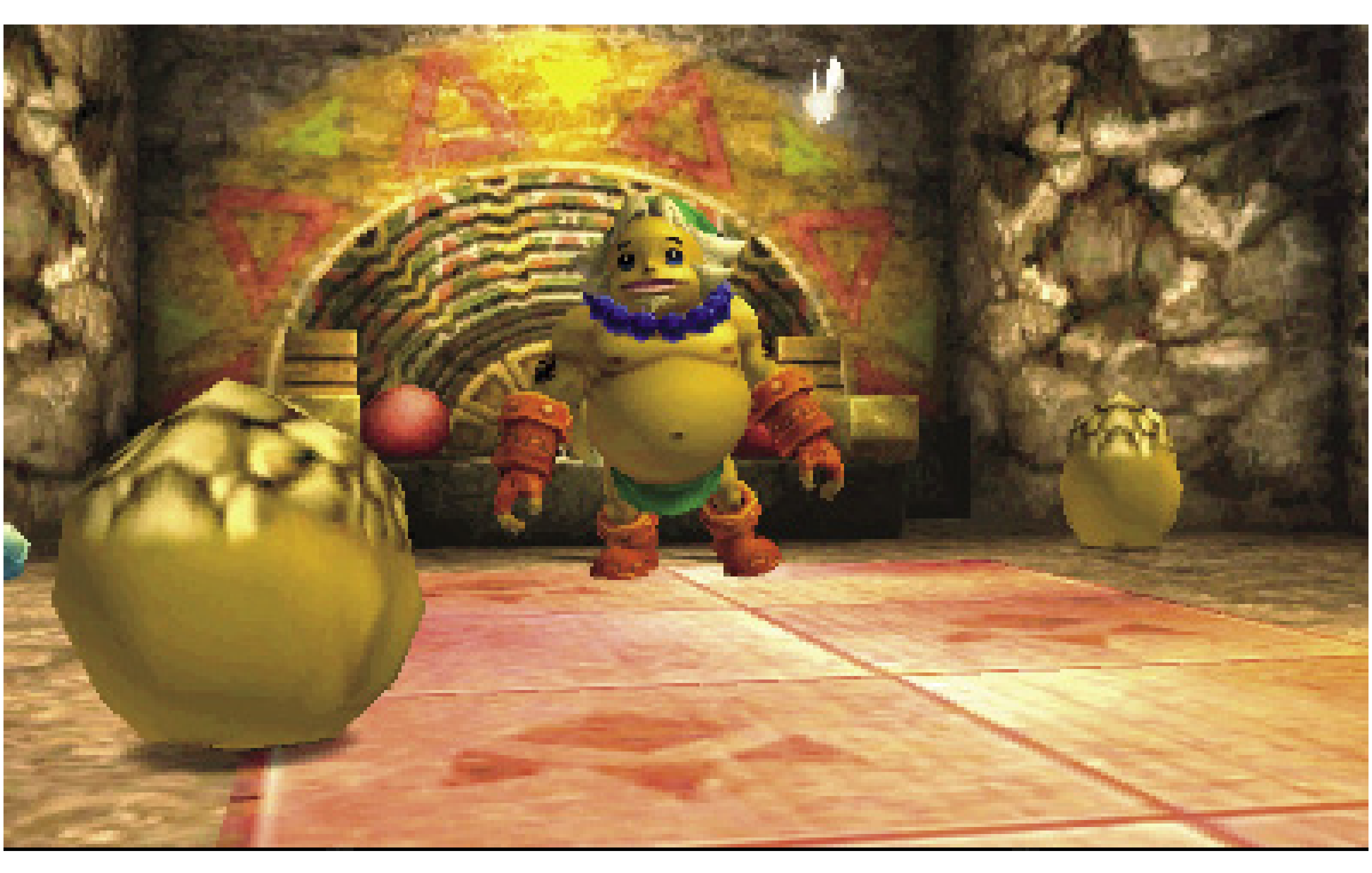
After learning the Lullaby Intro, head east into Goron Village. Now that you've got the Goron Mask, you can open the Goron Shrine's door yourself. Stand before the door and press Ⓐ to curl into a ball, then press Ⓑ to perform a Goron Pound. This is how Gorons knock! After the door opens, enter the shrine.



Time to stop that awful crying. Roll upstairs, and return to the throne room. As Goron Link, stand before the Elder's weeping son, and whip out your ocarina. (Goron Link's version is a set of drums.) Play the Lullaby Intro that the Goron Elder just taught you.

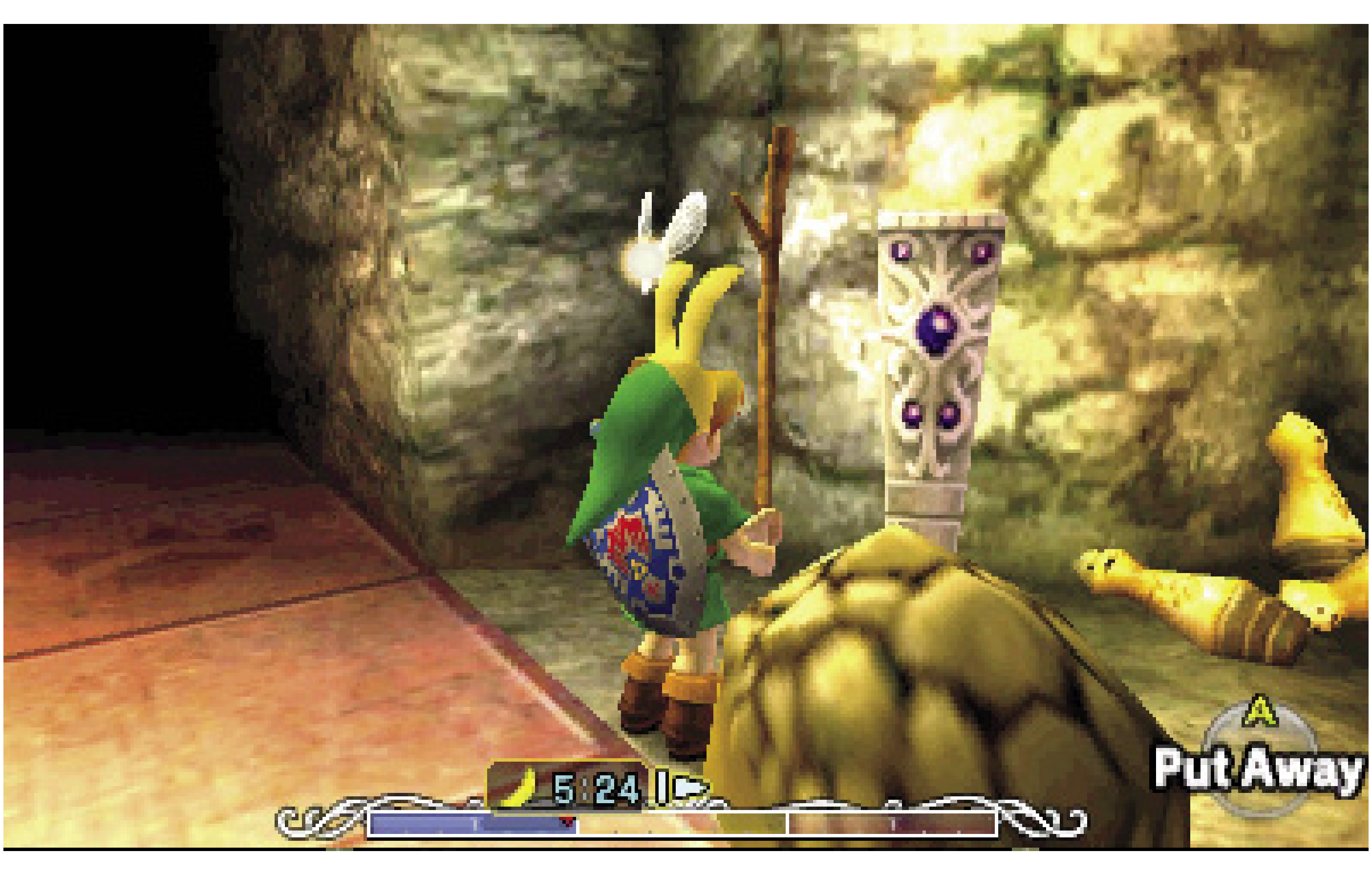
Though the song is incomplete, the young Goron recognizes the melody. He perks up and teaches you the next part. Follow his lead, and play the entire Goron Lullaby.



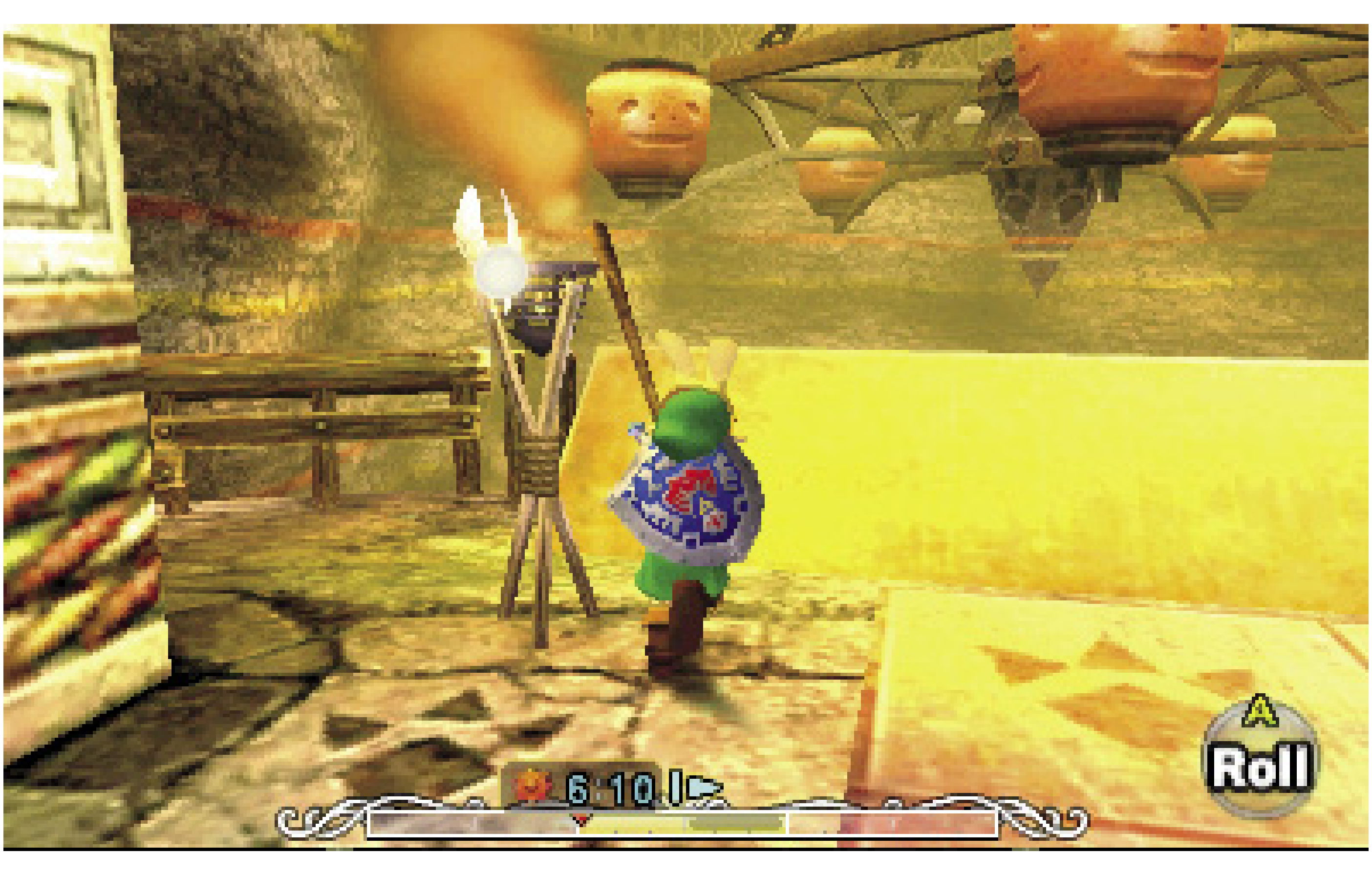


The Goron Lullaby works its magic, and the Elder's son falls fast asleep. In fact, the lullaby works so well that the nearby Gorons in the throne room also curl up and start snoozing away. The Goron Lullaby sure works on Gorons!

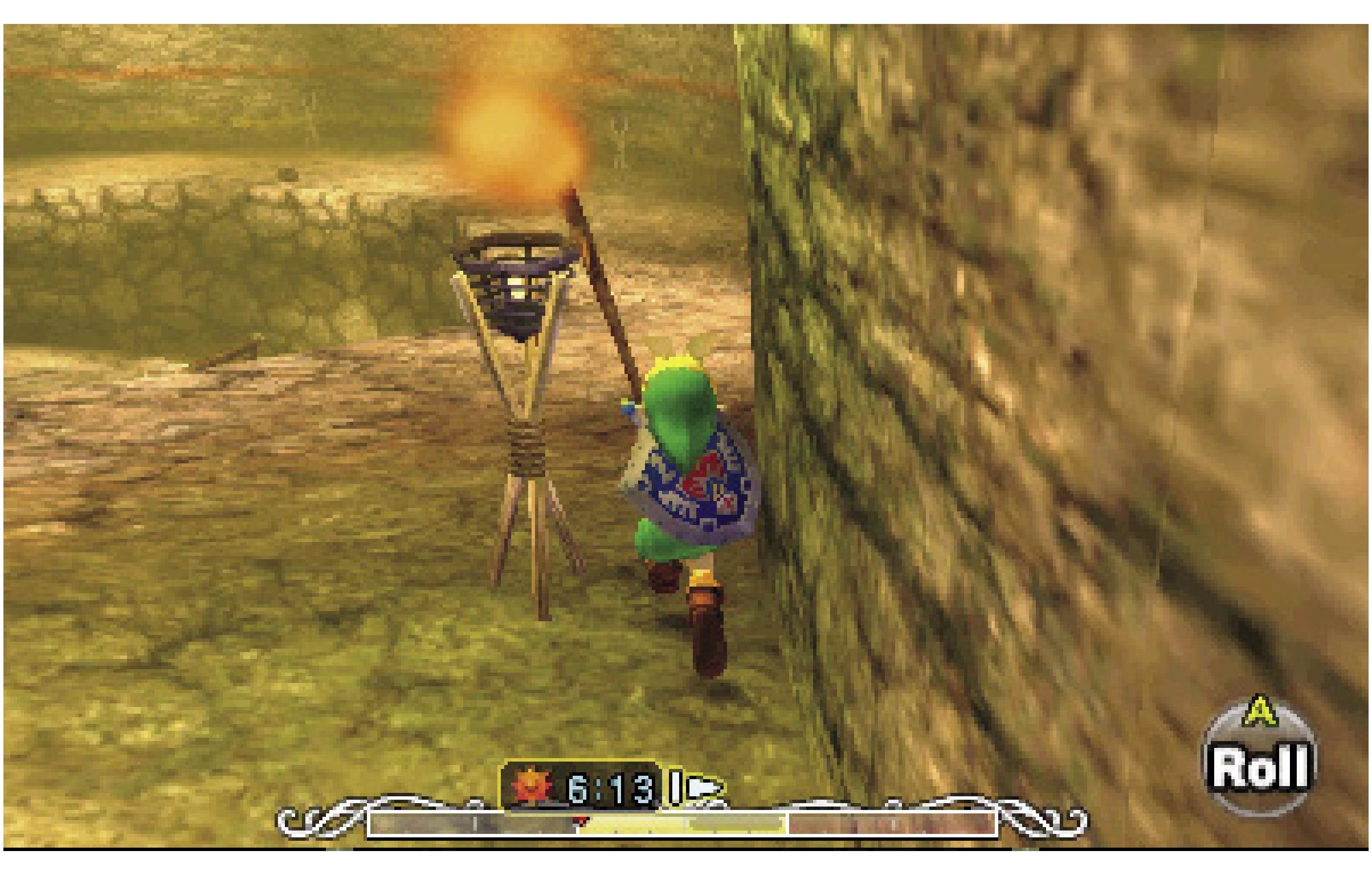
How Enlightening



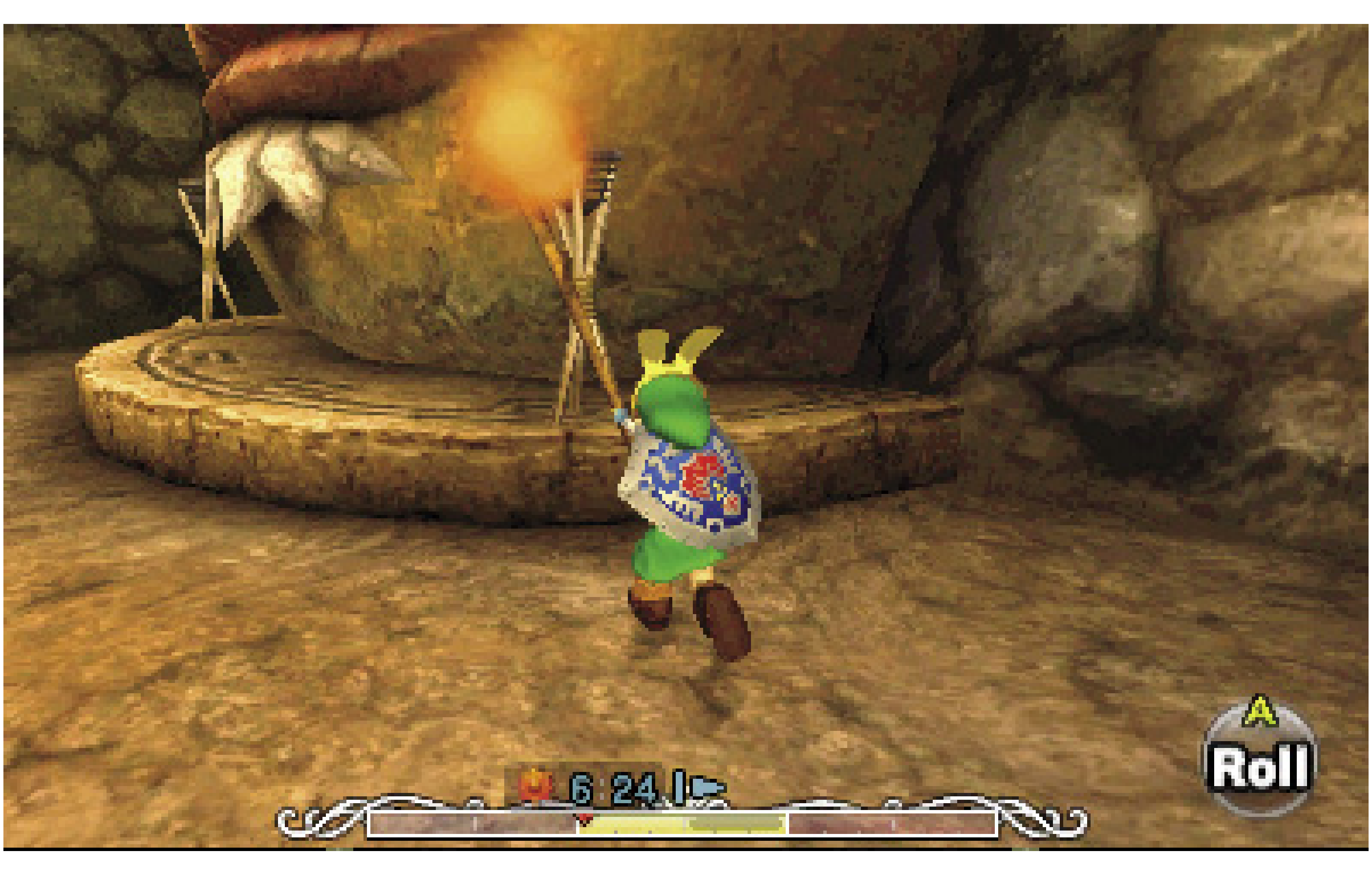
Playing the Goron Lullaby has not only soothed the Elder's weeping son, but it has also caused the throne room's torches to light up. Take off the Goron Mask, and smash the nearby jars to discover a Deku Stick or two. Pull out a Deku Stick and put on the Bunny Hood, then light your Deku Stick on one of the throne room's torches.



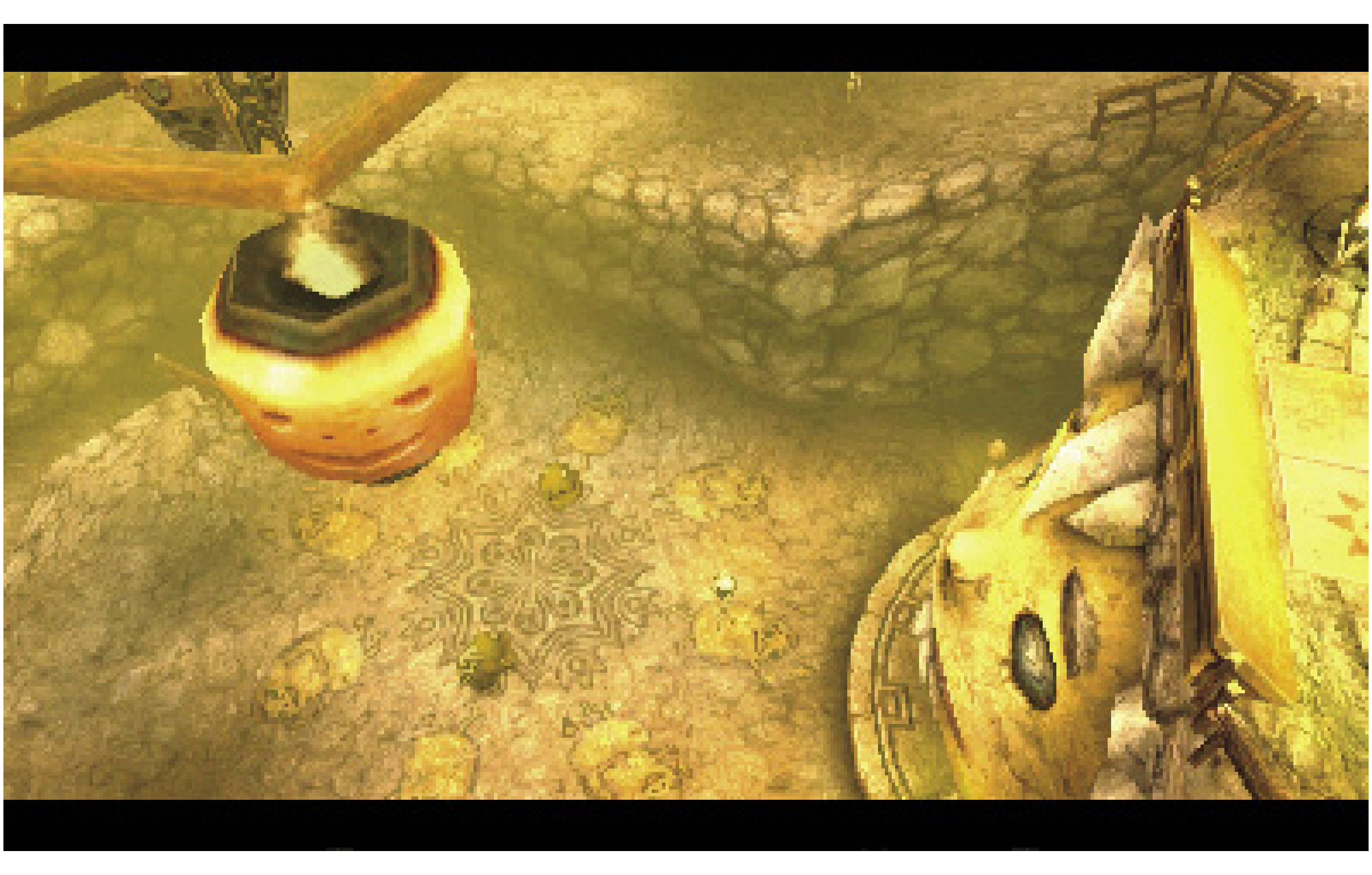
After lighting your Deku Stick, race out of the throne room and light the two torches that are directly ahead, near the chandelier.



Next, hurry down the shrine's winding ramp, lighting all of the torches as you go. Keep close to the outside wall, and you'll light them all with ease.

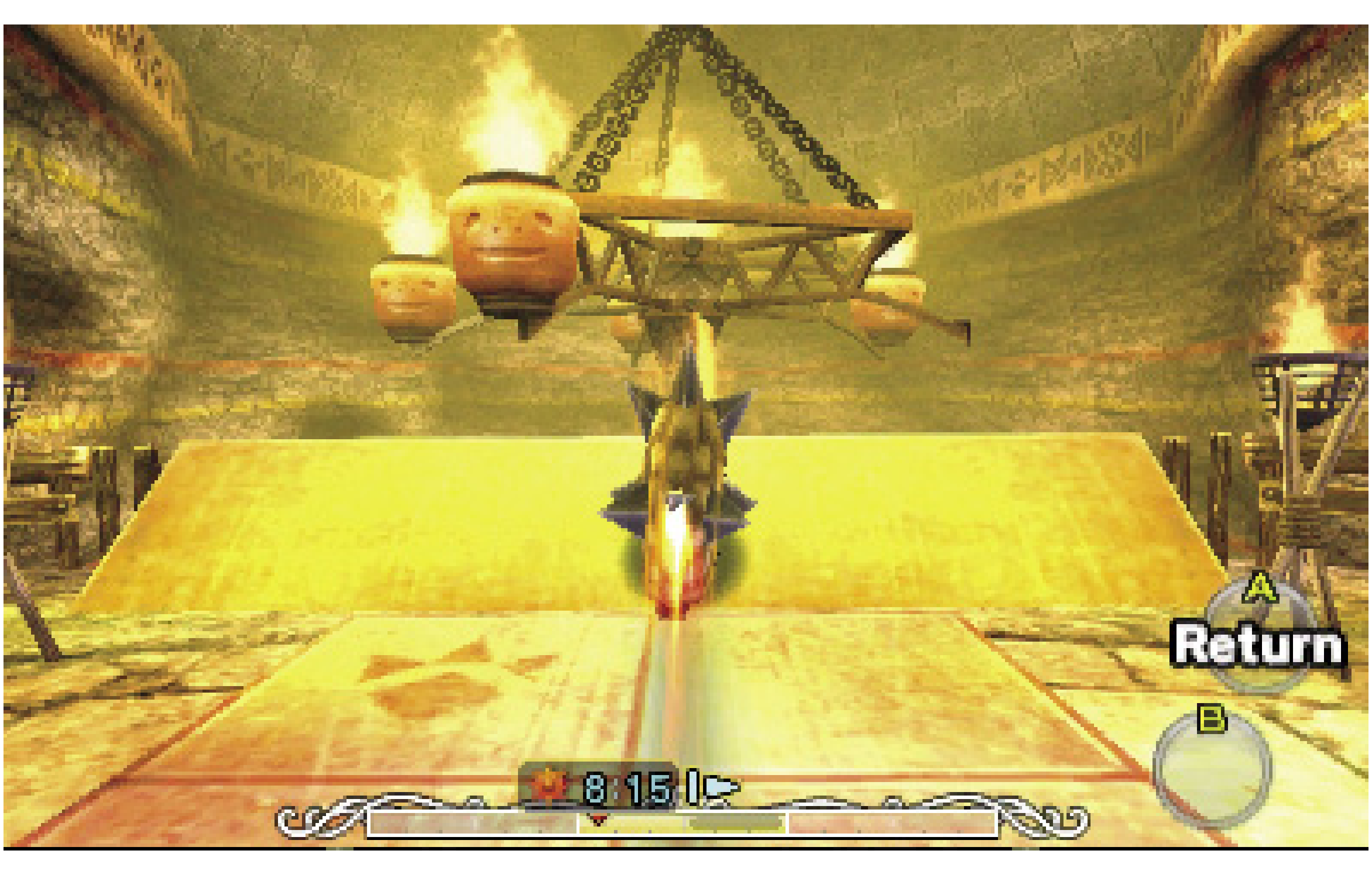


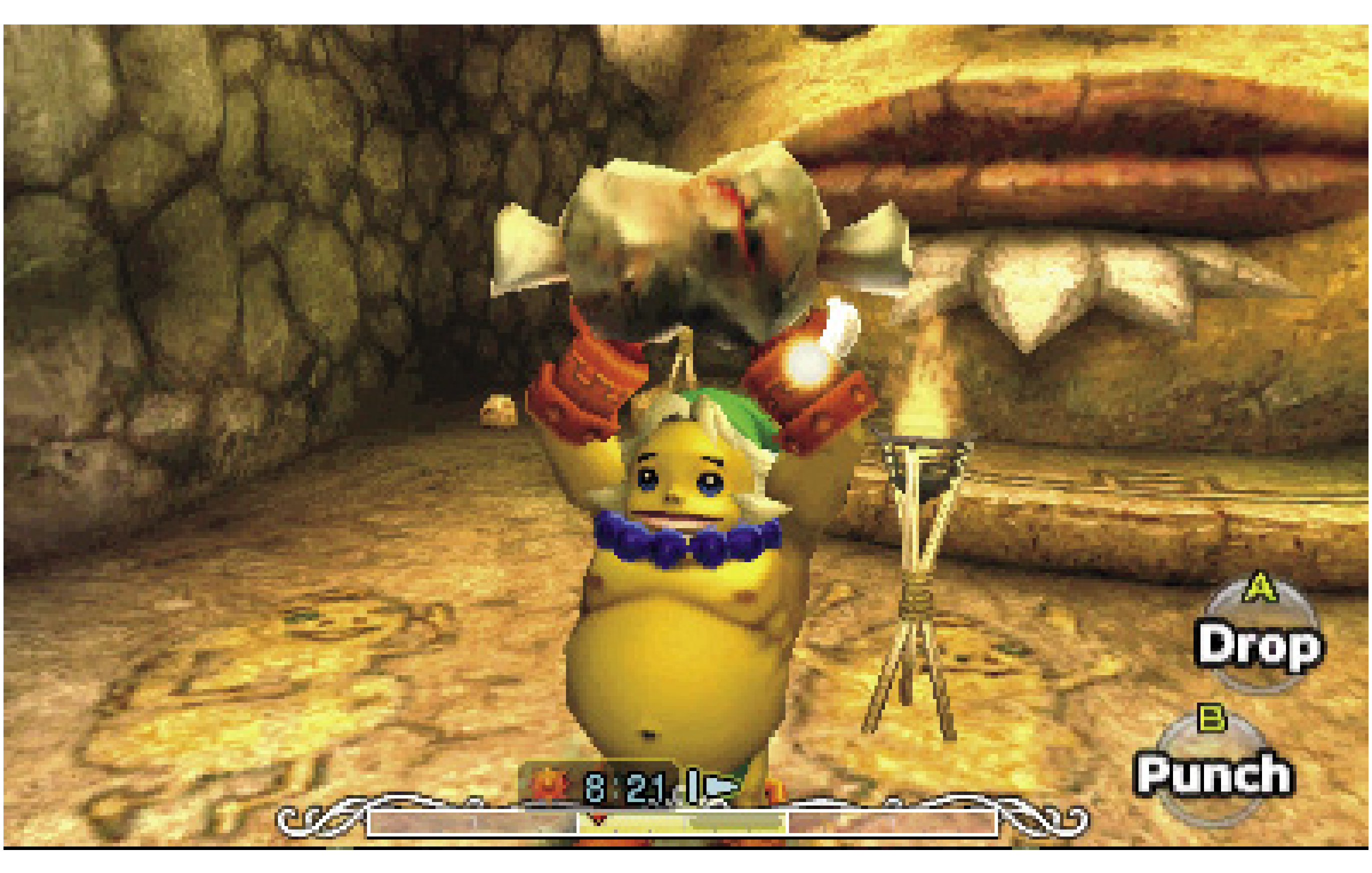
After descending the ramp, light the two torches near the Goron Shrine's entrance, then hurry and light the three torches on the ground floor near the shrine itself, which resembles a huge Goron head.



Light all of the Goron Shrine's torches before any of them burn out, and the overhead chandelier will start spinning. It may take a few tries to light all of the torches within the allotted time, but don't give up. (Smash the many jars around the Goron Shrine to discover more Deku Sticks if you need any.)

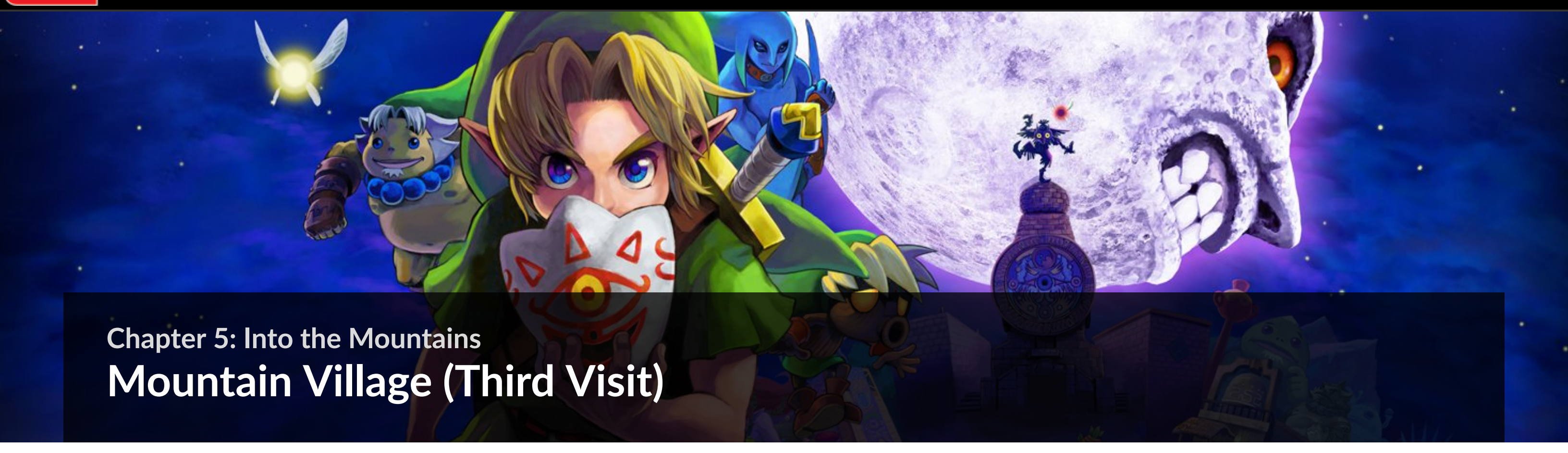
One Tough Treat





Once the chandelier is spinning, go back upstairs and put on the Goron Mask. Curl up and roll toward the chandelier so that you launch off the ramp near the torches. Aim to smash one of the chandelier's jar-shaped torches as you sail through the air.

If you're lucky, you'll knock a big chunk of meat down from the chandelier. If you don't find the meat after breaking the first jar, keep smashing the jars until you find it. It's rock sirloin, a Goron delicacy! As Goron Link, pick up the meat and then head outside.



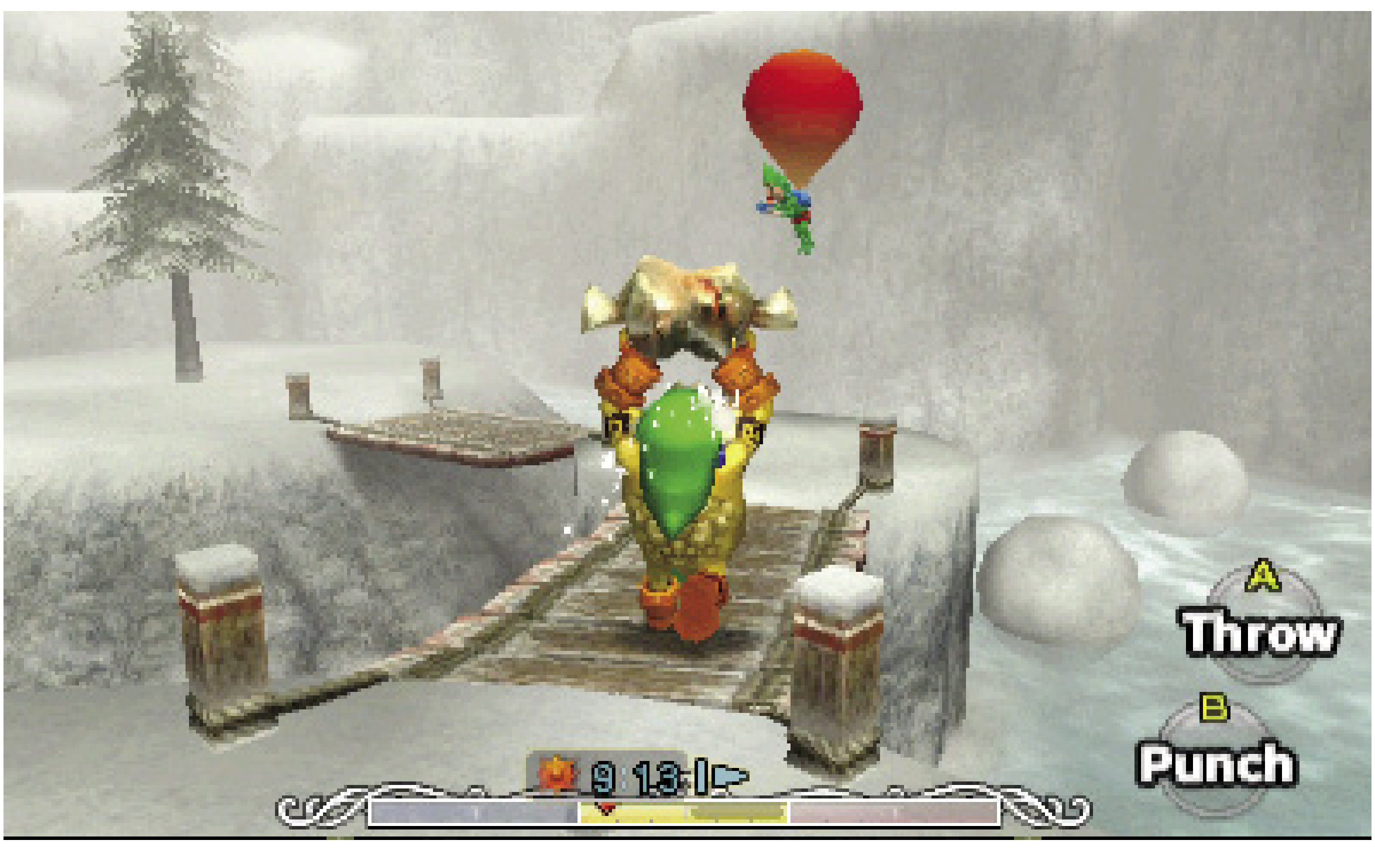
Mountain Village (Third Visit)

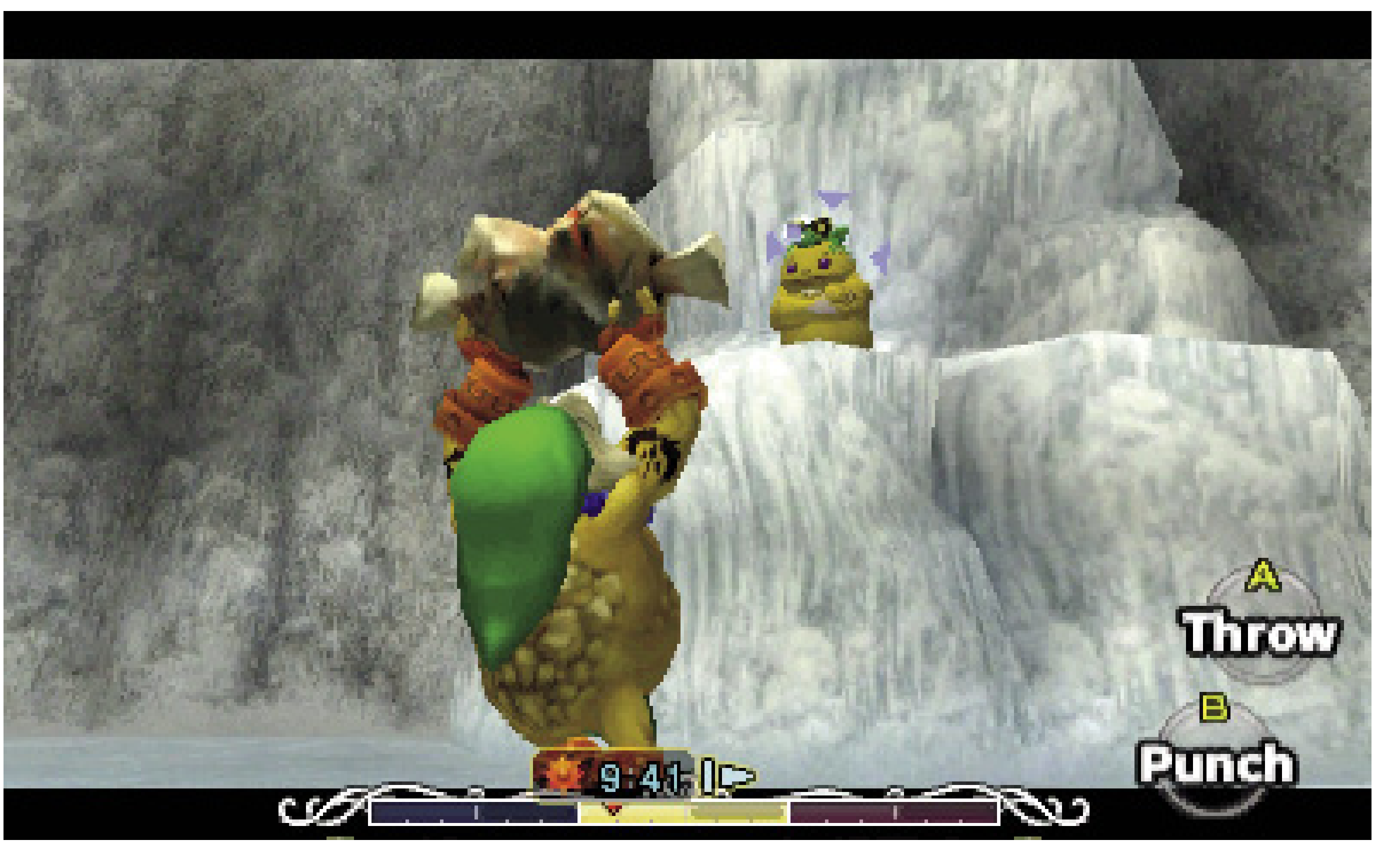
Feeding the Needy

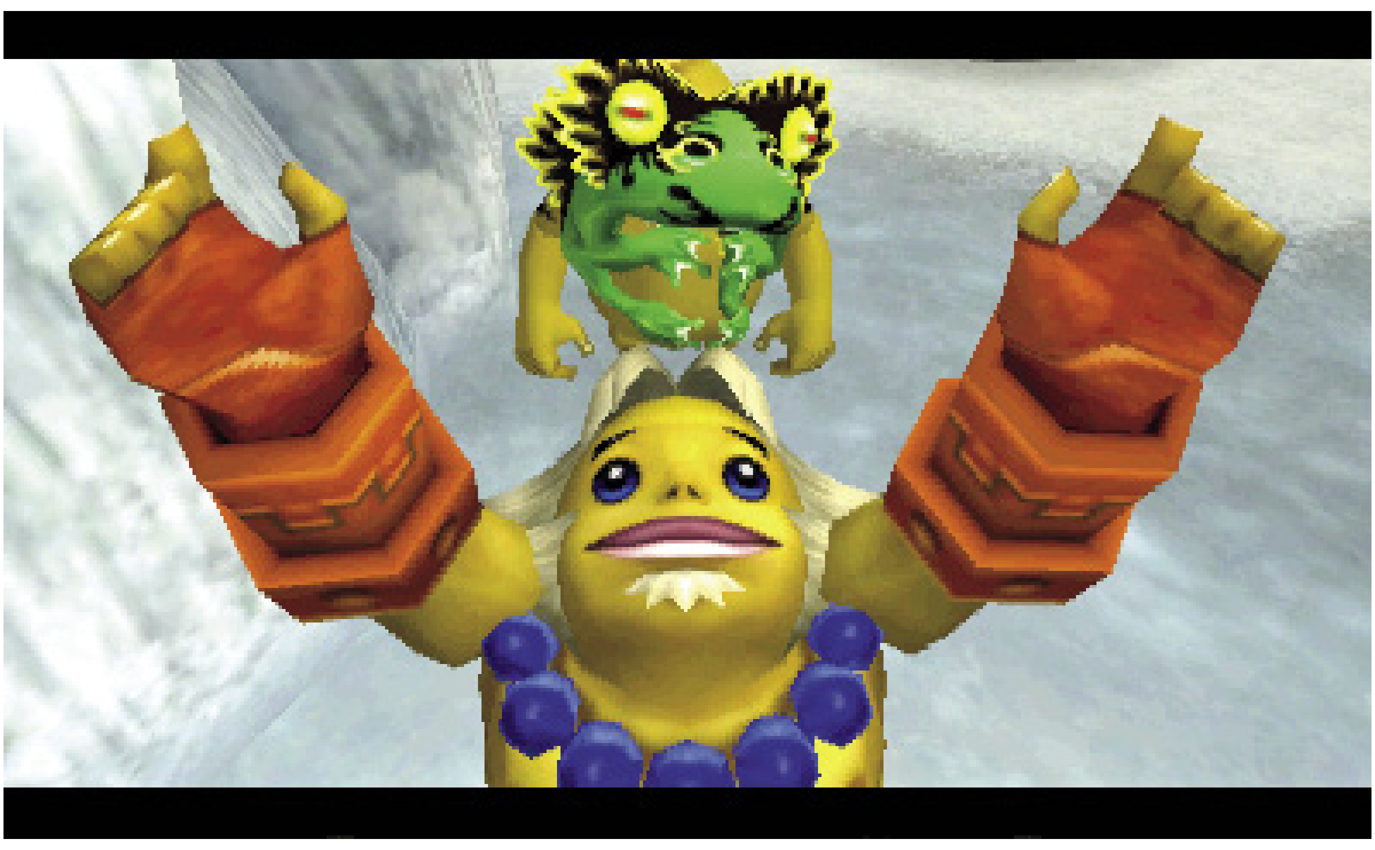
Remember that hungry Goron on the ledge back in Mountain Village? Take your tasty treat to him, using the stairs and slopes in the center of Goron Village to reach its higher ground. You can't defend yourself while carrying the rock sirloin, so avoid the White Wolfos and Blue Tektites that attack you on your way back to Mountain Village.

When you arrive at Mountain Village, go wast to locate the hungry Goron on the ledge. Lock on to the Goron, and throw the meat up to him by pressing Ⓐ while moving forward.

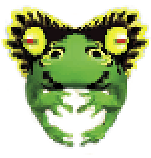
The hungry Goron quickly gobbles up the rock sirloin. With his energy restored, the Goron promptly rolls down from the ledge to thank Link. Of course, since Link has the Goron Mask on, the Goron believes him to be Darmani. He's only too happy to hand his hero a special mask in gratitude.





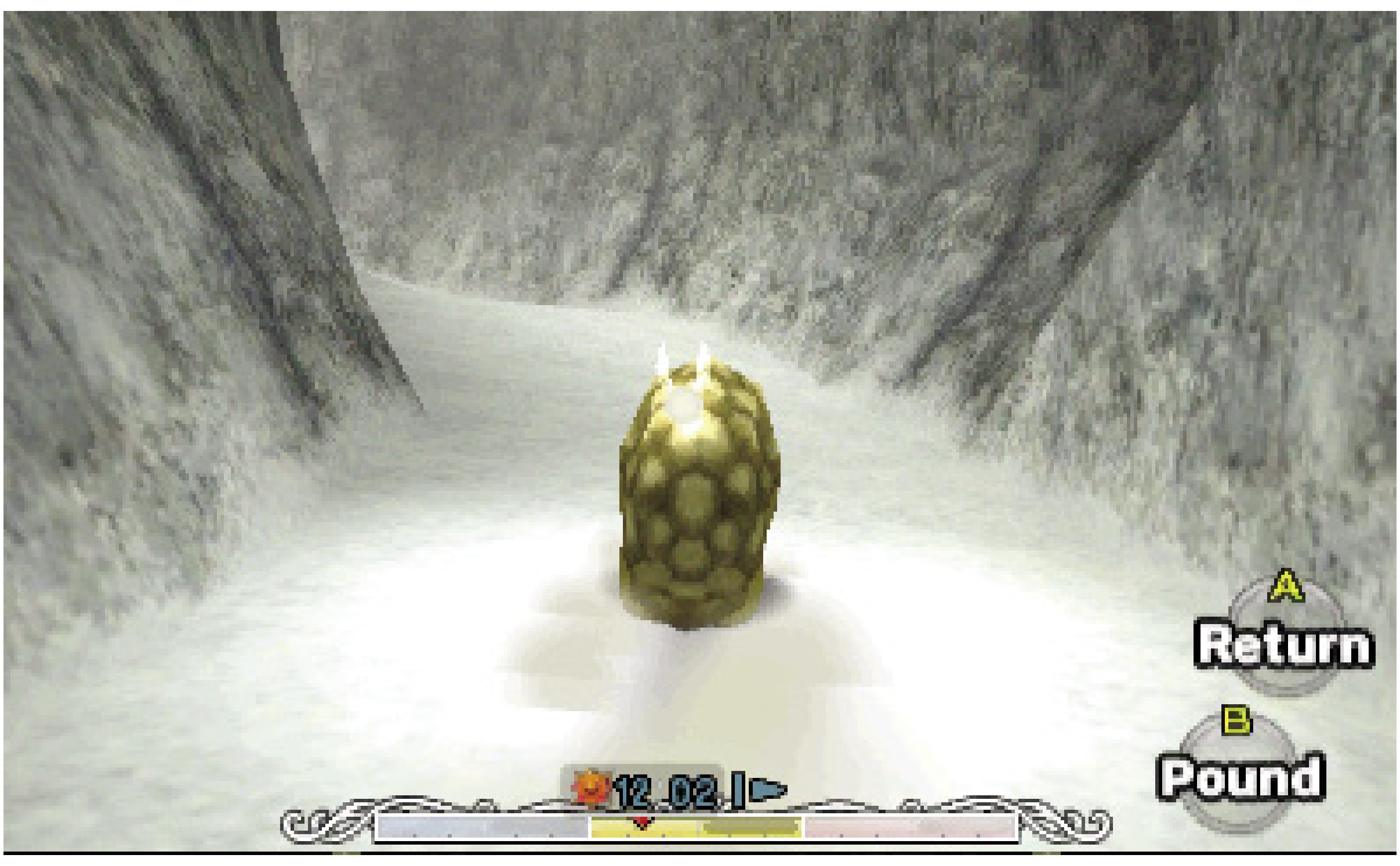


Don Gero's Mask

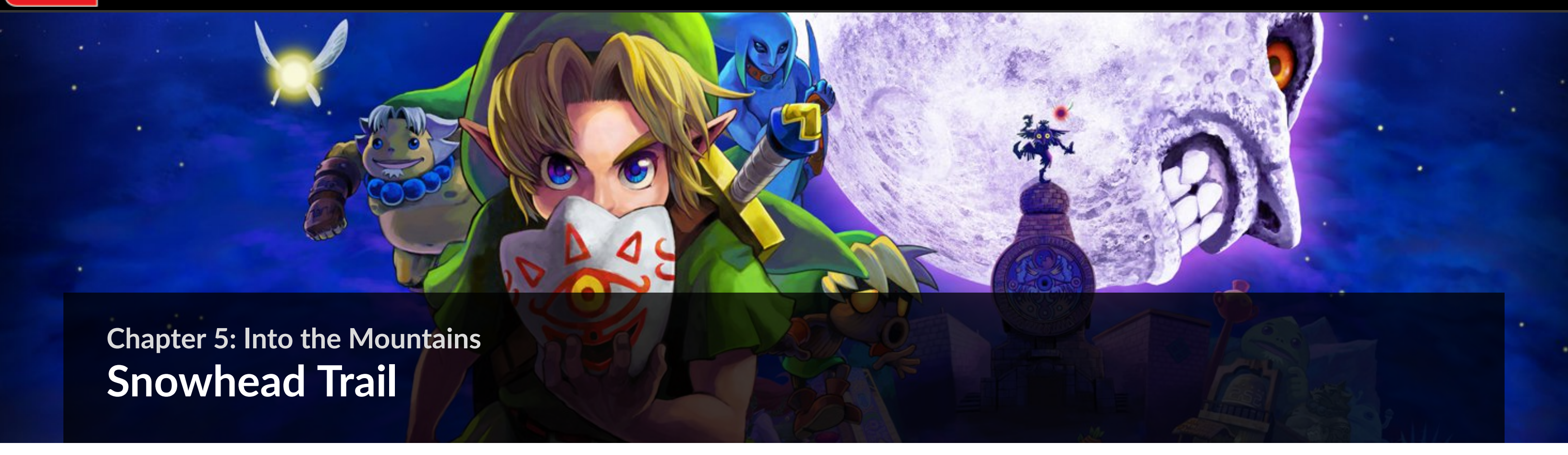


You got Don Gero's Mask! It looks just like Don Gero, conductor of the frog choir.

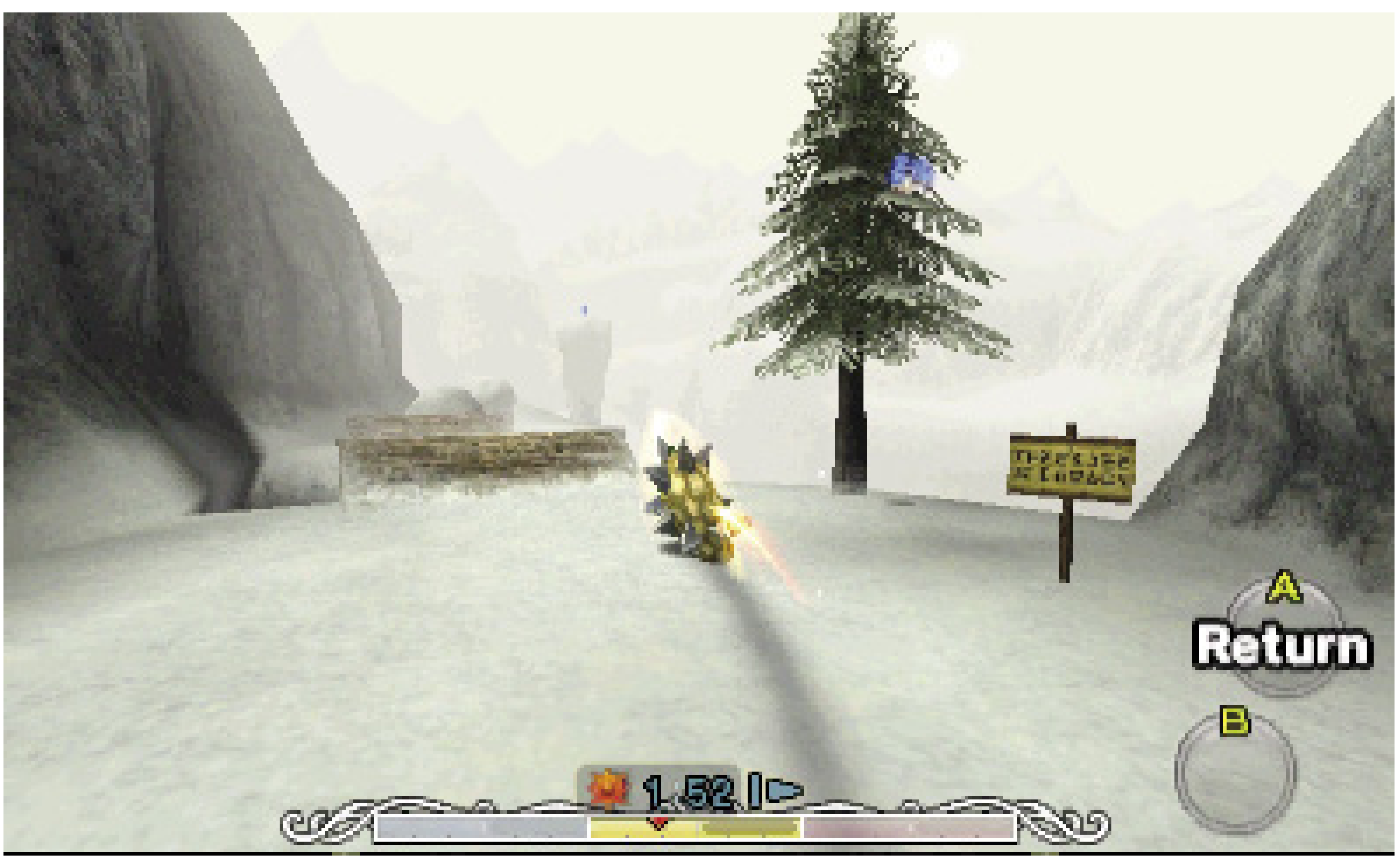
To Snowhead!



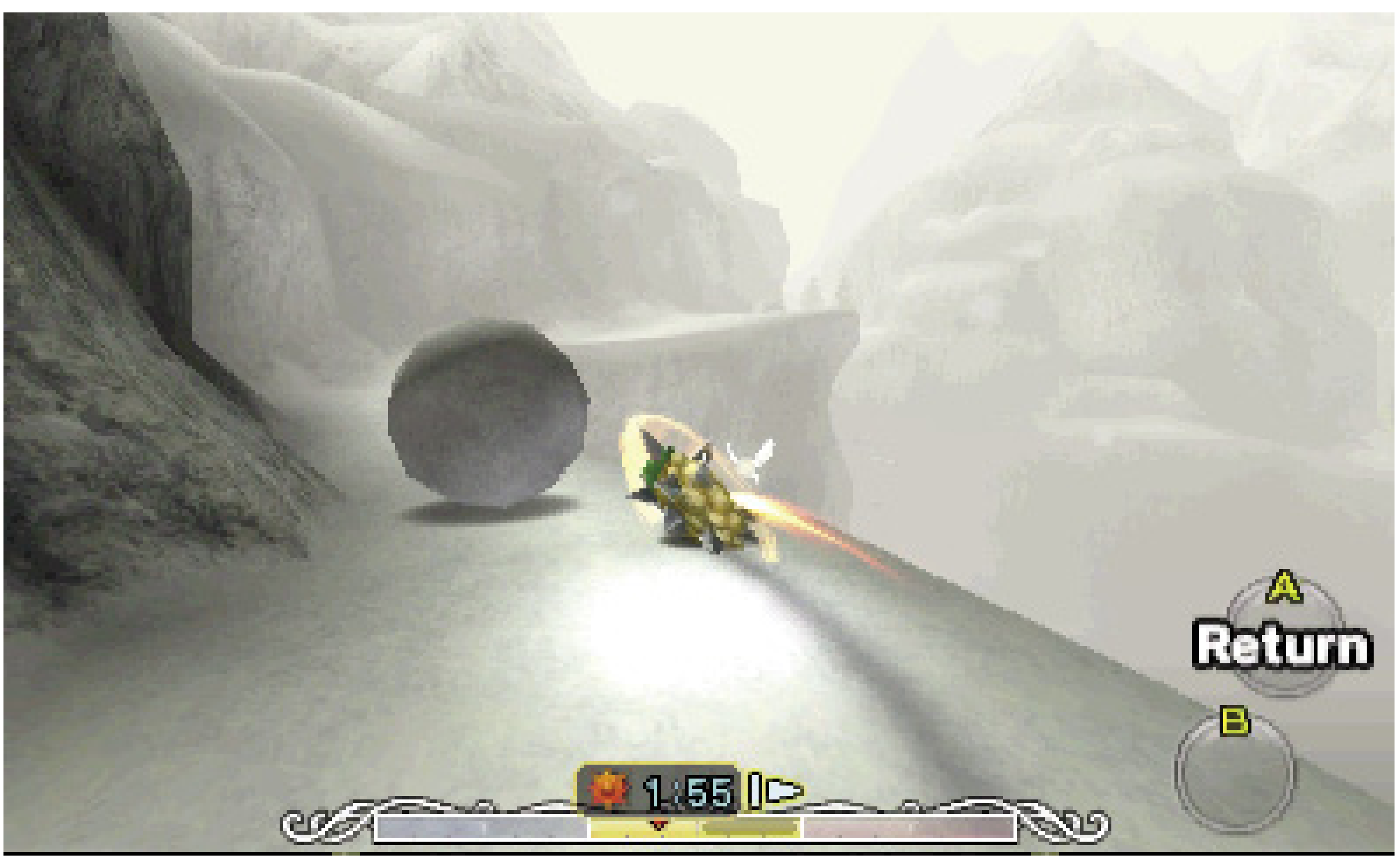
You've done well, hero, but the troubles in the mountains are only partially resolved. You still must do something about that terrible blizzard. The time has come to climb higher into the mountains. Save at the Mountain Village's nearby owl statue, then take the northwest trail toward Snowhead.



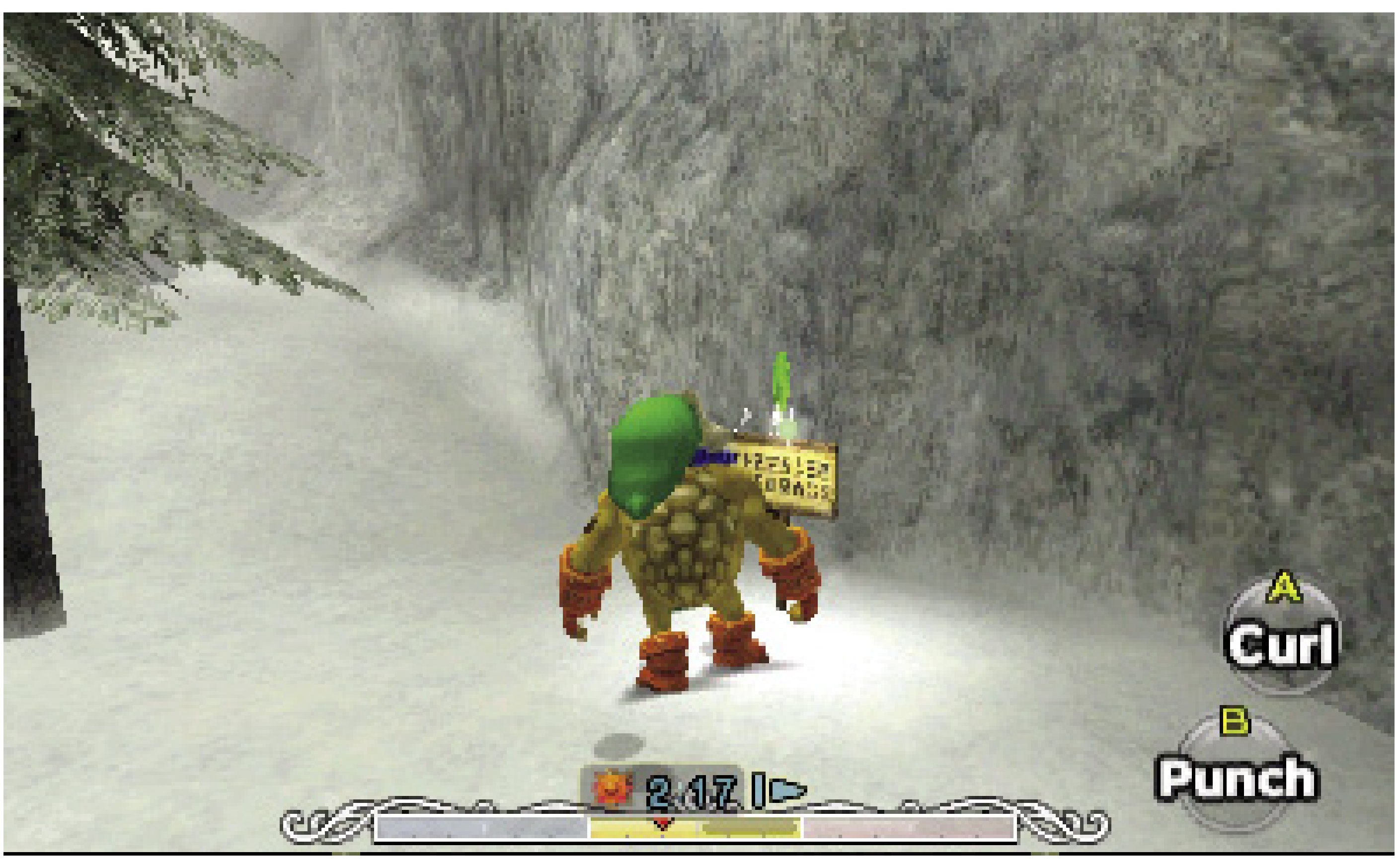
Let's Roll



Only Goron Link can navigate this treacherous trail; the wide gaps in the path can only be crossed by rolling at top speed. Beware of the overhead Ice Keese as you curl up and roll off the first ramp.



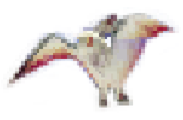
After clearing the first gap, keep rolling, aiming to smash through snowballs and collect Magic Jars that replenish your magic power as you roll. (Rolling at top speed rapidly consumes magic power.) Turn left and then right, following the winding trail's curves.



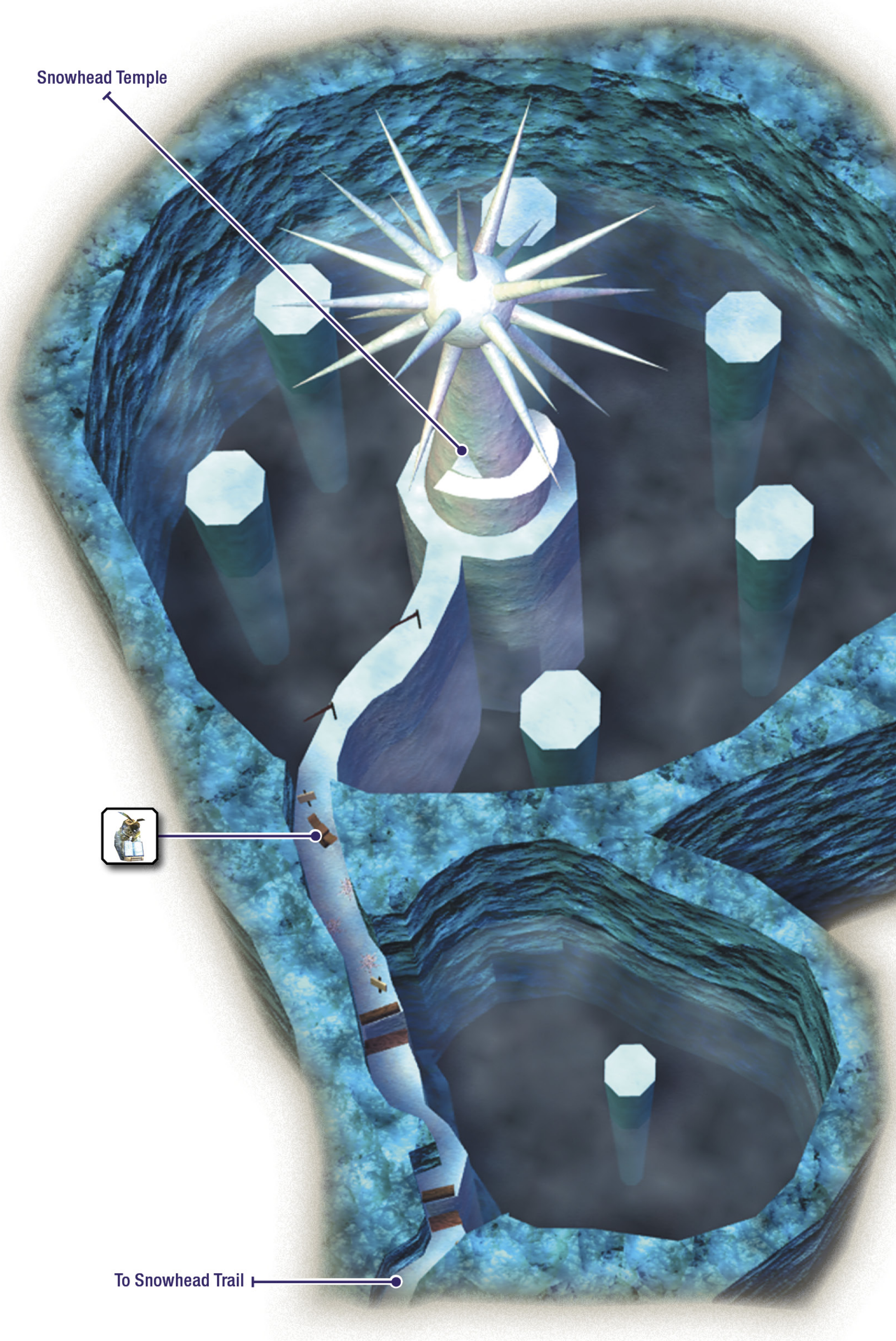
Tap Ⓐ to stop rolling after you clear the second gap, as there are no more gaps to cross. Inspect the sign on your right for a hint that you should contact the Goron Elder if you discover any information on the whereabouts of the Snowhead Temple guard. Snowhead Temple, is it? You must be getting close to another dungeon. Continue rolling up hill to reach Snowhead.

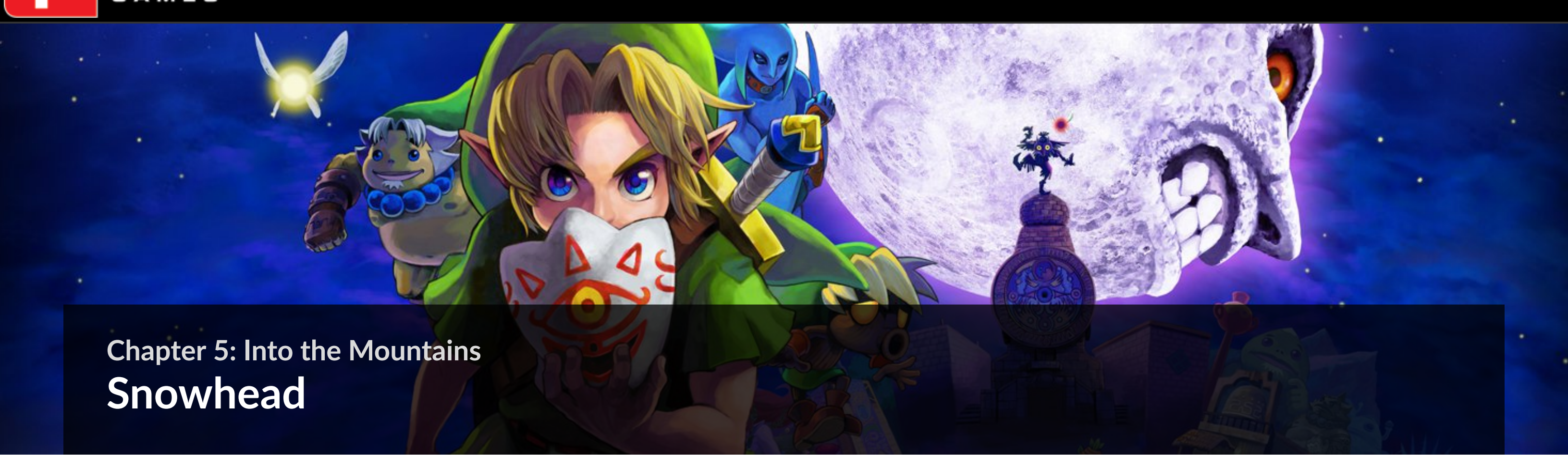
Ice Keese

Damage: Varies



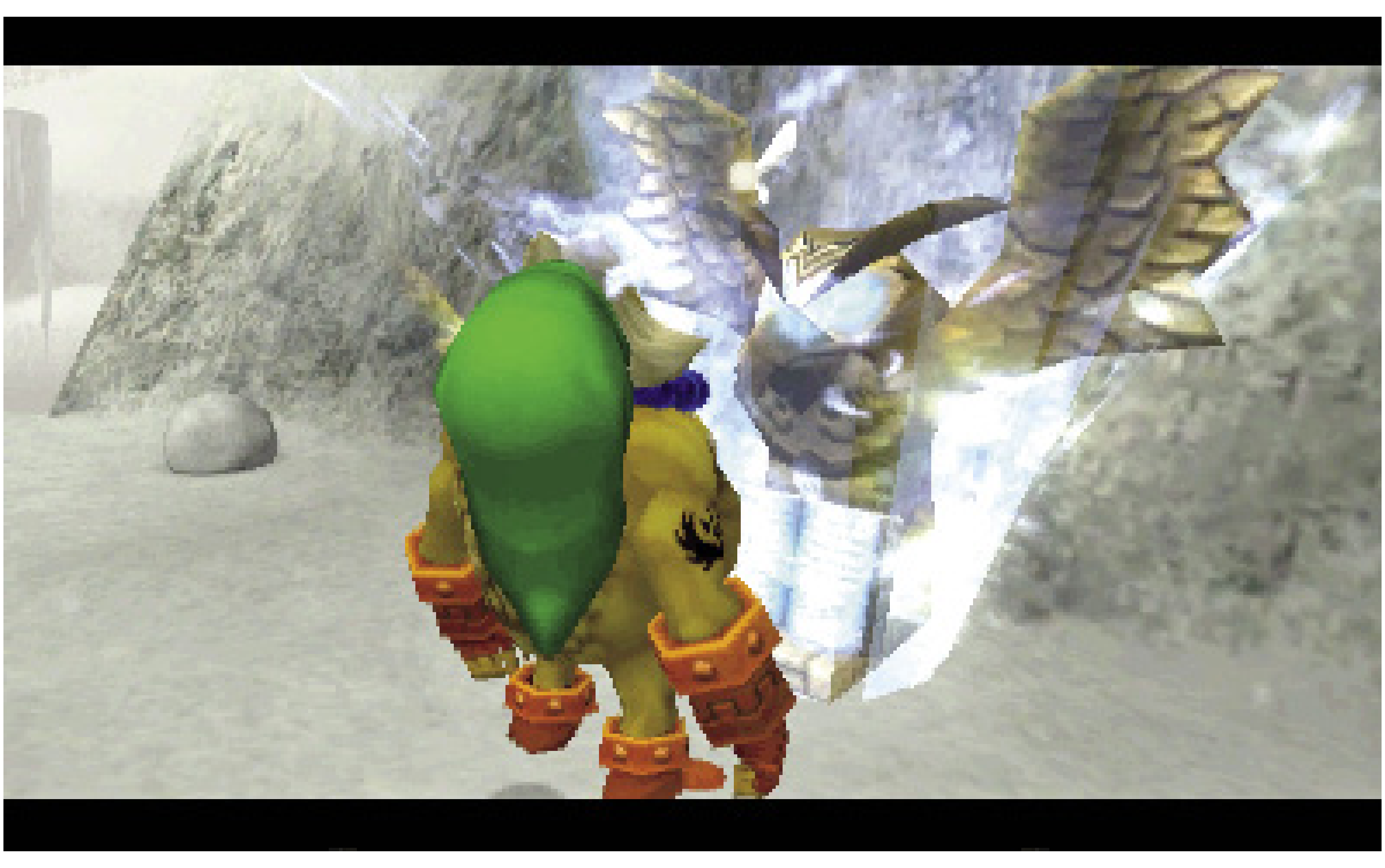
Beware of these flying foes, for their frosty aura freezes Link solid when they touch him. Lock on to them, and pick them off with the Hero's Bow from a safe range.





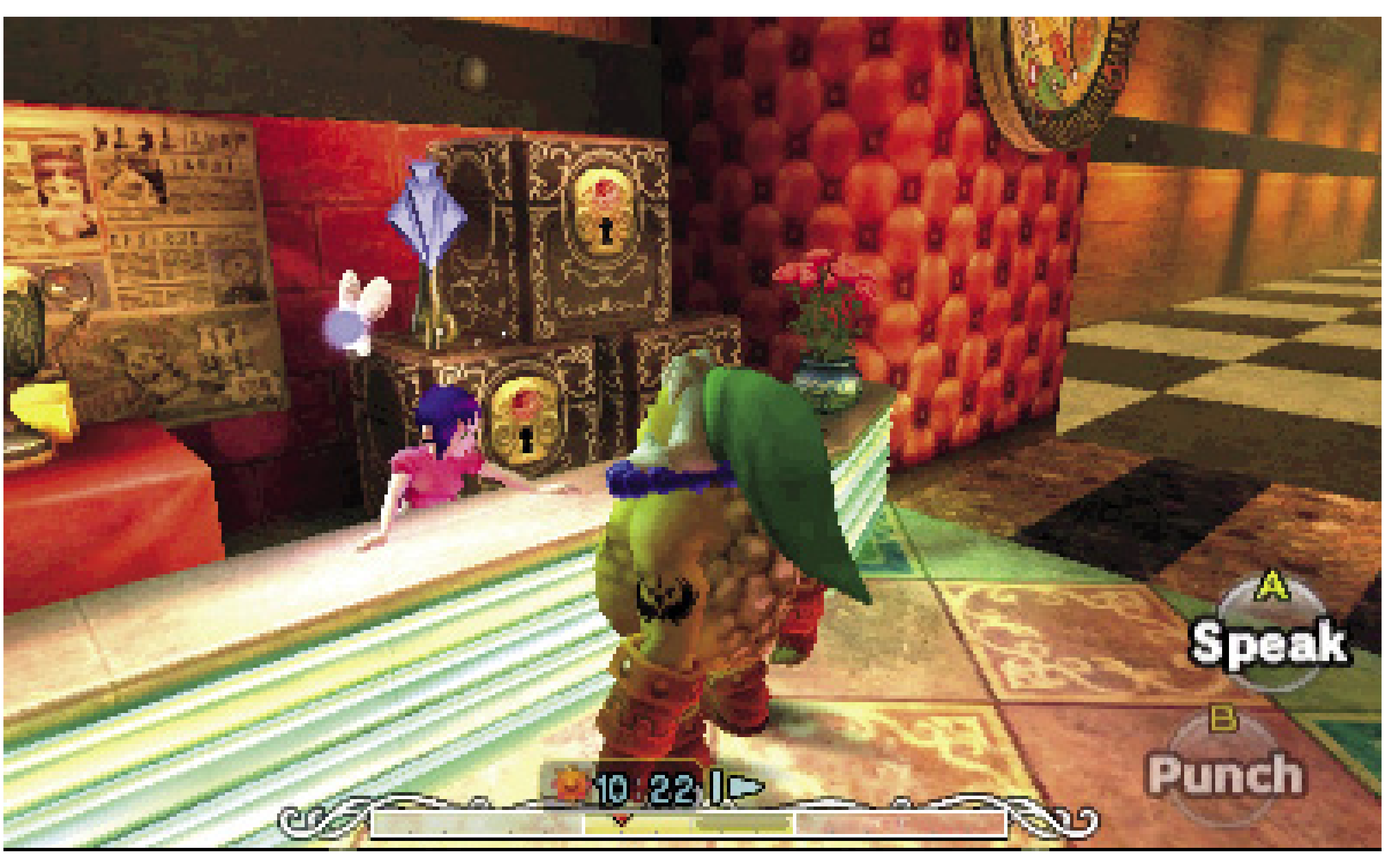
Snowhead

Snowhead Owl Statue

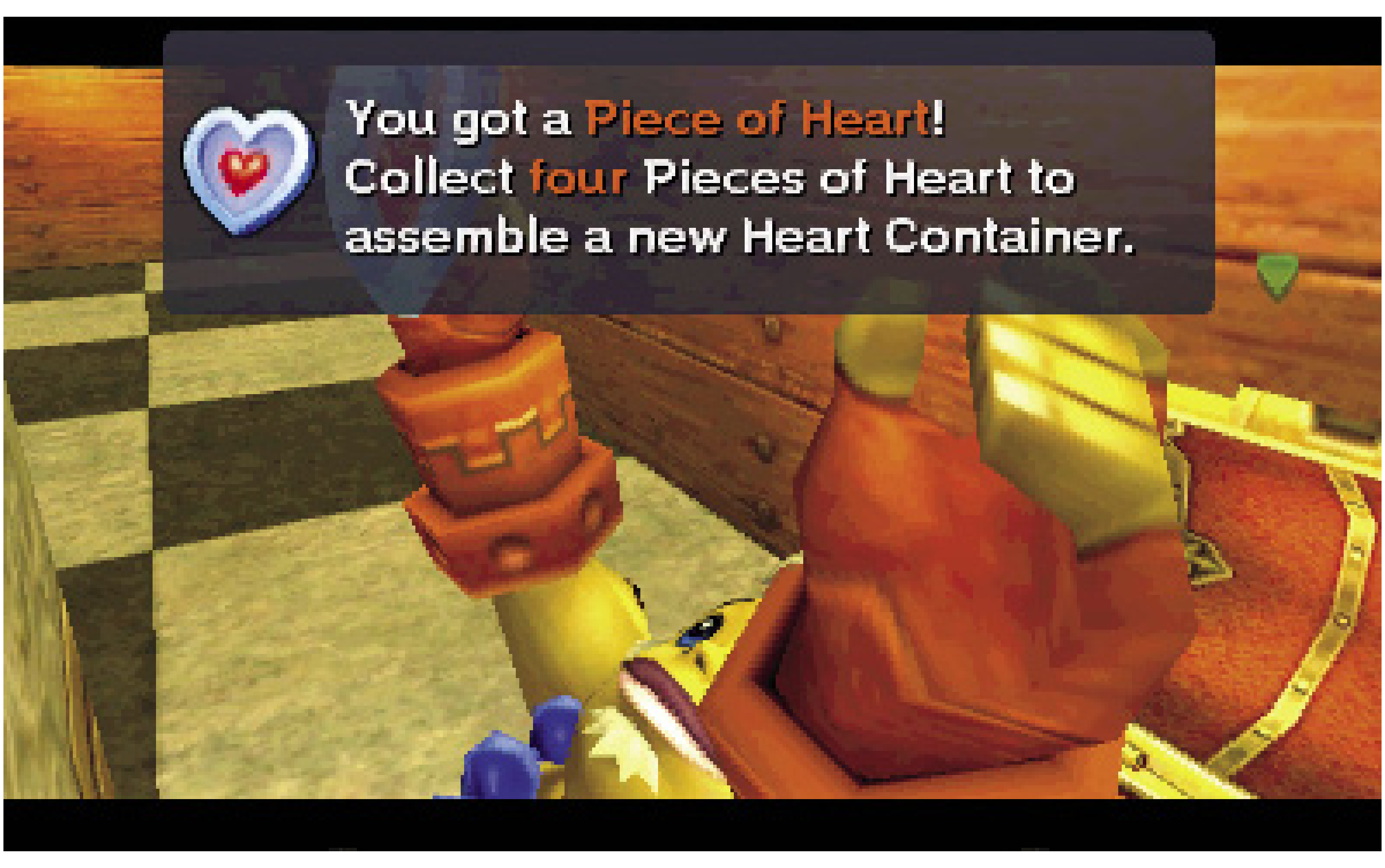


At last, you've discovered the source of the blizzard that's threatening the Gorons: huge gusts of freezing wind are bellowing out from Snowhead Temple! Before approaching the imposing stronghold, activate the nearby owl statue to unlock a new warp point for the Song of Soaring. Afterward, smash up the surrounding snowballs for items, including some bombs, arrows, a Magic Jar, and a Fairy.

A Lovely Treasure



Snowhead Temple beckons, but it's best to tackle big dungeons like this on a fresh set of days. Now that you've activated the Snowhead owl statue, you can easily return here whenever you like, so there's no reason not to reset time. But before you do, play the Song of Soaring and soar to Clock Town.



You got a Piece of Heart!
Collect four Pieces of Heart to
assemble a new Heart Container.

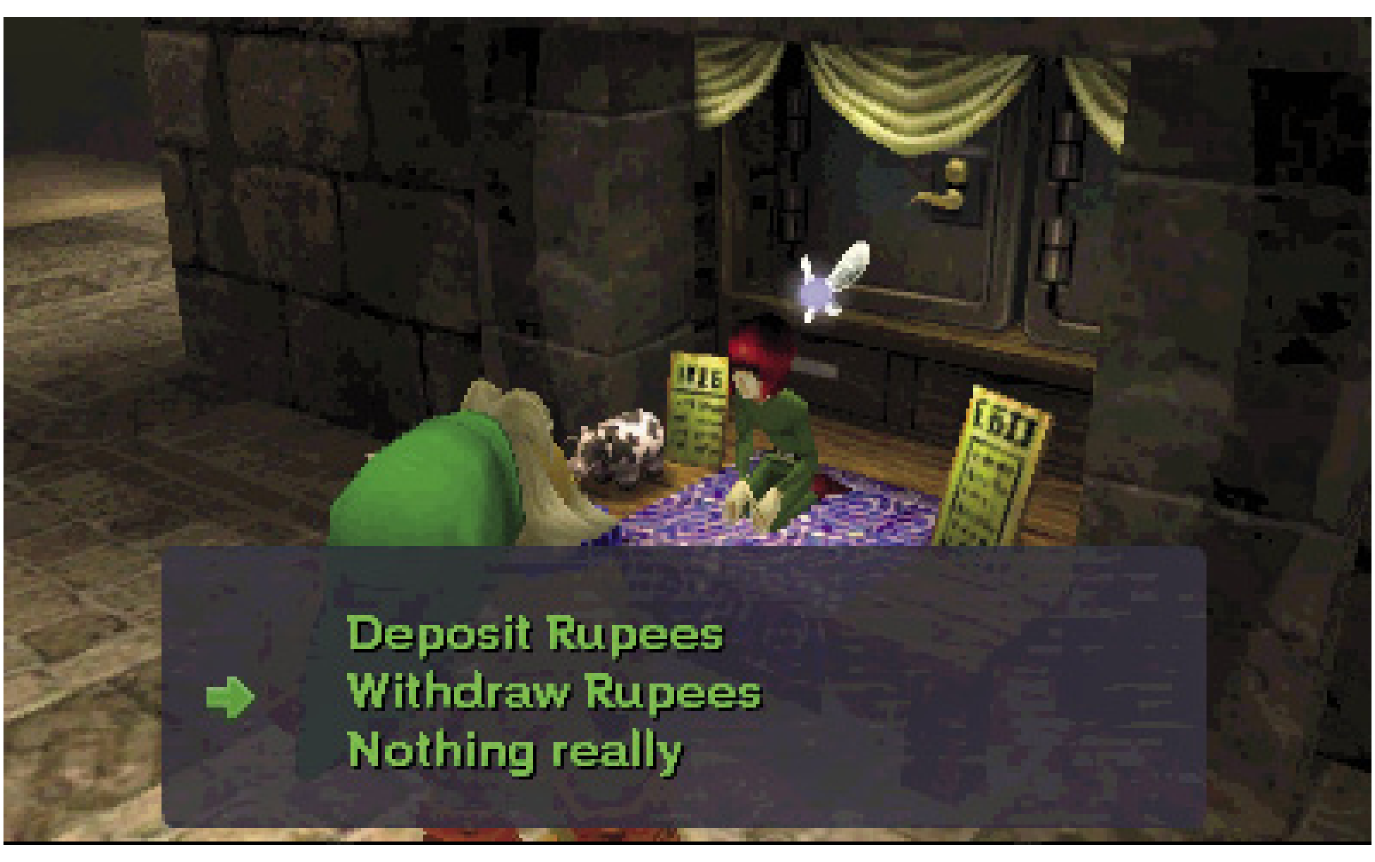
Now that you've got the Goron Mask, you can obtain a special prize from the Treasure Chest Shop in East Clock Town. Go there and step up to the counter as Goron Link, and the young lady who runs the game will swoon over your size. She'll offer you a special version of her game that costs 30 Rupees to play.

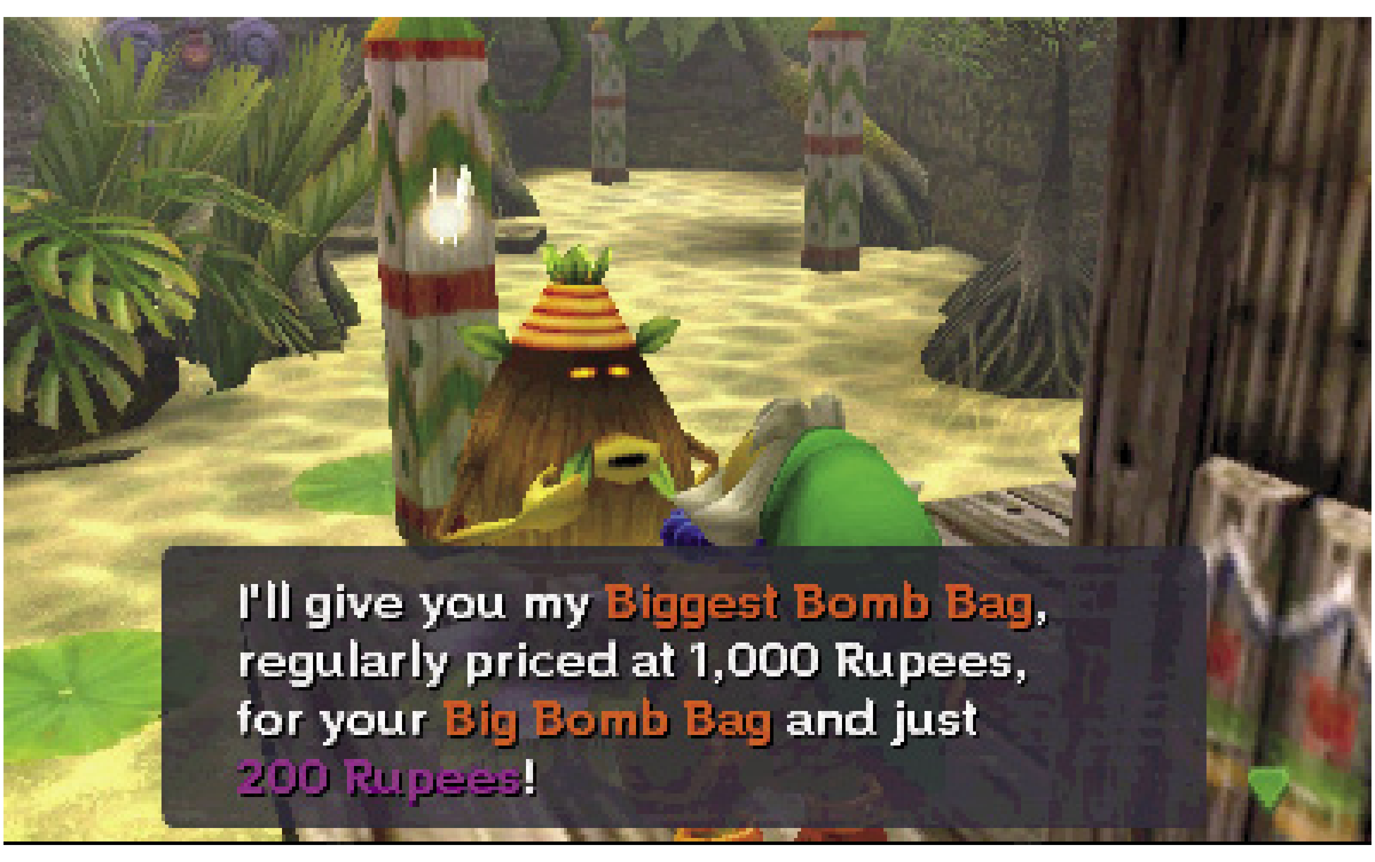
Plop down 30 Rupees, which you should easily have after exploring the mountains, and use Goron Link's roll to race through the maze on your way to the distant treasure chest. It may take a few tries to reach it, but the speed of Goron Link's roll makes things a lot easier. Just keep playing until you reach the chest, then flip its lid to find a lovely Piece of Heart.

Piece of Heart #21

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

It's the Bomb





I'll give you my Biggest Bomb Bag,
regularly priced at 1,000 Rupees,
for your Big Bomb Bag and just
200 Rupees!

Take your leave of the Treasure Chest Shop, and fill your wallet with 200 Rupees. You can do this by opening the Silver Rupees chests in the sewers and atop the Town Shooting Gallery, or by making a withdrawal from your bank account.

Once you've topped off your wallet, warp to the Southern Swamp. Climb the Swamp Tourist Center's ladder, and then talk to the Business Scrub as Goron Link. Because you traded the Swamp Title Deed for the Mountain Title Deed before, this is actually the Business Scrub that you met in Goron Village. He has relocated to a warmer climate!

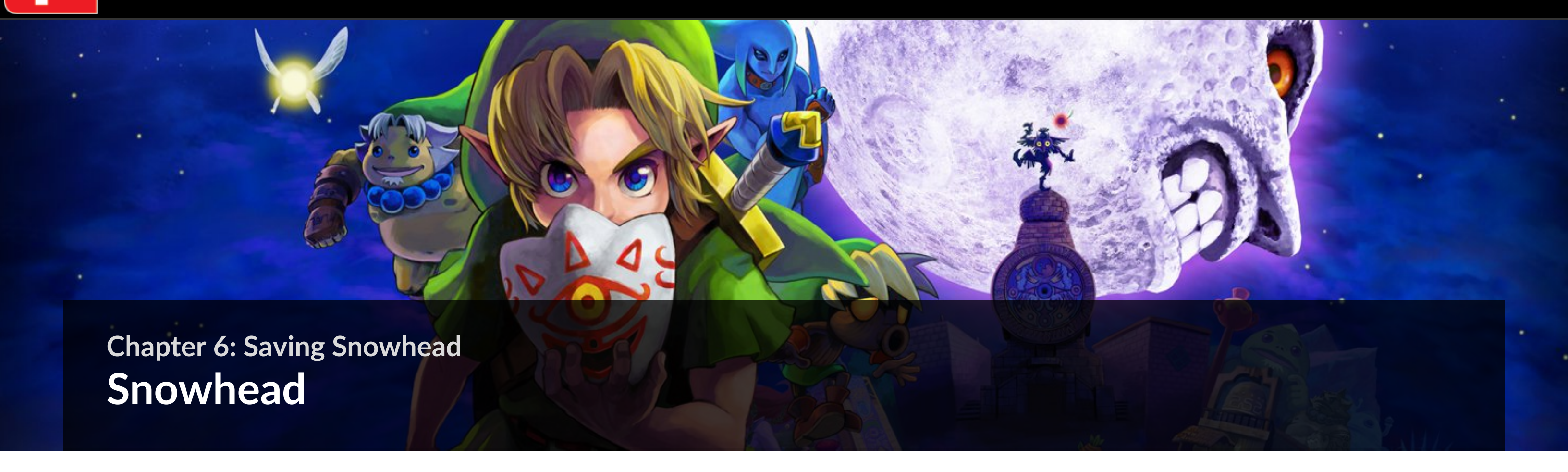
Taking Link for a burly Goron, the Business Scrub offers to sell Link his Biggest Bomb Bag. Normally, this fine item would run you 1,000 Rupees, but with a trade-in of your Big Bomb Bag, the Scrub knocks the price down to an affordable 200 Rupees. Go ahead and make the deal.

Biggest Bomb Bag

You got the Biggest Bomb Bag! Now you can hold up to 40 bombs.

Play It Again, Link

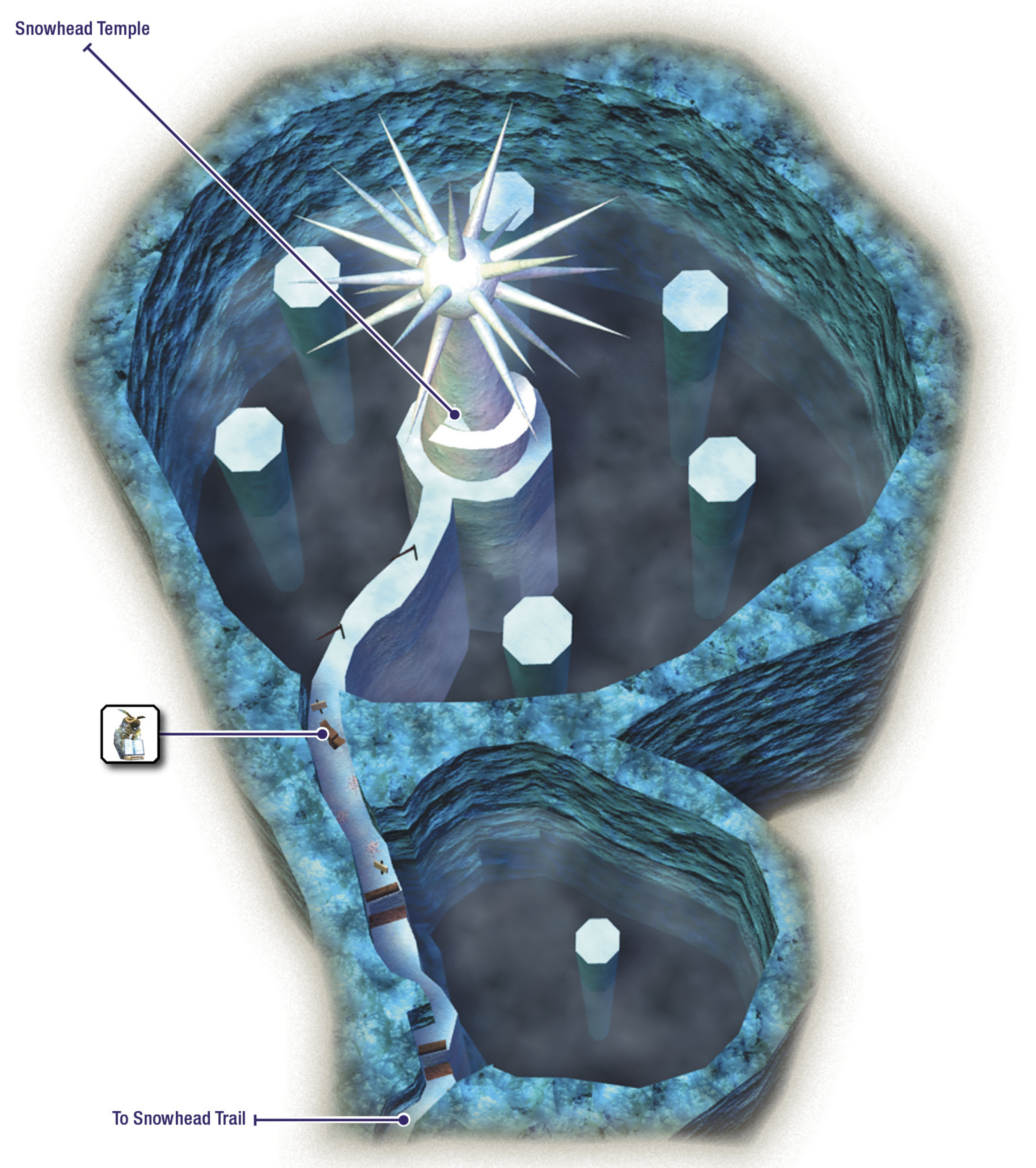
The time has come to brave Snowhead Temple, but this is best accomplished with a fresh set of days. Warp back to Clock Town and save your game, then play the Song of Time to reset to the Dawn of the First Day. A new dungeon awaits!



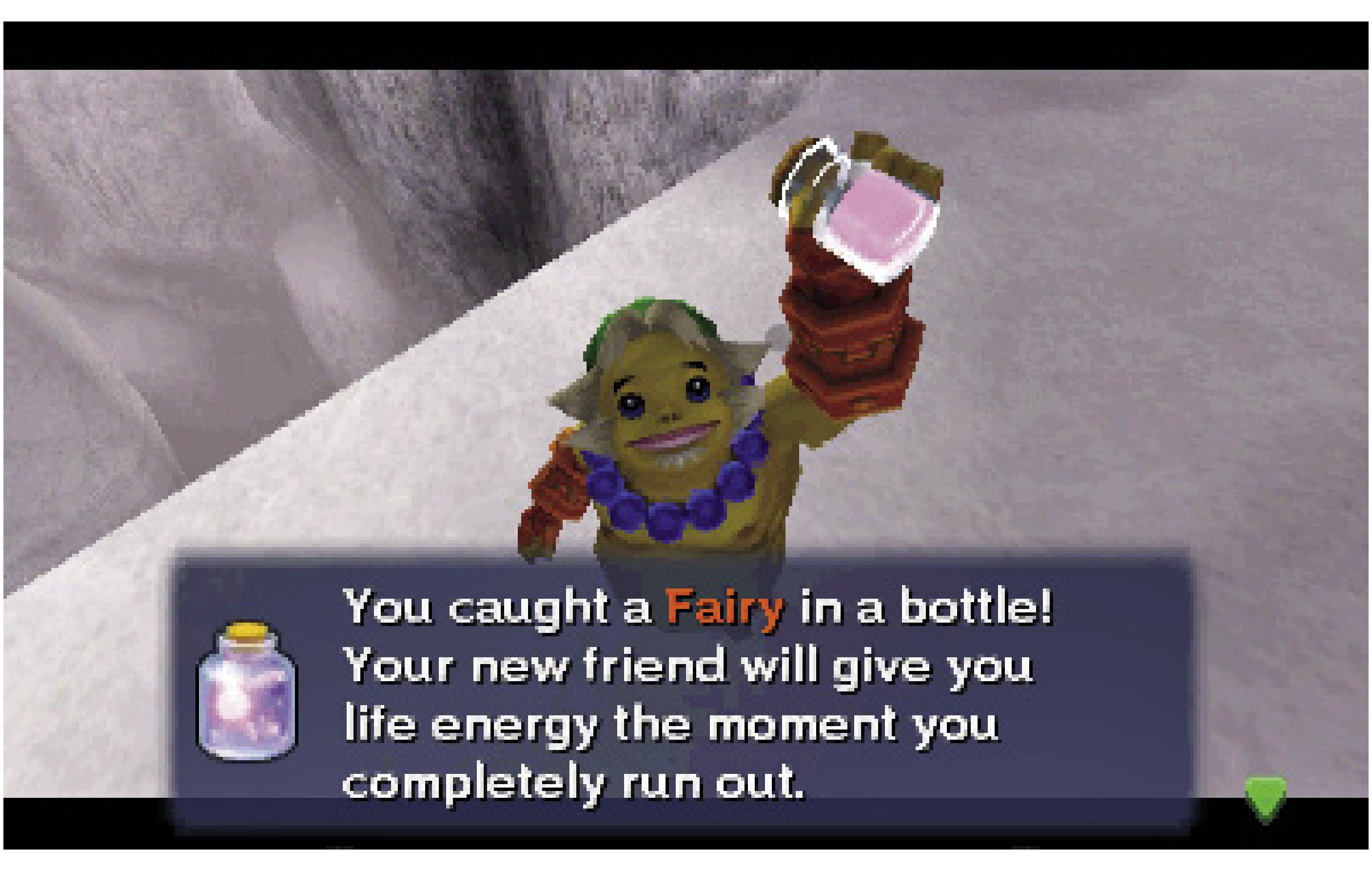
Chapter 6: Saving Snowhead

Snowhead

Link's exploration of Termina's northern mountain regions has revealed troubling tidings: a terrible blizzard blows through the region, one so mighty that it threatens to wipe out the mountain's humble inhabitants, the Gorons. Link has discovered that storm stems from a mysterious temple at the summit. Every Goron that has approached this temple has met with a terrible fate, yet Link must brave its frigid mysteries if the blizzard is to be halted.

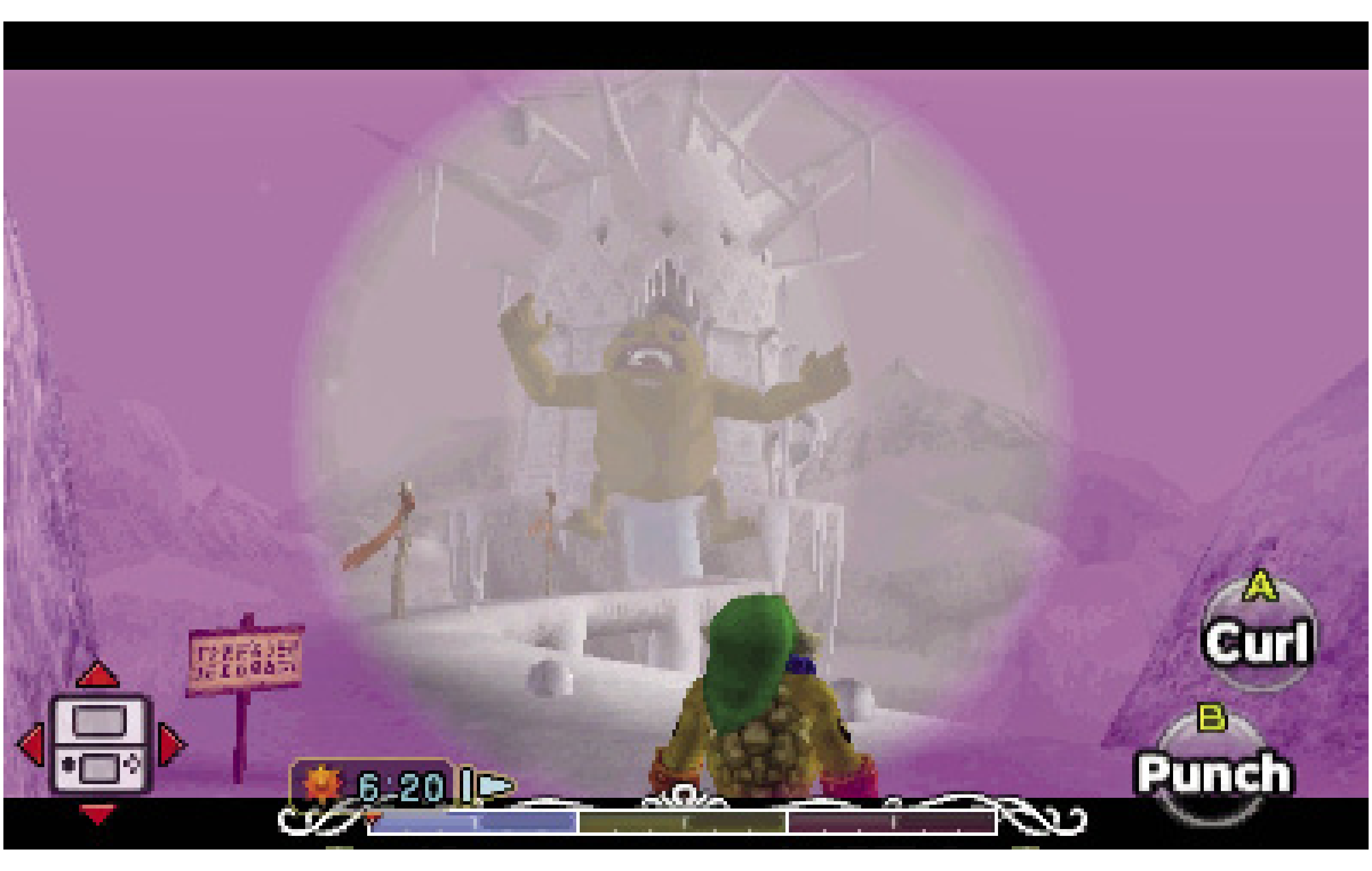


Entering the Temple

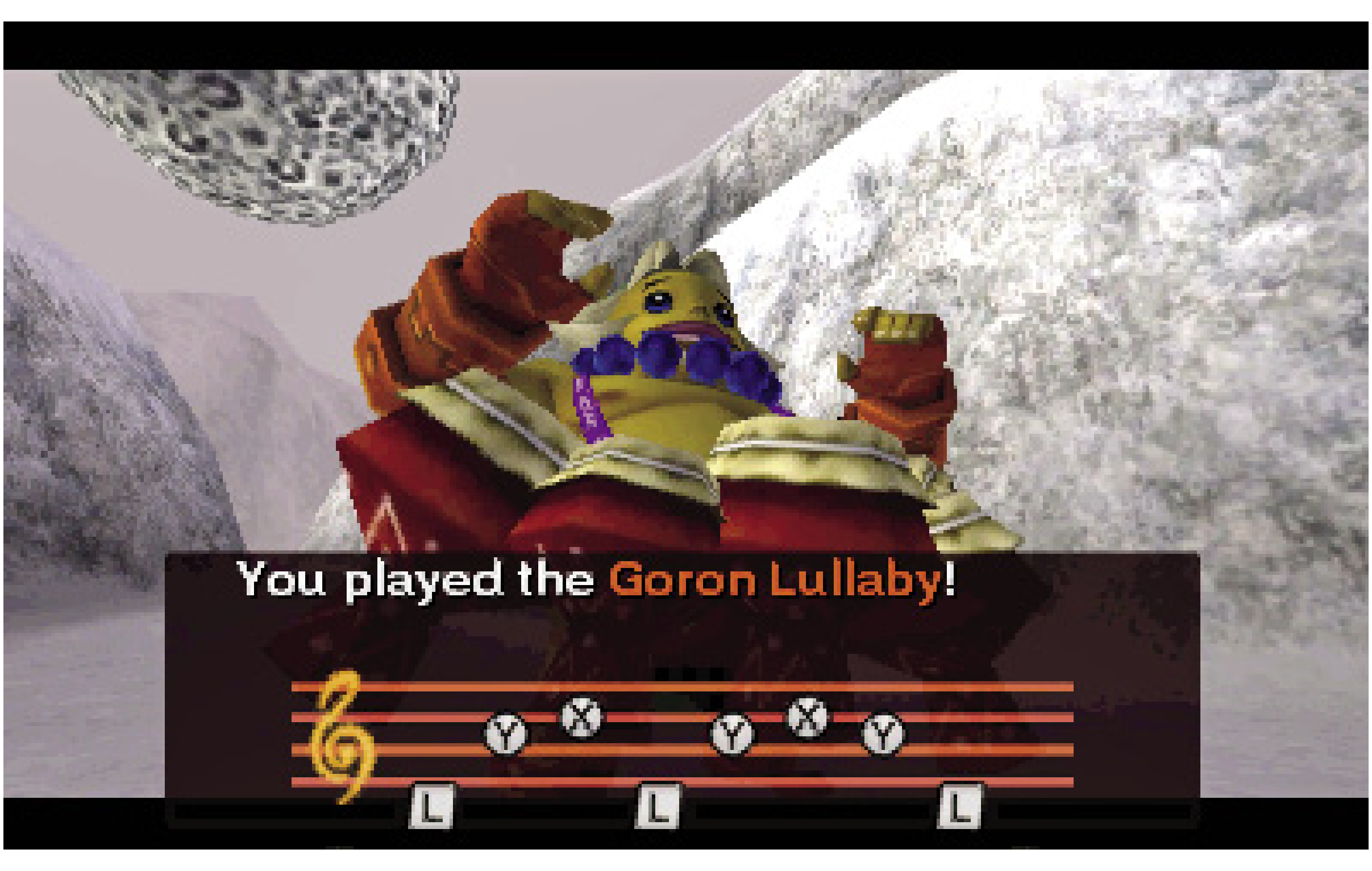


You caught a Fairy in a bottle! Your new friend will give you life energy the moment you completely run out.

Back on the Dawn of the First Day, play the Inverted Song of Time, followed by the Song of Soaring. Soar to Snowhead, and then smash the snowballs near the owl statue to find some arrows, bombs, and a Fairy that can be kept in an Empty Bottle. Afterward, approach the temple for a tip from Tatl.



Tatl thinks that there's something in the middle of the blizzard ahead, but the storm is so thick that you can't see it. Whip out the Lens of Truth to discover that a giant Goron is sitting near the temple. The Goron's cries are blowing powerful gusts of wind and snow, keeping you from advancing.



You played the Goron Lullaby!

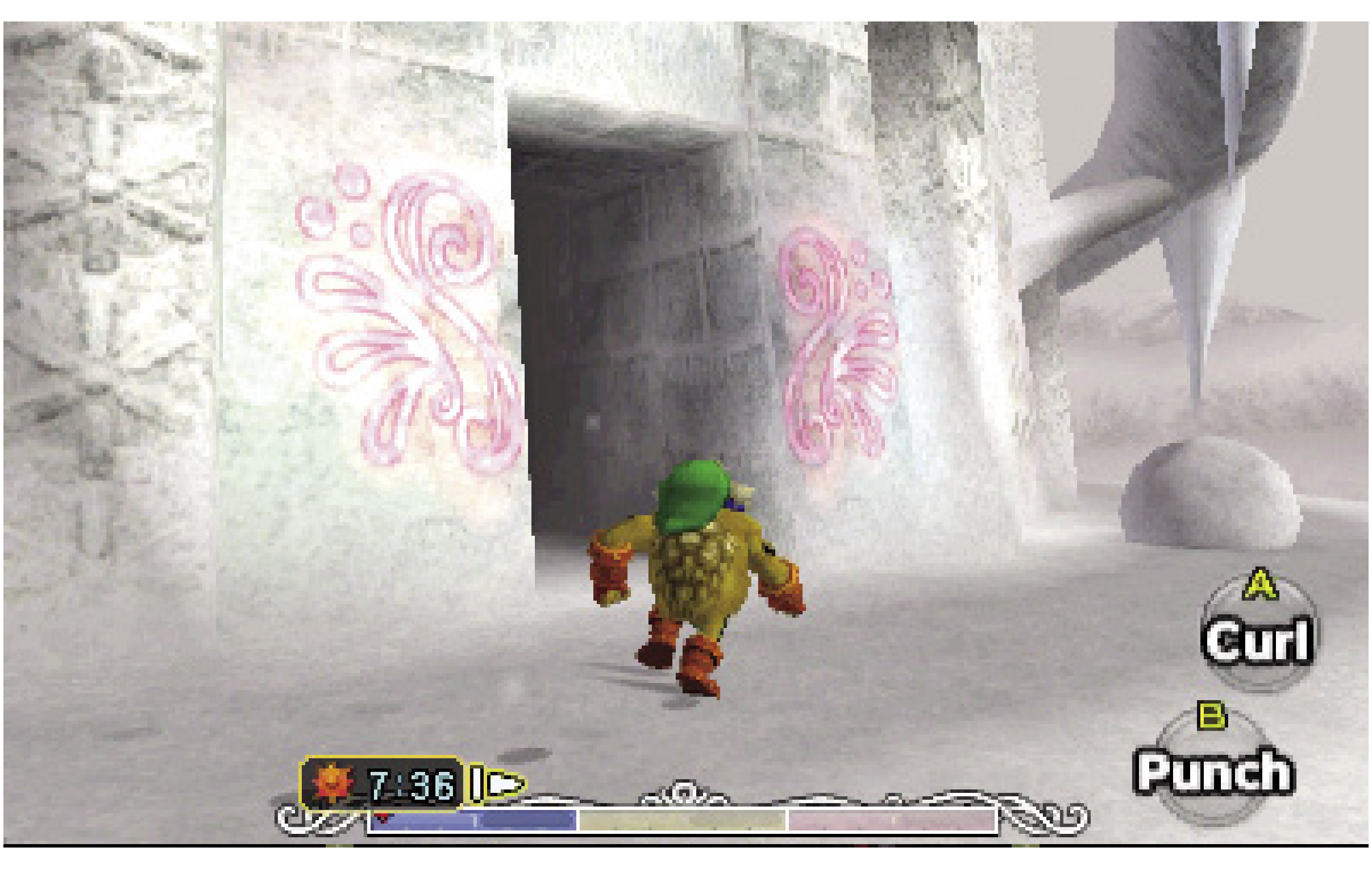
That Goron sure seems upset, doesn't he? See if you can calm him down. Put on the Goron Mask and pull out the Goron Drums, then play the Goron Lullaby that the Goron Elder's son taught you.

The soothing sound of the Goron Lullaby works its magic on the giant Goron. The big guy curls up and starts snoozing so deeply that he falls from the ledge, disappearing into the abyss below.

6:42
A
Curl
B
Punch

With the giant Goron no longer gusting, approach the temple as Goron Link, throwing punches to smash through the big snowballs that come tumbling toward you. Roll up the slope to reach the temple's base, but beware the White Wolfos that ambush you near the temple. Give them a taste of Goron Link's fists also, if you like.

Snowhead Fairy's Fountain



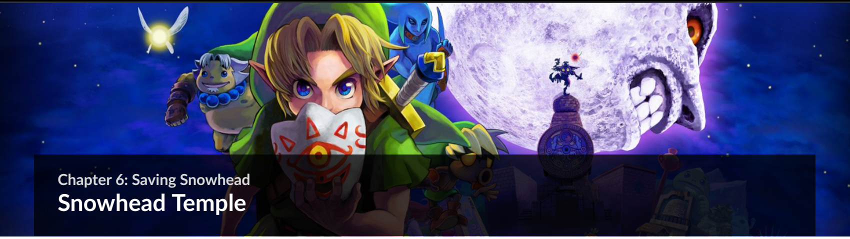
The entrance to Snowhead Temple lies at the top of the winding ramp that starts to the west, but before you go up, circle around to the east to find a small cave. Head inside to visit a Fairy's Fountain.

7:39
A
Curl
B
Punch

Move to the middle of the fountain, and speak with the Great Fairy. The Skull Kid has broken and shattered her, just like he did to the two other Great Fairies that you've met before. She begs that Link rescue and return all of the Stray Fairies that are lost in Snowhead Temple. Hey, no problem!

7:57
A
Return
B

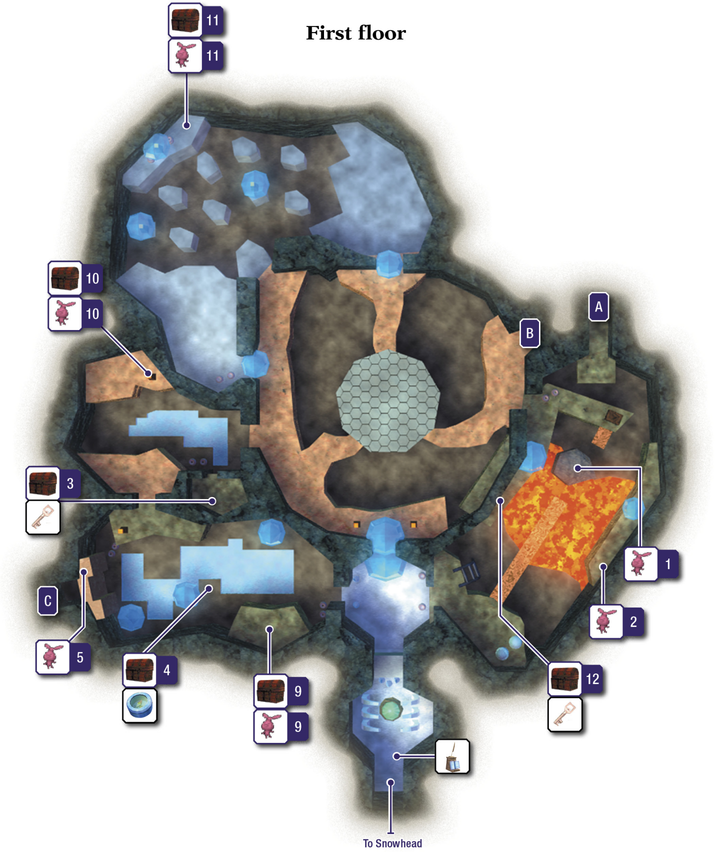
Exit the Fairy's Fountain, and begin ascending the winding ramp that leads up the temple. As Goron Link, roll through or punch the rolling snowballs to turn them to powder. When you reach the summit, hurry inside the temple—there's no time to lose!



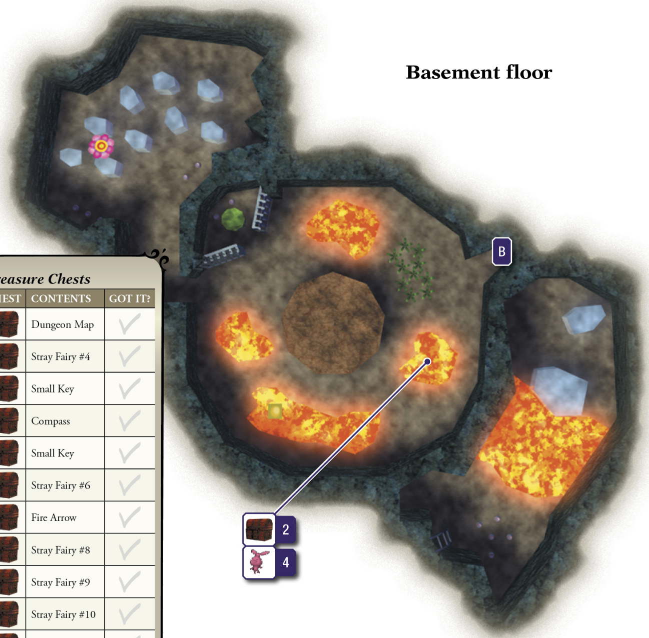
Chapter 6: Saving Snowhead

Snowhead Temple

First floor



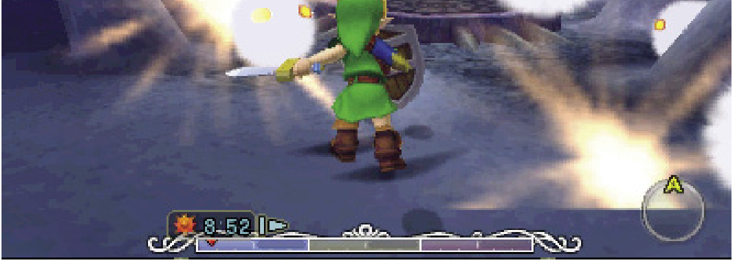
Basement floor



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Dungeon Map	✓
	Stray Fairy #4	✓
	Small Key	✓
	Compass	✓
	Small Key	✓
	Stray Fairy #6	✓
	Fire Arrow	✓
	Stray Fairy #8	✓
	Stray Fairy #9	✓
	Stray Fairy #10	✓
	Stray Fairy #11	✓
	Small Key	✓
	Stray Fairy #12	✓
	Boss Key	✓

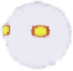
Room 1: Entrance



A mob of White Boes ambushes you in the temple's very first room. Not exactly a warm welcome. Slay them all, then use the nearby save statue to record your progress.

White Boe

Damage: 1/4 Heart

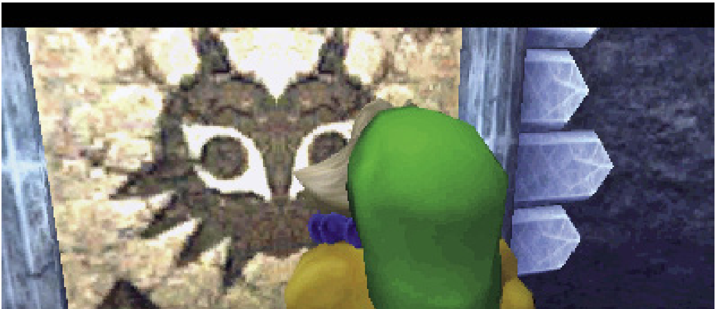


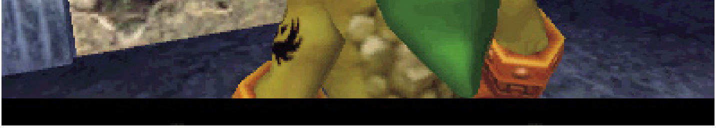
These little fluff balls are just like the Black Boes you encountered in Woodfall Temple. Though weak, they travel in packs and attempt to overwhelm Link with their numbers. Spin attacks are most effective at clearing them out.

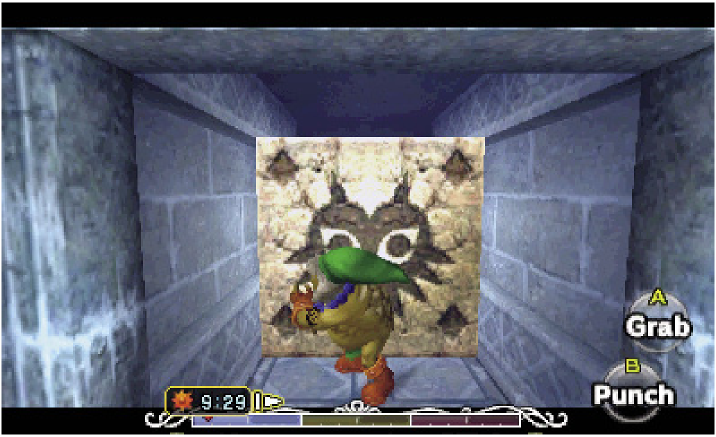
Icicles surround the north door. Smash through them to find that the door is too big for Link to open. Don the Goron Mask to bulk up, then press and hold Ⓐ to grab the door.

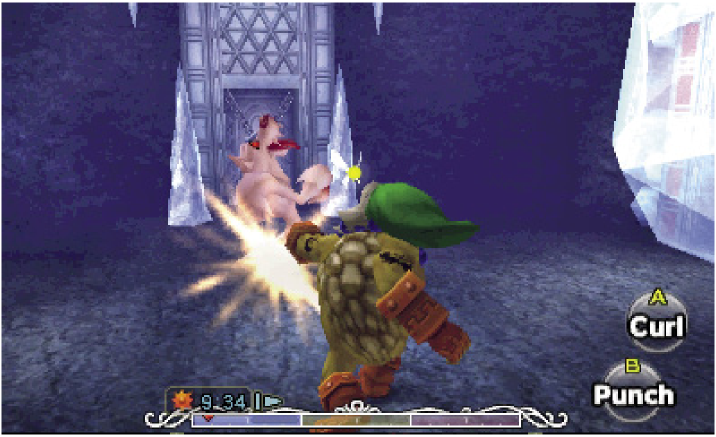
Hang on—this isn't a door; it's a big stone block. Shove the block forward until it drops into a hole, letting you advance to the room's north half.

Watch out for a White Wolfos that attacks you as you pass beyond the block. Dodge its claw attacks and counter with one of Goron Link's unforgiving fists, then smash the jars and icicles near the east and west doors for goodies. The west door is locked, and the north door is frozen shut, so proceed through the east door to visit Room 2.



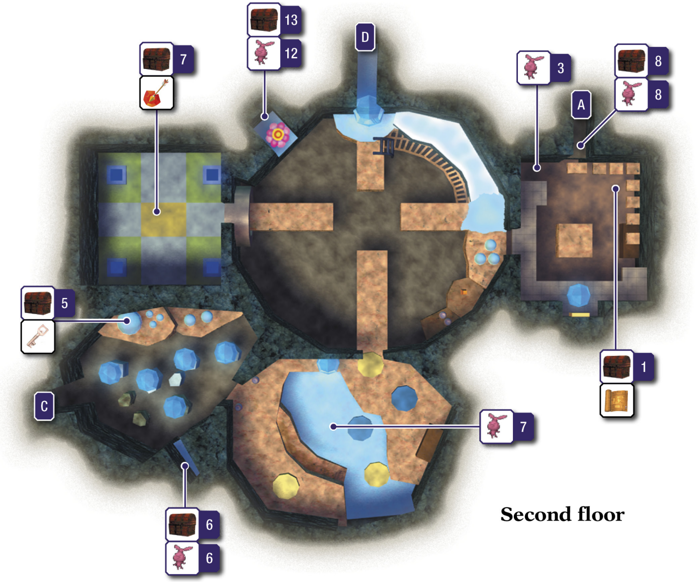




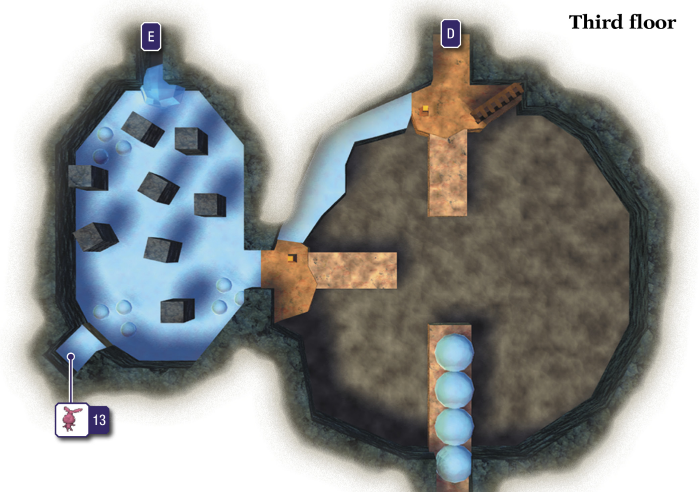


Beware of Falling Ice

Many of Snowhead Temple’s rooms feature dangerous icicles that drop from the ceiling when you move beneath them. You’ll suffer damage if a falling icicle strikes you, so scan every ceiling and use the Hero’s Bow to knock down icicles in advance.

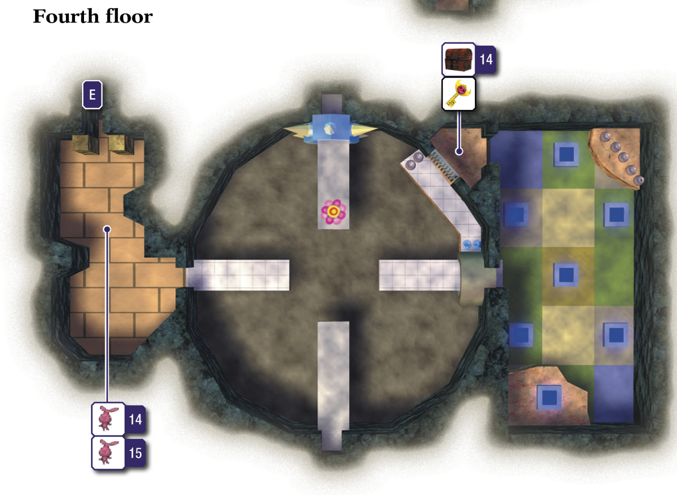


Second floor

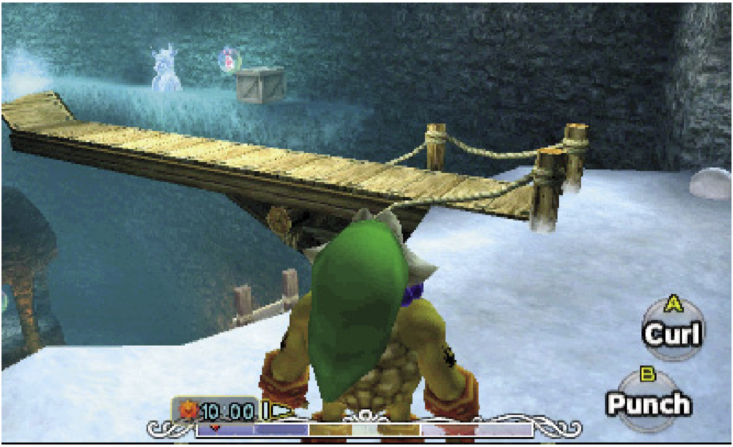


Third floor

Fourth floor

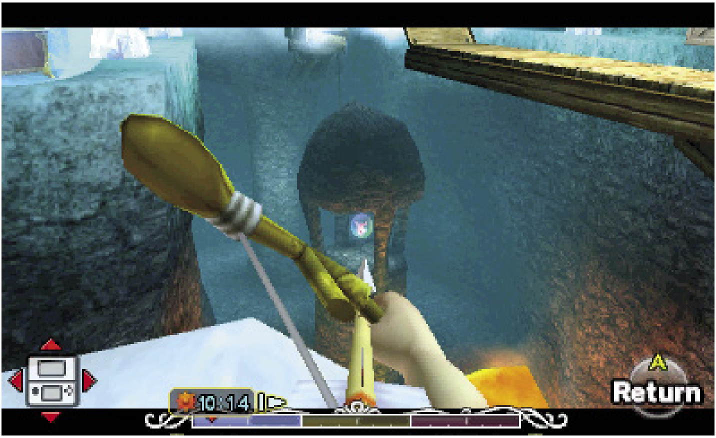


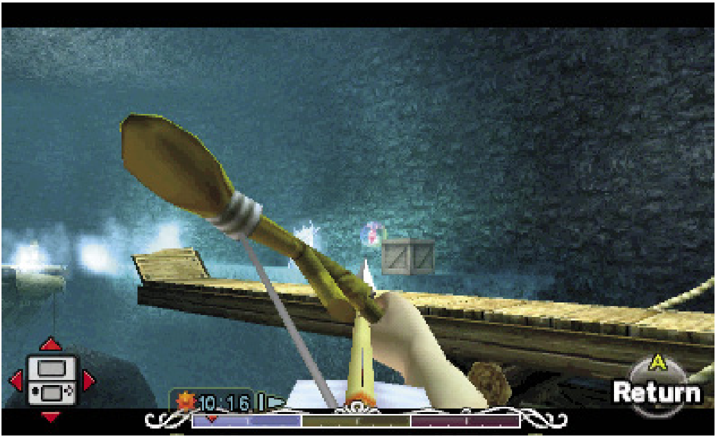
Room 2: Broken Bridge



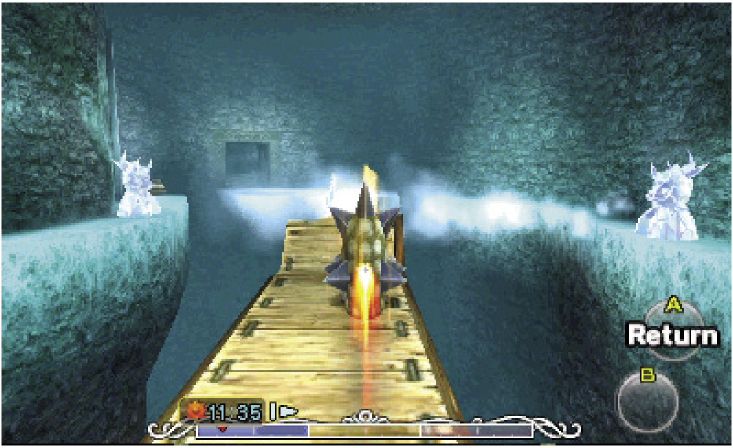
This room features icy floors and a narrow bridge that spans a pool of bubbling lava. Tatl advises that you try rolling as Goron Link to get through icy areas like this.

Before rolling across the bridge, stand near the entry door and scan the room. Spot two Stray Fairies that are trapped in bubbles—one atop the tower below you, and another one near the east wall. Shoot arrows to pop their bubbles, and then put on the Great Fairy's Mask to draw them toward you. If you don't have any arrows, climb down the nearby ladder and smash the jars down low, near the lava.





Stray Fairy #1 and #2

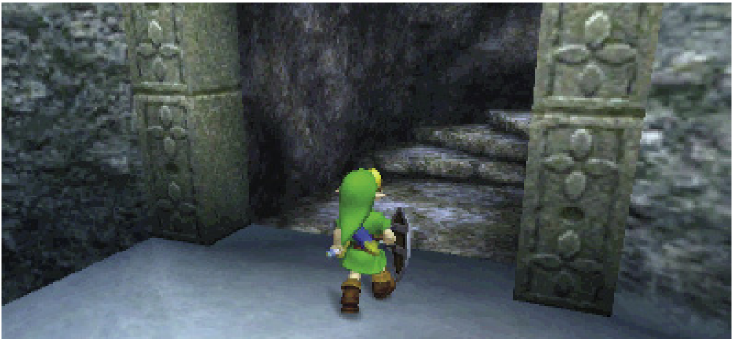


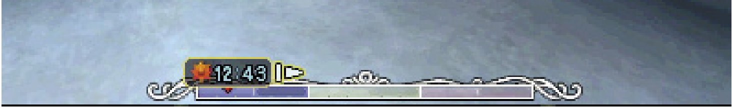
Now, approach the broken bridge. Stand on the icy ground, put on the Goron Mask, and press Ⓐ to curl up into a ball. Start rolling toward the bridge just as the nearest Freezard stops blowing its icy breath. By starting your roll on the ice, you'll peel out for a moment and build up speed without going far. Reach top speed, and then roll across the bridge to leap the gap in the middle.

Freezard

Damage: Varies

Freezards are immobile ice statues that regularly emit powerful gusts of chilling wind. These gusts can freeze Link solid, inflicting steady damage until he breaks free. If you manage to get close to a Freezard, you can defeat it with a few blows.

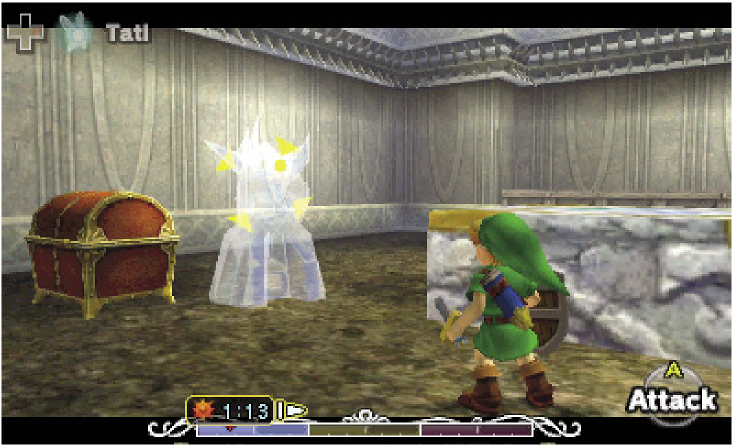




At this point, you can either go up the north stairs, or leap across the nearby gap and head through the west door. The Dungeon Map is upstairs, so go upstairs to reach Room 3 on the temple's second floor.

Room 3: Bombchu Room

A Real Bombchu runs wild in this small chamber, but unlike the ones in Termina Field, it doesn't show much interest in Link. Slay it with an arrow, and defeat the nearby Freezard guarding a treasure chest, as well. Open the chest to obtain the Dungeon Map.

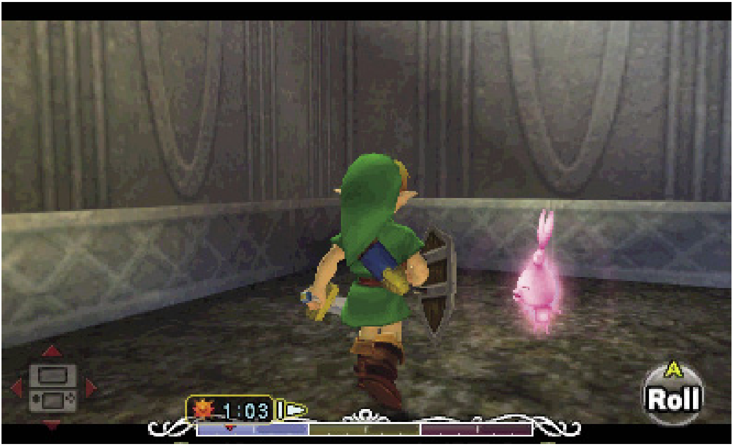


Dungeon Chest #1:Dungeon Map

Dungeon Map

You found the Dungeon Map! Tap the Map button to view the Map Screen. Tap the map to zoom in or out. When zoomed in, slide to check out different areas of the map. Select the floor you wish to view from the bar on the right.

After pocketing the Dungeon Map, search the room's corner to find a Stray Fairy floating around. Grab the Stray Fairy, then backtrack downstairs to Room 2 and jump over to the west door. Go through it to visit Room 4.

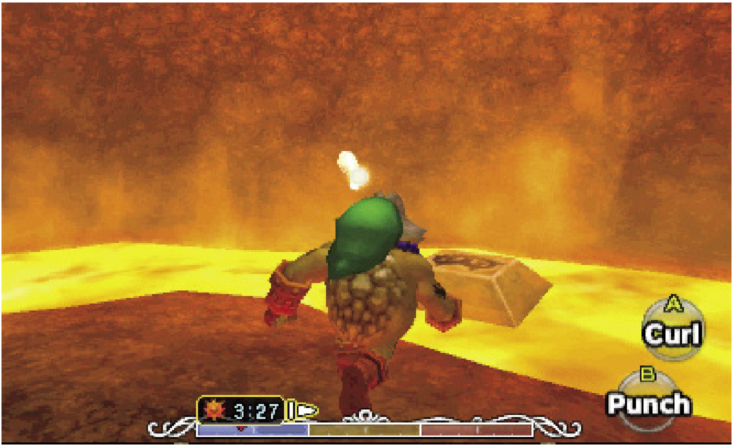


Stray Fairy #3

Room 4: Great Cavern (First Floor)

Room 4 is a spacious, multi-leveled cavern that stretches from the temple's lowest floor (the basement floor) all the way up to its highest level (the fourth floor). There's a lot to see here, but you should start from the bottom. Take the nearby stairs to the east to reach the cavern's basement floor.

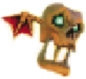
Room 4: Great Cavern (Basement Floor)



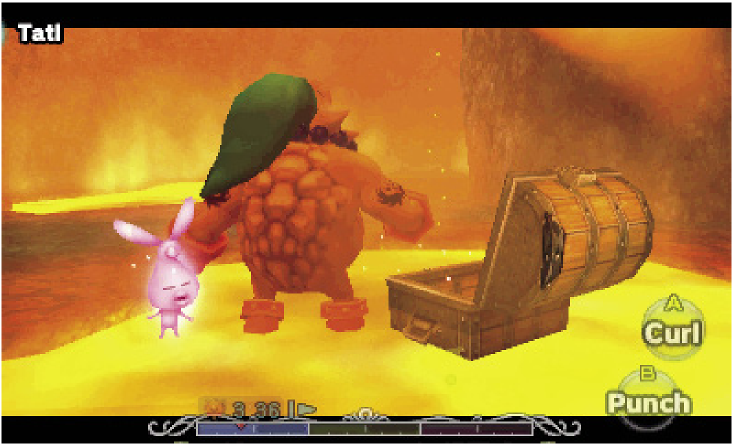
As you explore the cavern's basement floor, beware of the Red Bubbles that pop up from the lava. Smash the jars up north to free a Fairy that can be bottled or used to recover Link's life energy. Then, locate a large floor switch that sticks up from a lava pool on the room's west side. Step on the floor switch as Goron Link to activate it and cause a chest to appear in another nearby lava pool.

Red Bubble

Damage: Varies



Beware of lava pools, for they're often home to dangerous Red Bubbles. These blazing baddies bound up from lava and begin to bounce around, aiming to bump Link and burn him up. If a Red Bubble touches Link, he'll be set ablaze and burned for damage over time. Keep your shield up to block their attacks, and roll to put out the flames and save Link from damage while he's burning. Getting close to Red Bubbles is unwise, so lock on, and use the Hero's Bow to pick them off from a safe range.

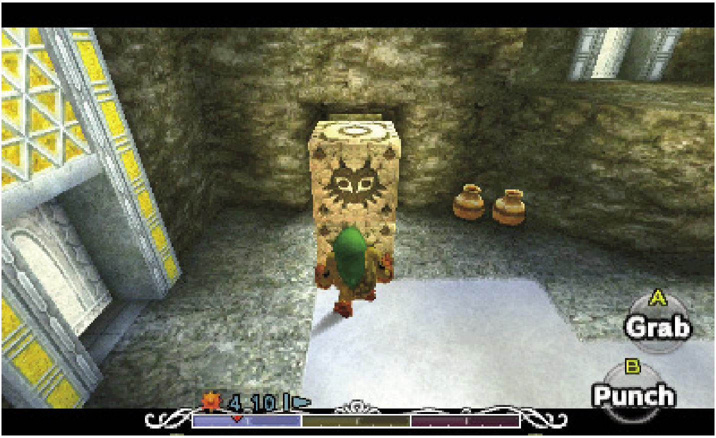


As Goron Link, stroll over to the chest and open it to free a Stray Fairy. That's all you can accomplish down here for now, so head back upstairs to return to the cavern's first floor, and go through the unfrozen door to the west to visit Room 5.

Dungeon Chest #2: Stray Fairy #4

Stray Fairy #4

Room 5: Two Blocks Chamber



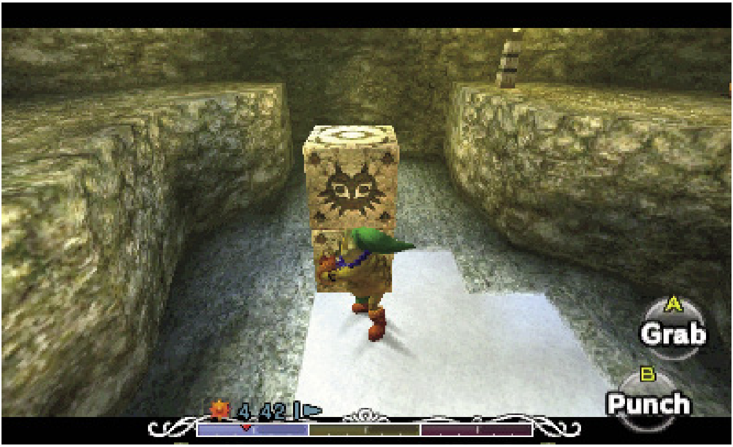
Room 5 is free of enemies and features a pair of movable blocks that are stacked atop one another. Grab and pull the blocks twice to yank them out from the wall.

After moving the blocks, circle around behind them to discover a chest in a small nook. Open the chest to obtain a Small Key.

Dungeon Chest #3: Small Key

Small Key

You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.



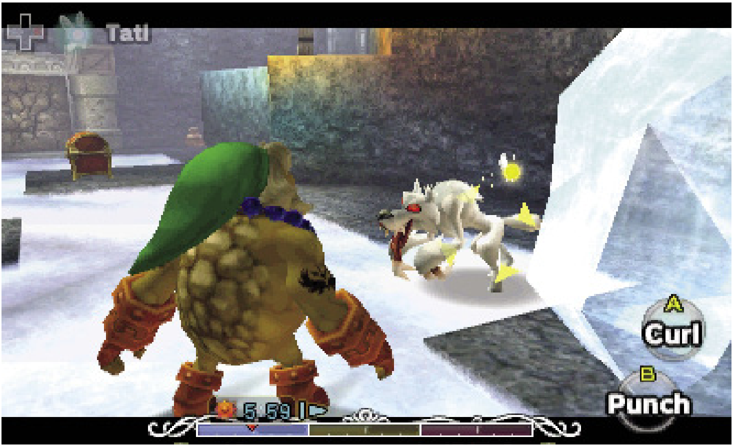
After collecting the Small Key, grab hold of the blocks again and slide them all the way to the west end of the track. The blocks drop into a small recess at the track's west end, locking into place and causing a chest to appear on a high ledge. You can't reach the chest yet, but you've already got what you came here for: the Small Key. Play the Song of Soaring and soar back to the temple's entrance.

Room 1: Entrance (Revisited)

A
Curl
B
Punch
5:52

Remember the locked door you saw way back in the entry room? Well, it's time to open it. Slay the White Boes and White Wolfos, then use your Small Key to open the locked west door and go through to visit Room 6.

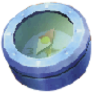
Room 6: Compass Chamber



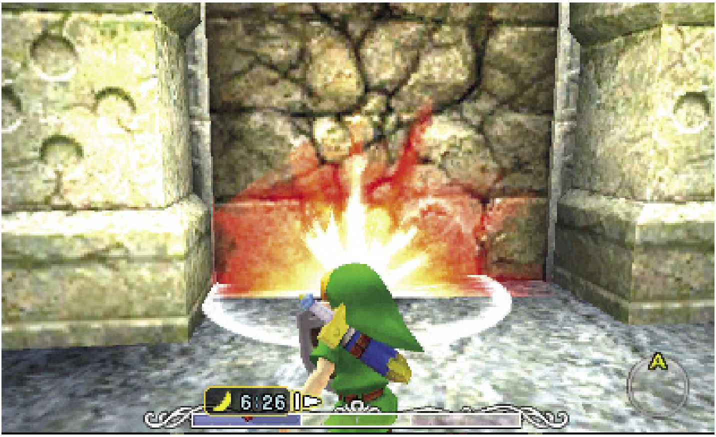
Defeat two more White Wolfos in this room, then open the central chest to claim the Compass. Cool!

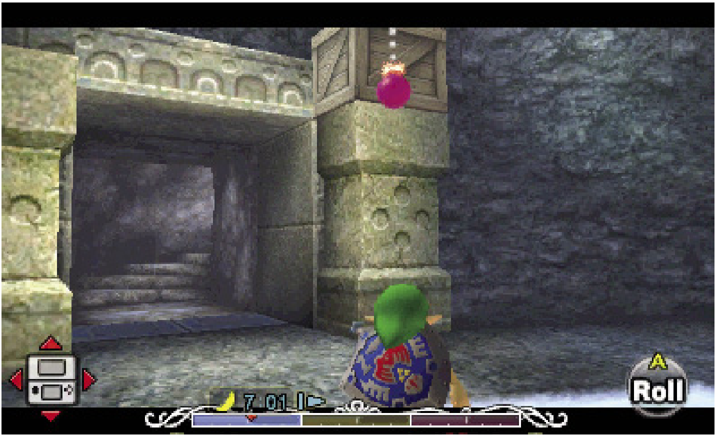
Dungeon Chest #4: Compass

Compass



You found the Compass! Now many of the dungeon's hidden things will appear on the map.



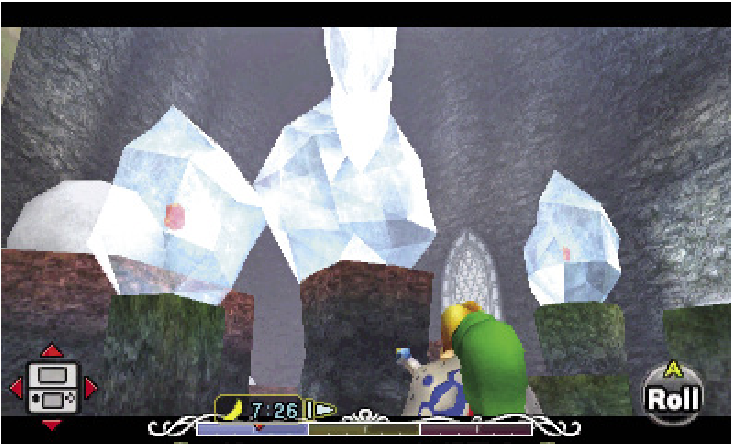


With the Compass in your possession, use a bomb or the Blast Mask to blast the cracked west wall and reveal some stairs that lead up to the dungeon's second floor. Before going upstairs, look up and notice a crate that's sitting atop the nearby stone pillar by the stairs you've just uncovered.

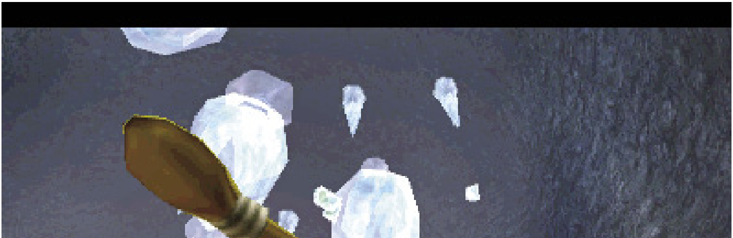
Stand back a bit, and pull out another bomb. Wait a few seconds, and then move forward and press Ⓐ to throw the bomb up at the crate. If you time it correctly, the bomb blasts the crate, freeing a Stray Fairy. Keep trying until you blast the crate, then put on the Great Fairy's Mask and collect the Stray Fairy. Go upstairs afterward to reach Room 7.

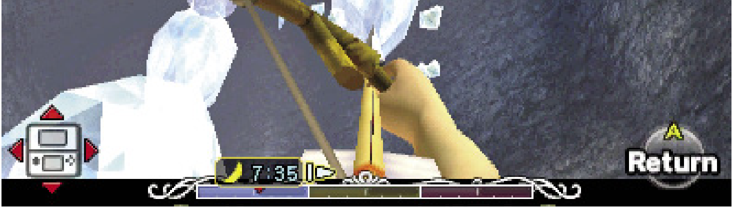
Stray Fairy #5

Room 7: Icicle Cave

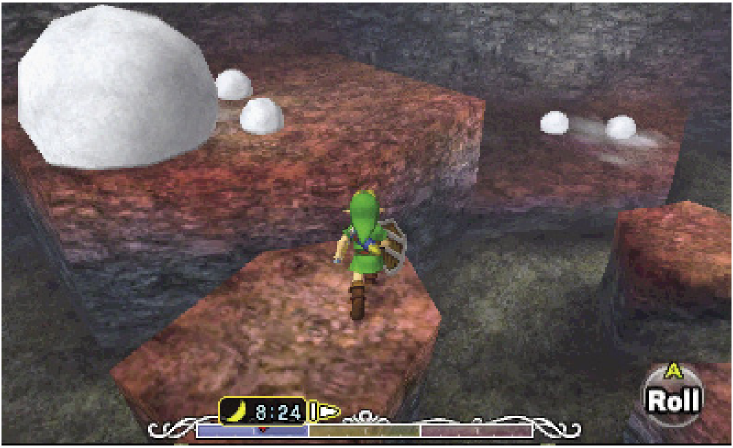


As you enter this chilly chamber, Tatl flies up to the big overhead icicles. Lock on and talk to Tatl, who hints that these look just like the big icicle that you saw when you first made your way up the mountain.

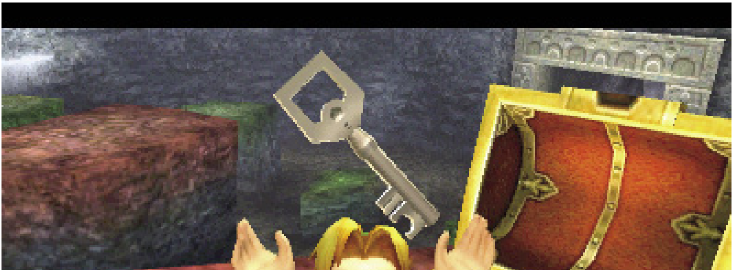


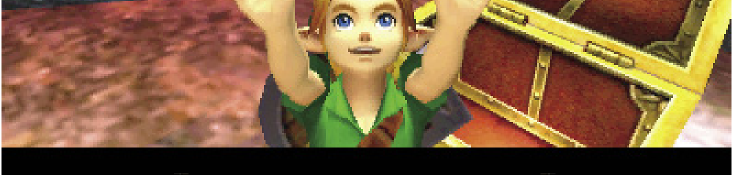


Time to get rid of those nasty icicles, right? Whip out the Hero's Bow, aim at each big icicle, and then shoot it twice to knock it down. The big icicles shatter the large ice chunks on the pillars beneath them, getting rid of the ice chunks and uncovering some Red Rupees in the process. Shoot all of the smaller icicles on the ceiling, as well, to ensure that they don't end up falling down on you.



After shooting down all of the icicles, climb onto the lowest pillar and begin hopping across them, heading for a ledge with a big snowball.





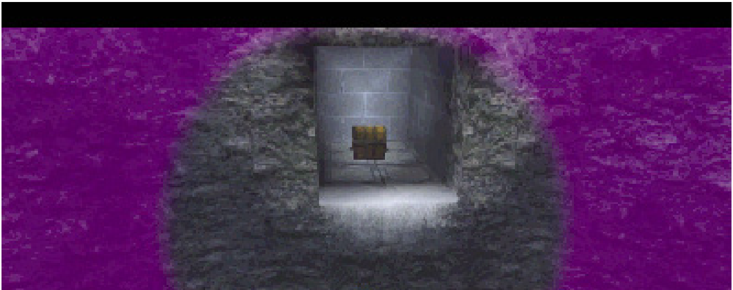
Chop up the ledge's smaller snowballs for items, then blast the big snowball with the Blast Mask or a bomb (or punch it as Goron Link) to uncover a treasure chest. Open the chest to claim another Small Key.

Dungeon Chest #5: Small Key

Small Key

You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.

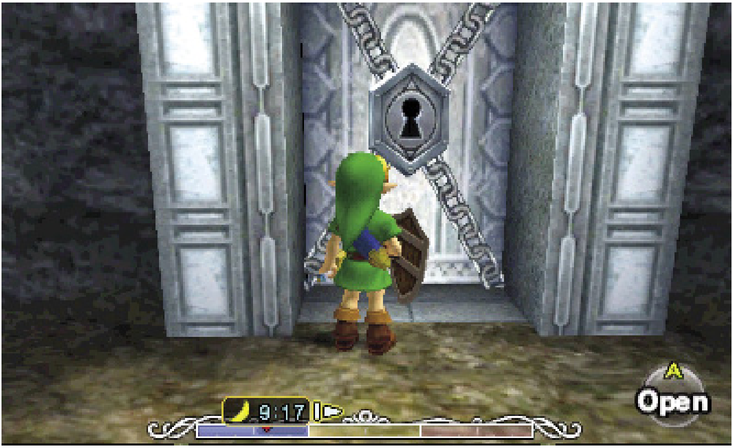
A look at your map shows that there's another chest in this room, but it appears to be off the map. Gaze through the Lens of Truth to discover a hidden alcove in the south wall. Leap from the pillars to reach this alcove, then open the alcove's chest to release a Stray Fairy.



Dungeon Chest #6:Stray Fairy #6

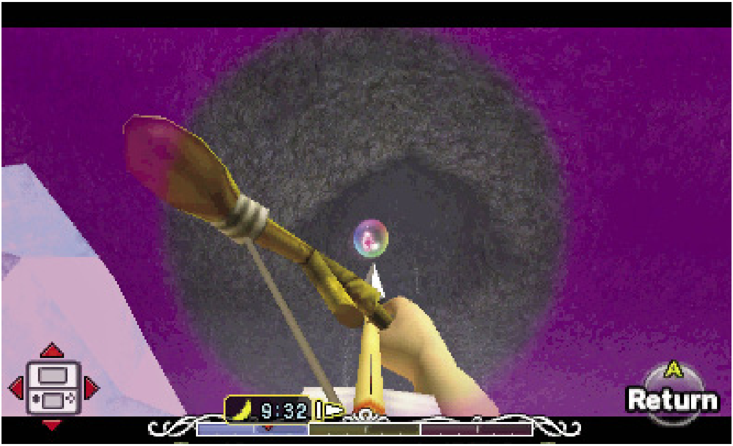
Stray Fairy #6

After rescuing the Stray Fairy, drop from the hidden alcove, and open the room's east door to advance to Room 8.



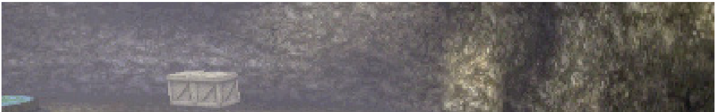
Room 8: Big Switches

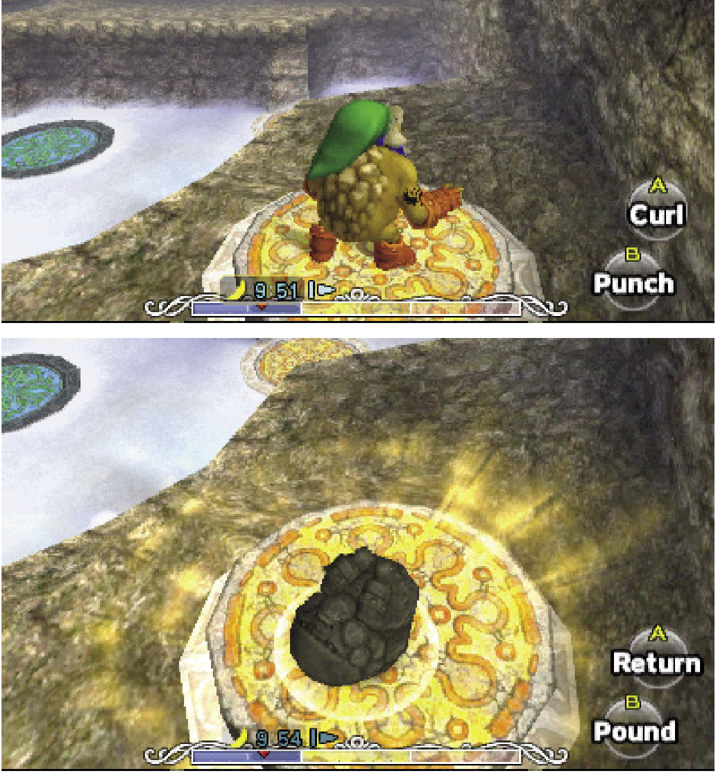
White Boes roam this room's lower area, and there are big floor switches on the east and west ledges. Before messing with the switches, look up and use the Lens of Truth to spy a Stray Fairy that's trapped in a bubble beyond a false ceiling. Sneaky! Pop the Stray Fairy's bubble with an arrow, and rescue it with the Great Fairy's Mask.



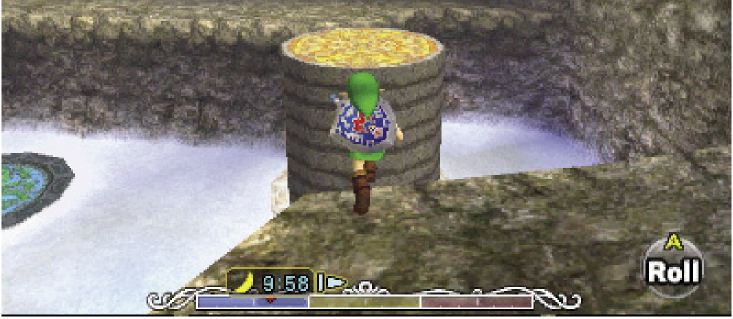
Stray Fairy #7

Now for those big floor switches. Put on the Goron Mask, and hop onto the nearby yellow switch to find that even Goron Link's considerable bulk can't trigger it. Tatl hints that you need to find some way to pound down the switch.

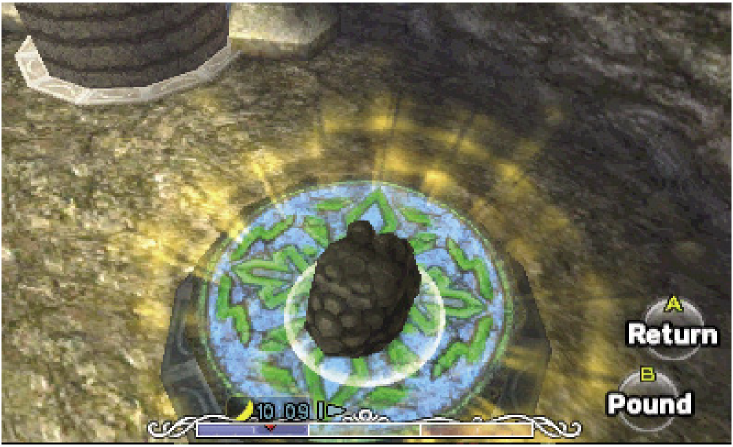




While standing atop the switch, press Ⓐ to curl into a ball, and then press Ⓑ to perform a Goron Pound. Bam! That does the trick.



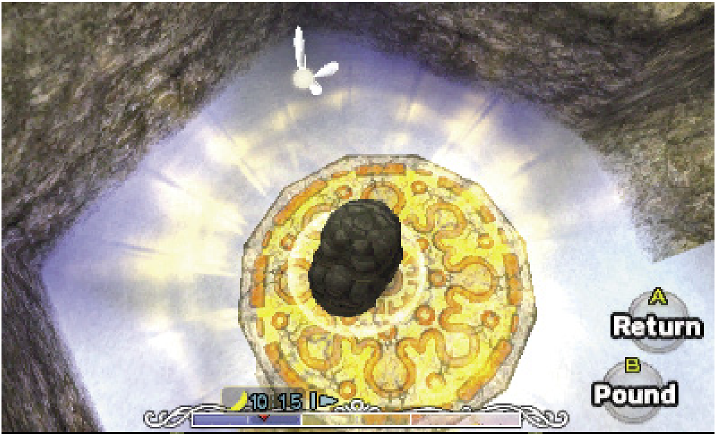
Pounding down the yellow switch causes a yellow pillar to rise in the middle of the room. Unfortunately, another pillar also rises near the north door, blocking it off. No matter; take off the Goron Mask to return to human form, and then leap onto the yellow pillar. From there, you can reach the east ledge.

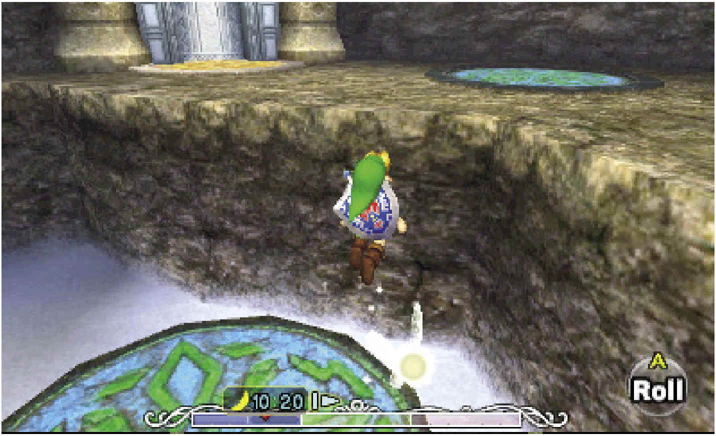


When you reach the east ledge, put on the Goron Mask, and punch the nearby crates to discover some items. Then, use another Goron Pound to trigger the big green switch over here. This raises a green pillar in the middle of the room, but the north door remains blocked.

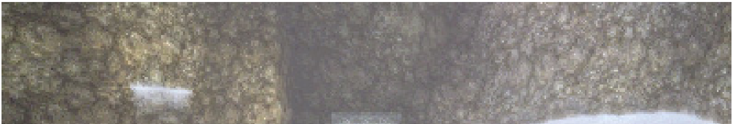
The green pillar won't stay up for long, so you must hurry. Return to the yellow pillar, and perform another Goron Pound to drive it into the ground. This lowers the pillar that's blocking the west door.

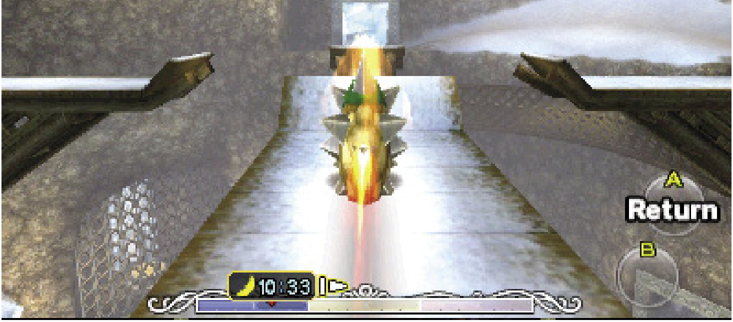
Now's your chance! Take off the Goron Mask, and climb onto the green pillar. Quickly leap to the east ledge before time runs out and the green pillar sinks into the ground. If you take too long, you'll need to start over again by pounding down the yellow switch. Go through the north door to return to Room 4.





Room 4: Great Cavern (Second Floor)





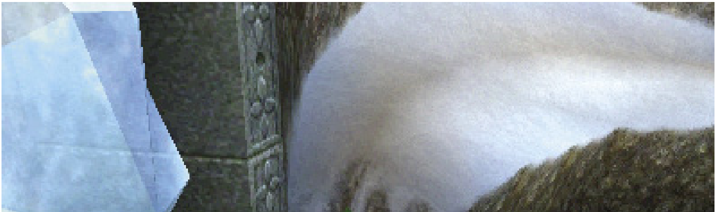
You're now exploring the Great Cavern's second floor, which features several walkways and ramps for Goron Link to roll across. Put on the Goron Mask, and roll across the first ramp. You must hit full speed in order to clear the distance. Tap Ⓐ when you land to stop rolling and catch your breath.

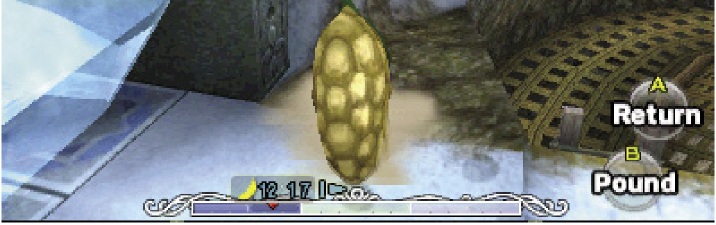
Falling for You

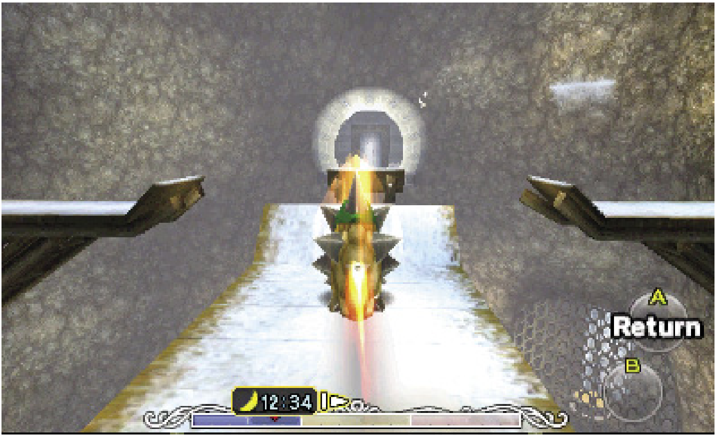
If you fall while rolling around the ramps, you'll find yourself down in the Great Cavern's lower levels. Play the Song of Soaring to return to the entrance, then go through the west door on your way back to the Great Cavern's second floor.

Carefully roll across the sloping snowbank next, looping around the room's northeast wall. You don't need to roll at full speed to round this bank, so take it nice and slow to avoid falling, and tap Ⓐ to stop rolling when you arrive near the east door. If you drop to the metal basin during the roll, smash the jars, and then use the ladder to escape.

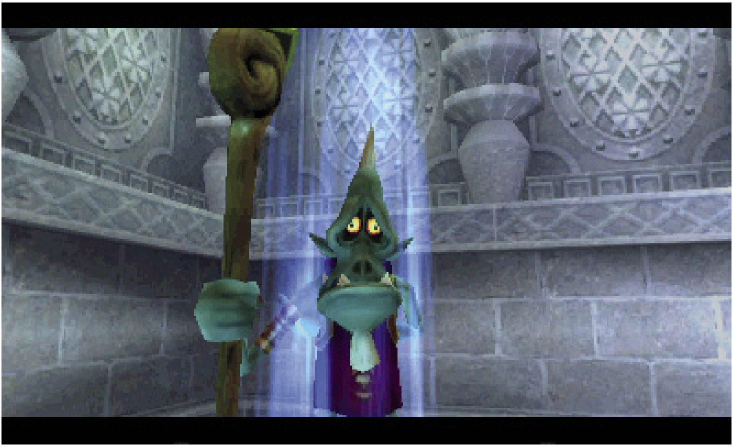
Ignore the east door after you roll across the snowbank. Instead, curl up and roll across the central walkway, aiming to launch off the ramp at top speed and land near the west door. Again, you need a full head of steam to make the jump. After you land, go through the west door to visit Room 9.





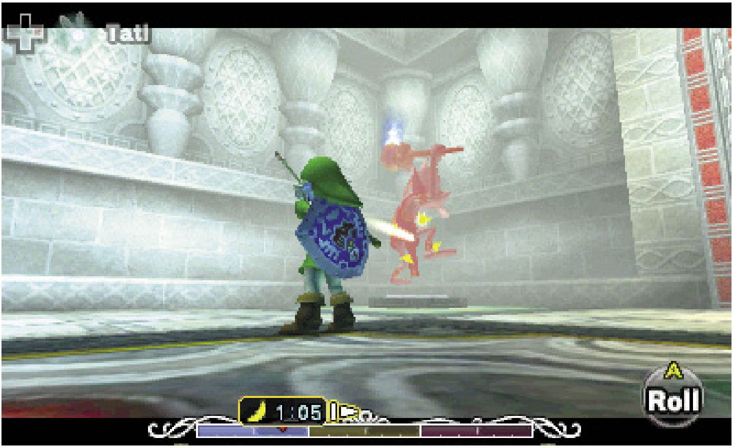


Room 9: Wizzrobe Duel



Snowhead Temple's mini-boss, a cruel spellcaster known as a Wizzrobe, resides in this small room. A great treasure canbe yours if you manage to defeat thistricky villain.

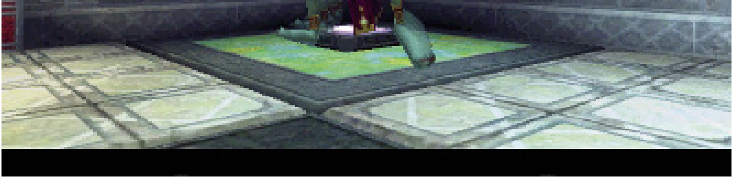
When the battle begins, the Wizzrobe teleports to one of the room's four corners. Remain in the center of the room and L-Target the Wizzrobe each time he appears, then strike him with an arrow before he has a chance to unleash his icy magic. (You can also attack the Wizzrobe with Link's sword, but it's more difficult.)



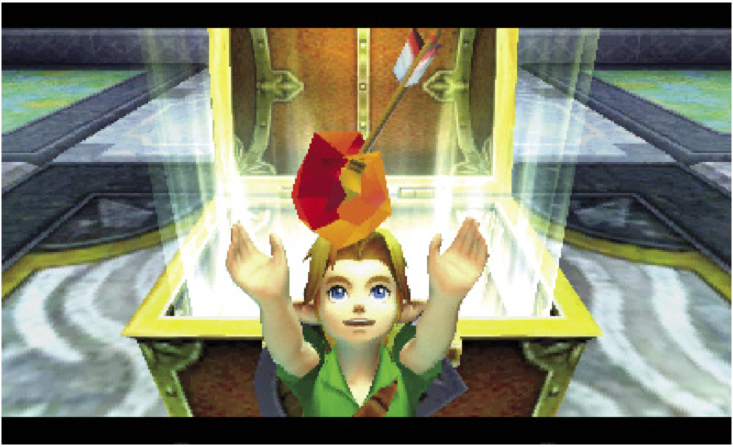
Treading on Thin Ice

The Wizzrobe's ice spells remain on the floor for a brief time after he casts them. Avoid these icy spots, for they'll freeze Link solid if he steps on them.

After suffering a few hits, the Wizzrobe steps up his game, summoning clones in an effort to confuse you. The clones are harmless and merely meant to distract you—and they can be quite distracting. Rely on your pal Tatl, for she only targets the real Wizzrobe. Lock on with L-Targeting whenever Tatl flies to the Wizzrobe, and continue using your Hero's Bow to score damage.



Keep shooting the real Wizzrobe until you finally defeat the villain. Slaying this evil spellcaster causes a chest to appear in the center of the room. Flip its lid to obtain the Fire Arrow.

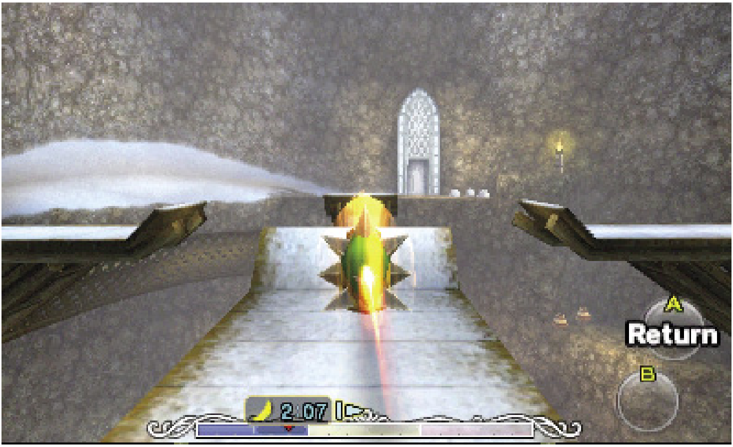


Dungeon Chest #7:Fire Arrow

Fire Arrow

You got the Fire Arrow! Equip it to power up your arrows with magic. A direct hit puts the heat on your target. Aim wisely to set objects aflame and melt ice.

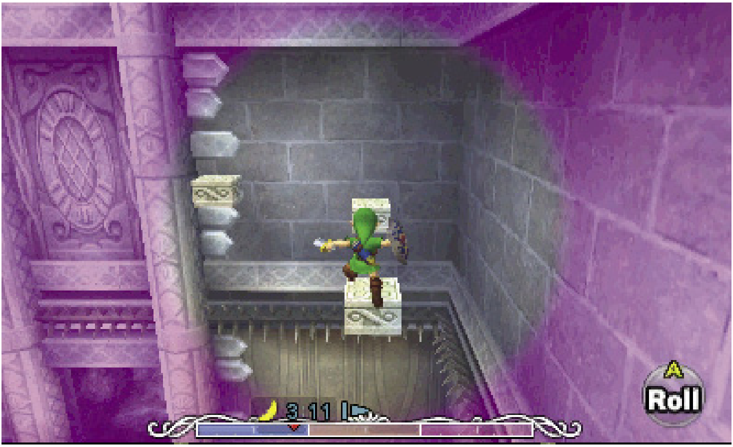
Room 4: Great Cavern (Second Floor, Revisited)



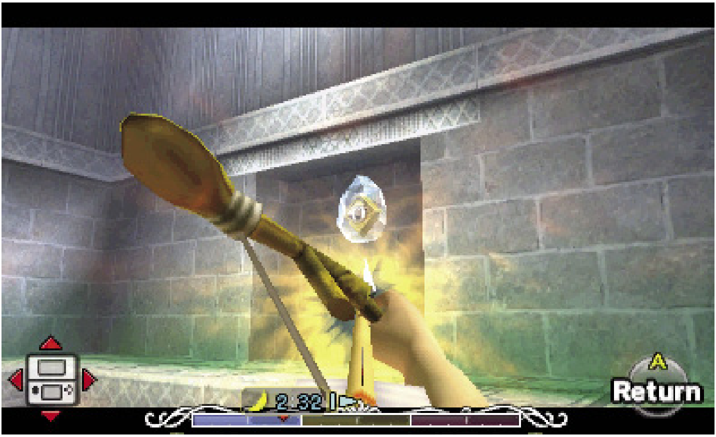
After obtaining the Fire Arrow, backtrack out of the Wizzrobe's chamber, and roll back to Great Cavern's east side. This time, go through the east door to visit the upper ledges of Room 3.

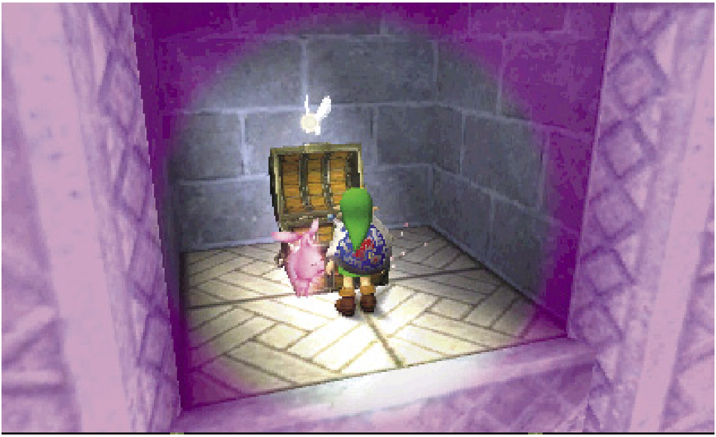
Room 3: Bombchu Room (Upper Ledges)

You're now exploring this room's upper ledges, which you couldn't have reached before. Test out your new Fire Arrows by using one to thaw the south wall's frozen eye switch. This melts the ice around the eye switch and also shuts the eye switch, causing the room's central platform to rise for a moment before lowering back down. If you ever fall, simply hit the eye switch with another arrow to activate the central platform again.



And there’s a real chance that you might fall, for a peek through the Lens of Truth reveals a series of tiny invisible platforms that lead to a high treasure chest alcove. Leap carefully along these tiny platforms, heading for the chest. If you fall, shoot the eye switch with an arrow to raise the central platform and return to the upper ledges.



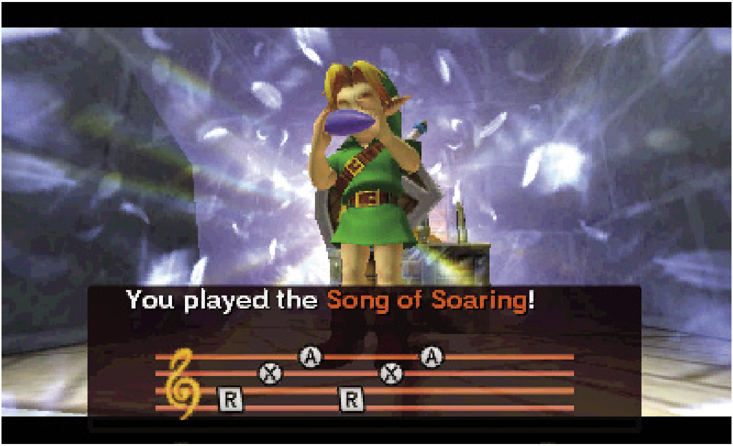


Once you reach the high alcove, crack open the chest to release a Stray Fairy. That’s already half of the Stray Fairies in this temple!

Dungeon Chest #8: Stray Fairy #8

Stray Fairy #8

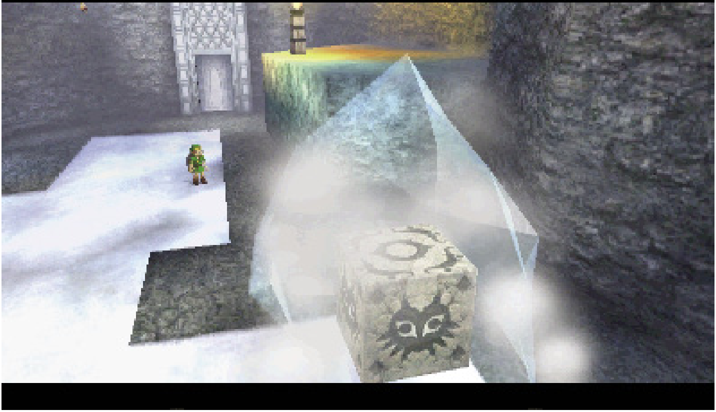
Room 1: Entrance (Third Visit)

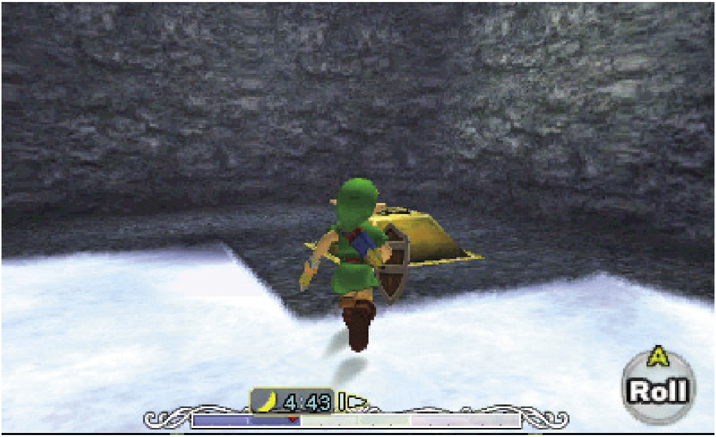


You played the Song of Soaring!

You've now fully explored Room 3. Play the Song of Soaring to return to Room 1, then save your game before going through the west door to revisit Room 6.

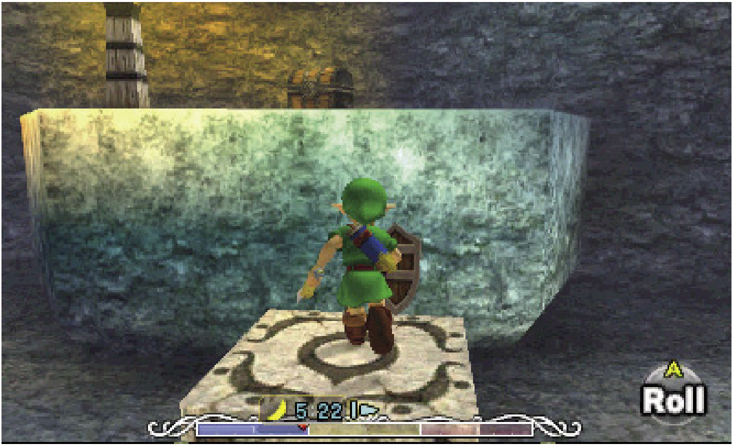
Room 6: Compass Chamber (Revisited)





Now that you've found the Fire Arrow, you can melt all of the ice chunks in this room. Do so to expose a floor switch and a movable stone block.

Ignore the block for the moment, and step on the floor switch to reveal a chest on a high ledge. Now, shove the block north, east, and then south to move it close to the ledge.



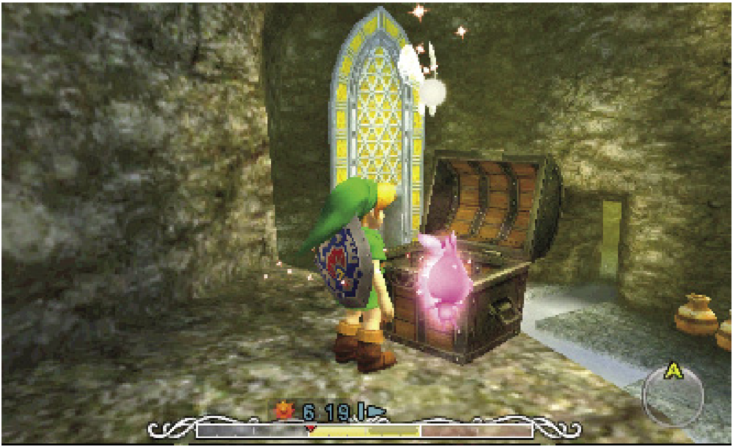
Shoot down the overhead icicles for safety, then climb onto the block. (Press Ⓐ while moving toward the block to climb on top of it.) Leap from the block to reach the chest, and open it to rescue another Stray Fairy.

Dungeon Chest #9: Stray Fairy #9

Stray Fairy #9

Drop back down to the movable block, and this time, shove it west, north, and then west again to move it near the north ledge. Climb onto the block, leap to the ledge, and go through the north door to revisit Room 5.

Room 5: Two Blocks Chamber (Upper Ledges)

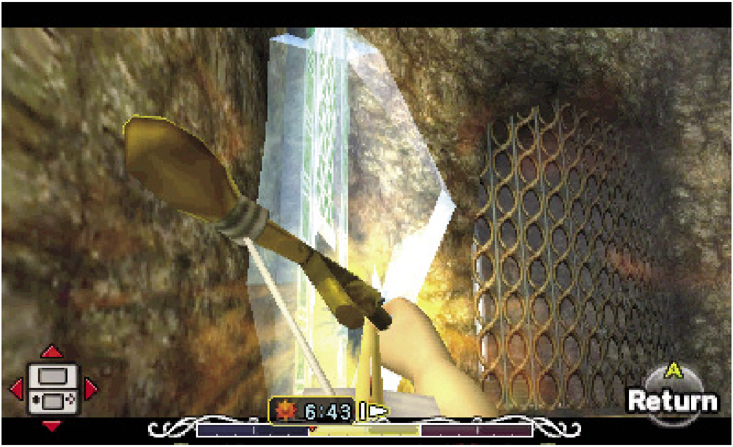


You're now exploring Room 5's upper ledges. Remember the chest that you revealed here before by moving the stacked blocks around? Well, now you can reach it. Hop over, hold R to block the two jars that come flying at you when you land, and then loot the chest to rescue another Stray Fairy. Five more to go!

Dungeon Chest #10: Stray Fairy #10

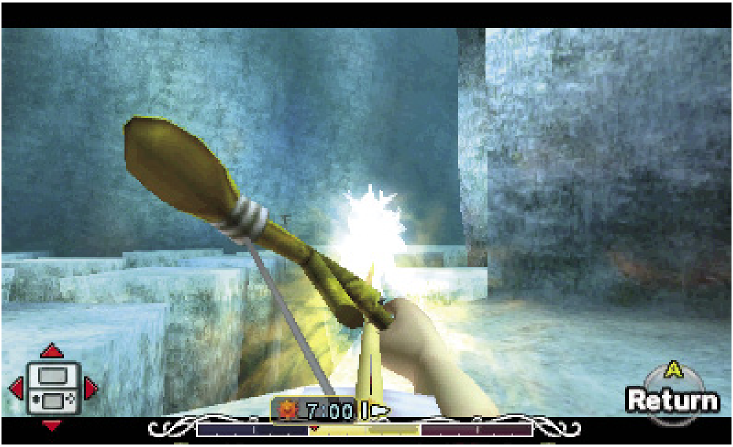
Stray Fairy #10

Room 4: Great Cavern (First Floor, Third Visit)

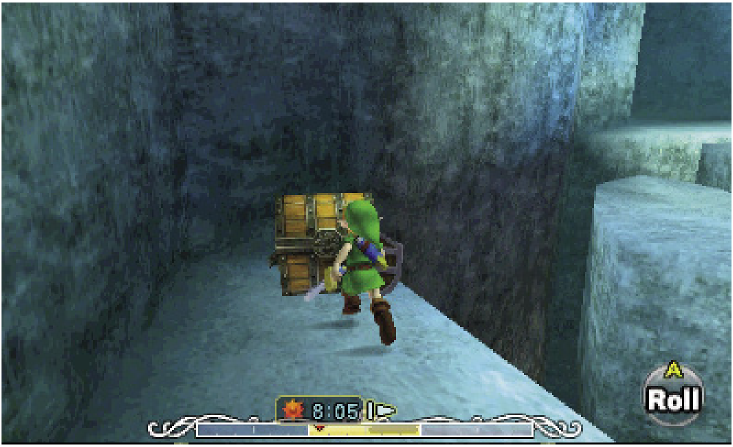


Drop to Room 5's ground floor, and exit through the east door to return to the Great Cavern. Melt the ice chunk that's blocking the nearby door on your left, then go through the door to visit Room 10.

Room 10: Freezard Cave



This large cave is home to three Freezards. Melt down each one with Fire Arrows from the safety of the entry ledge.



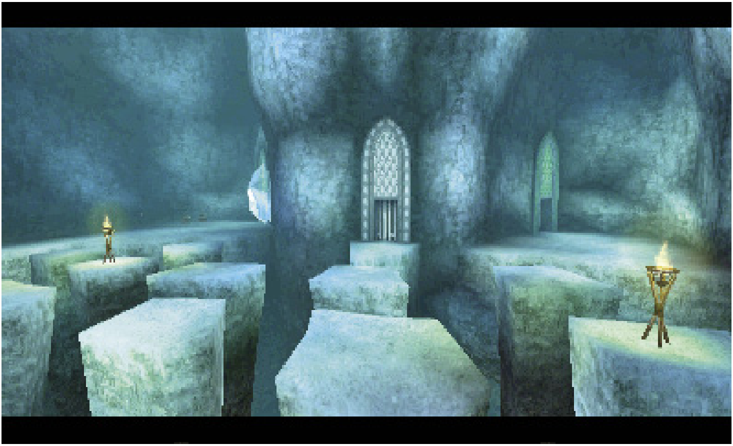
After you've defeated all three Freezards, a chest appears on the north ledge. Carefully hop over, and loot the chest to rescue another Stray Fairy. (You may want to put on the Bunny Hood to make Link jump farther, which makes things a little easier.)

Dungeon Chest #11:Stray Fairy #11

Stray Fairy #11

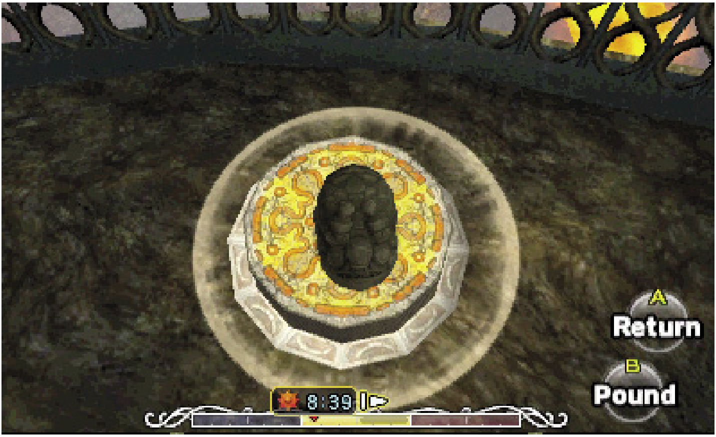
Frozen Deku Flower

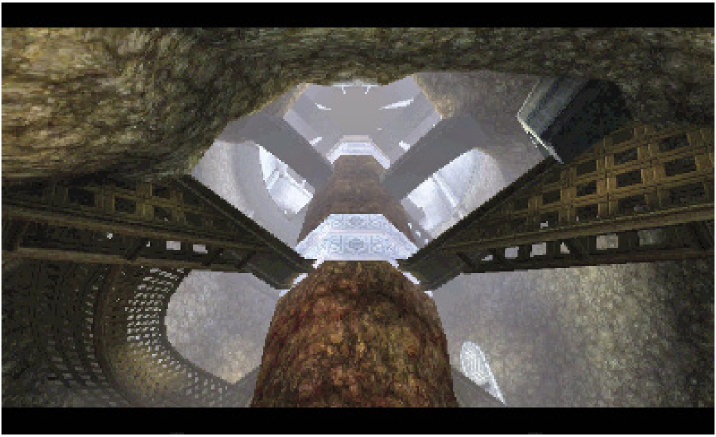
If you fall while jumping around the Freezard Cave, you'll land down on the basement floor. Melt the ice down here with a Fire Arrow to uncover a Deku Flower, then dive into the flower as Deku Link and launch up to another Deku Flower. Use the higher flower to return to the first floor, then head for the chest again.



Next, use Fire Arrows to light all three of the unlit torches around the room. After you've lit all three torches, the room's middle door unseals. Hop over, and go through the middle door to return to the Great Cavern.

Room 4: Great Cavern (First Floor, Fourth Visit)





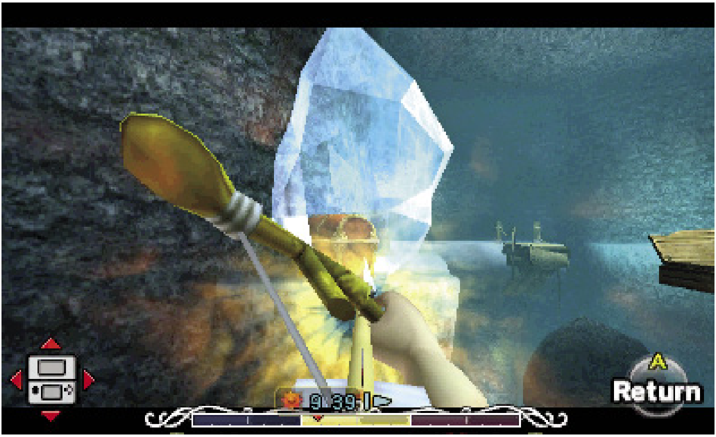
Entering the Great Cavern through the Freezard Cave's middle door places you behind bars. You're trapped in a cage in the room's northwest corner! Slap on the Goron Mask, and perform a Goron Pound on the big switch here to activate it.

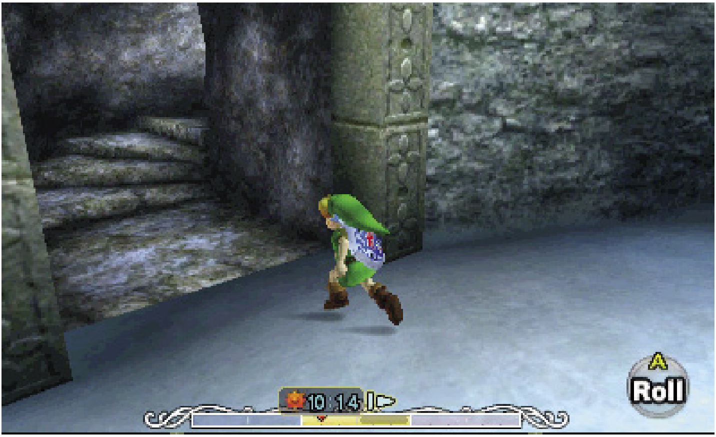
Activating the big switch causes the Great Cavern's central pillar to rise all the way up to the ceiling. This is an important accomplishment. Play the Song of Soaring to return to the temple's entrance, then go through the east door to return to Room 2.

Room 2: Broken Bridge (Revisited)

Use Fire Arrows to melt down all three Freezards in this room, and to thaw out the frozen chest on the east ledge. Next, roll across the bridge as Goron Link, and then open the chest to claim a Small Key.

After snatching the Small Key from the chest, go north and hop over to the north stairs. Go up to return to Room 3.



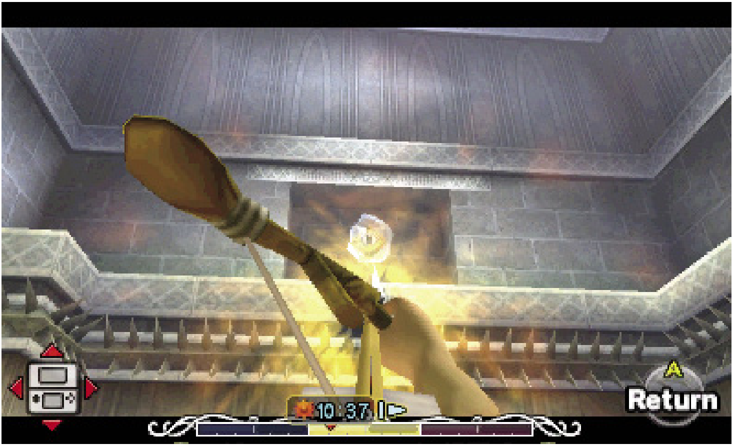


Dungeon Chest #12: Small Key

Small Key

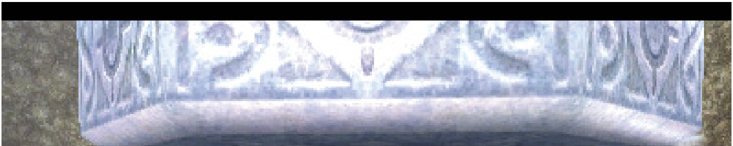
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.

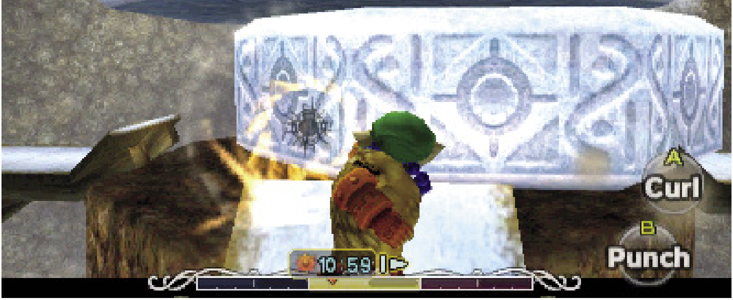
Room 3: Bombchu Room (Revisited)



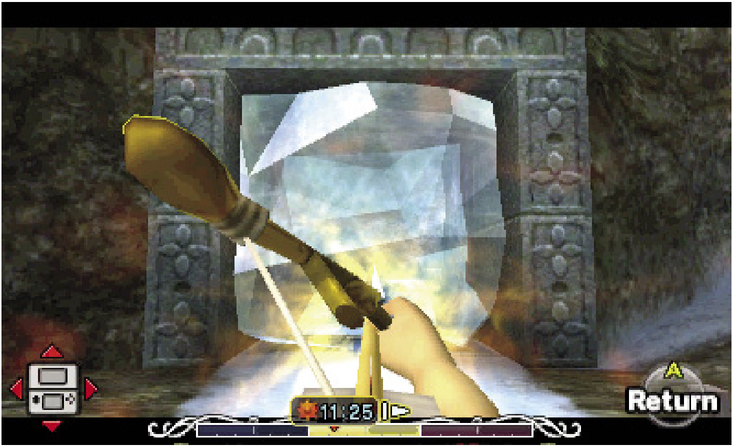
Back in Room 3, stand on the central platform, and slay the Freezard and Real Bombchu. Aim up at the frozen eye switch on the wall afterward, and shoot it to make the central platform rise like an elevator. Ride the platform up, and then hop off to reach the room's upper ledges. Proceed through the nearby (west) door to revisit Room 4.

Room 4: Great Cavern (Second Floor, Third Visit)





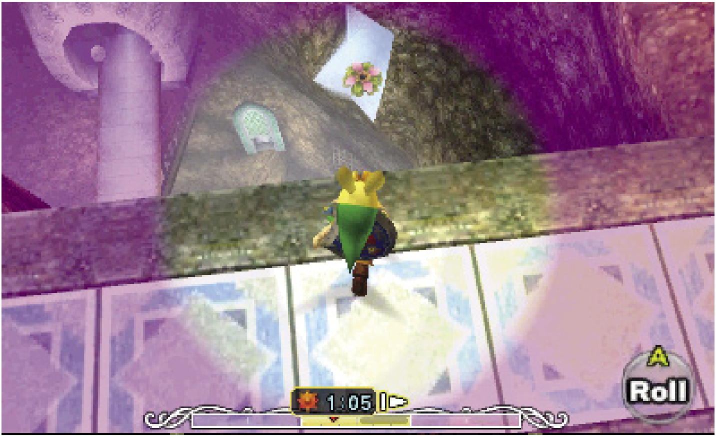
You're back in the Great Cavern, up on the second floor. Approach the central stone pillar, which you recently raised. Put on the Goron Mask, and punch the pillar as Goron Link. The mighty blow knocks a section out of the pillar, causing it to lower a bit. Punch the pillar again to knock out another section and drop it even lower.

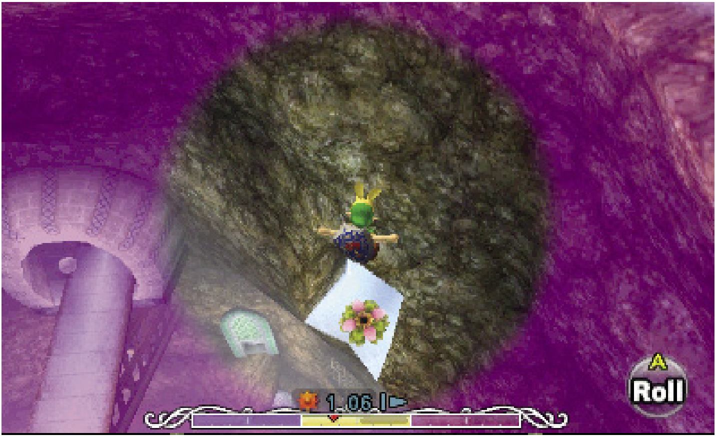


After lowering the pillar, roll around the northeast snowbank to reach a stairwell that's blocked by ice. (You can also drop to the lower area and then climb the ladder to avoid rolling around the snowbank.) Take off the Goron Mask, melt the ice with a Fire Arrow, and then head upstairs to reach the temple's third floor.

Room 4: Great Cavern (Third Floor)

You're getting there! The central pillar is right before you, and it's just begging to be punched again, but don't punch it just yet. Instead, stand on the walkway that leads to the pillar, then face west and gaze through the Lens of Truth. Spot an invisible nook in the wall below you—a nook with a Deku Flower.

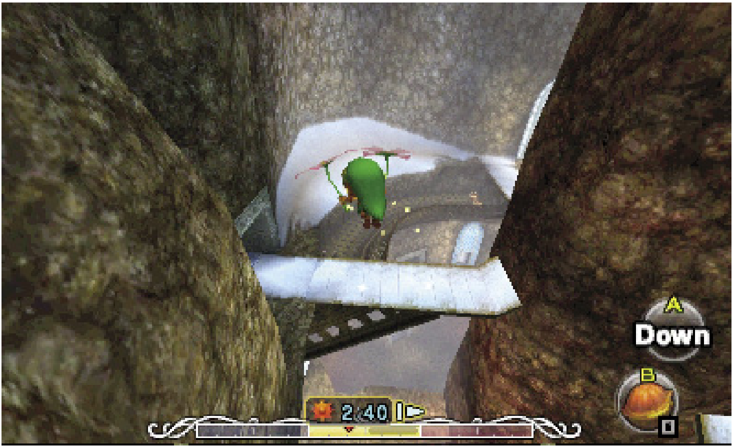




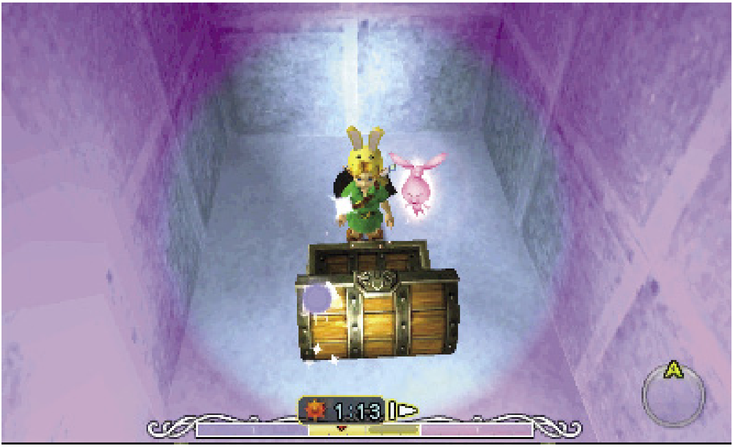
There's just got to be something good in that secret nook. Gather your courage, slap on the Bunny Hood, and make a daring leap down toward it. You don't need to use the Bunny Hood to land in the nook, but it definitely helps.

Room 4: Great Cavern (Second Floor, Fourth Visit)

Once you land in the secret nook, you'll be down on the cavern's second floor again. Hey, there's a chest there! Open the chest to rescue a Stray Fairy.



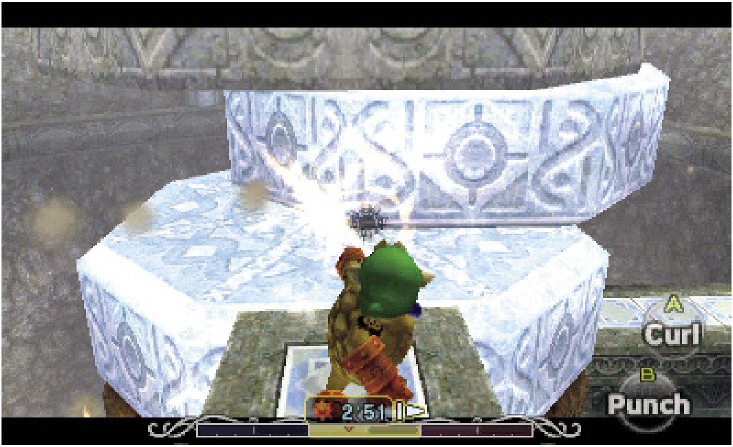
After saving the Stray Fairy, slap on the Deku Mask and dive into the nook's Deku Flower. Launch out and glide to the left, aiming to land on the walkway that leads to the north stairs, which in turn lead up to the third floor.



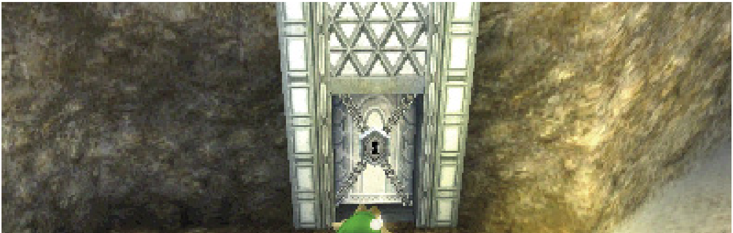
Dungeon Chest #13: Stray Fairy #12

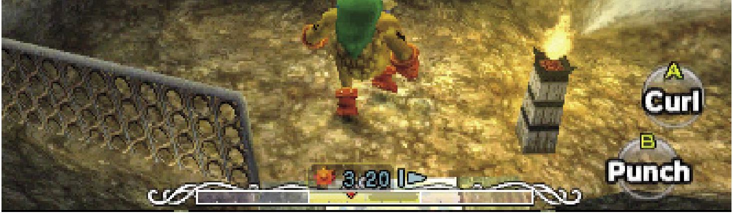
Stray Fairy #12

Room 4: Great Cavern (Third Floor, Revisited)



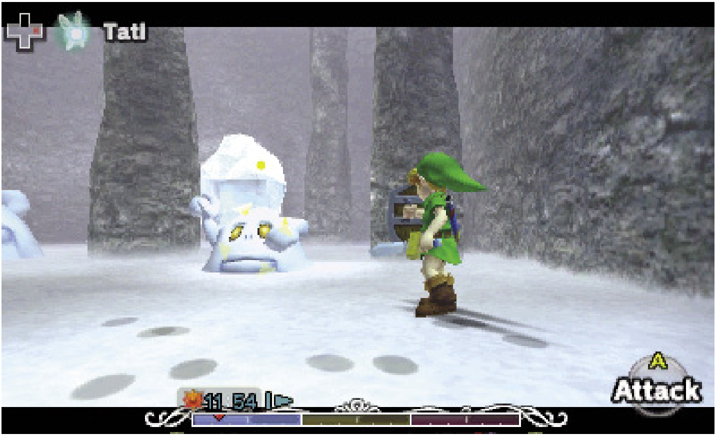
Back on the third floor, put on the Goron Mask and punch the central pillar to knock out a section, lowering the top platform. Carefully roll around the northwest snowbank afterward, heading for the locked west door. You don't need to roll at top speed, so take your time as you circle around the bank.

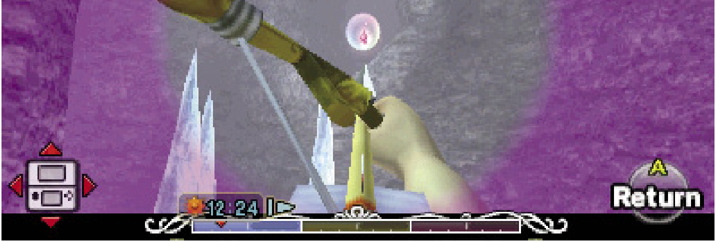




After crossing the snowbank, punch the central pillar's remaining section to lower it the rest of the way. Then, unlock the west door, which leads to Room 11.

Room 11: Eeno Den

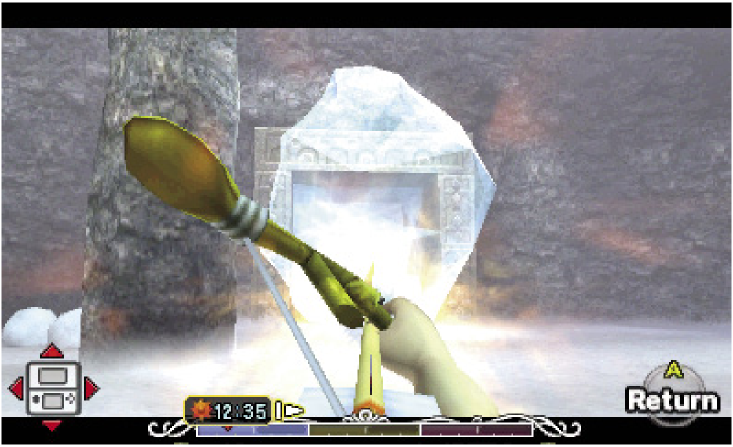




Beware of several creepy Eenos that reside in this frozen cave. Block their snowballs, and counter with Fire Arrows to wipe them all out.

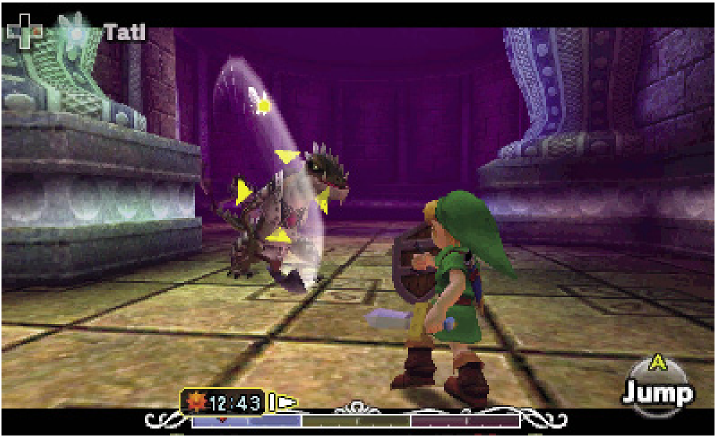
After defeating the Eenos, peer through the Lens of Truth and spy a Stray Fairy floating beyond a false wall to the west. Pop the Stray Fairy's bubble with an arrow (you'll have to fire blindly, for you can't shoot and use the Lens of Truth at the same time), then draw it in with the Great Fairy's Mask. Only two left to find!

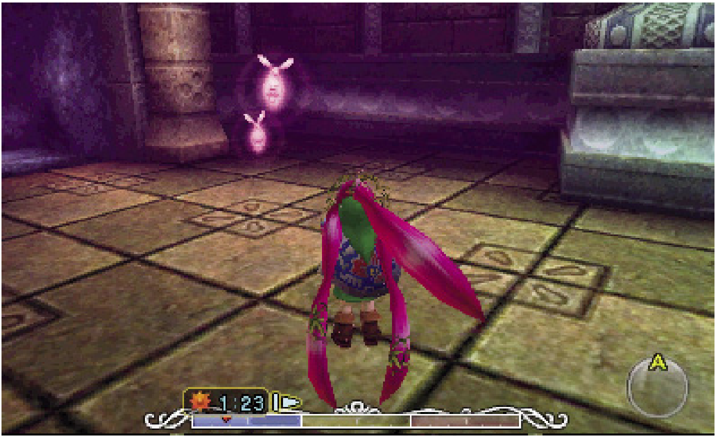
Stray Fairy #13



With the Stray Fairy rescued, loose a Fire Arrow at the ice that's blocking the north stairs, then go up to visit Room 12.

Room 12: Dual Dinolfos





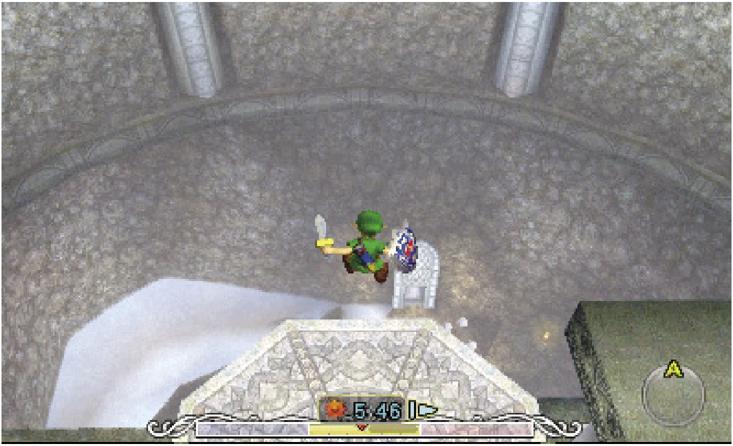
Beware: a pair of dangerous Dinolfoses roams this stone room! Battling two of these aggressive menaces at once is tough, so make things easier by locking on and lighting them up with Fire Arrows. Burn each Dinolfos with two Fire Arrows to defeat them.

Each Dinolfos drops a Stray Fairy when slain. Nice work: you've just found all of Snowhead Temple's Stray Fairies. Proceed through the east door to reach Room 4's top floor.

Stray Fairy #14

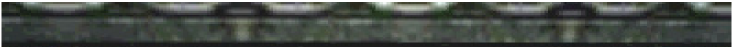
Stray Fairy #15

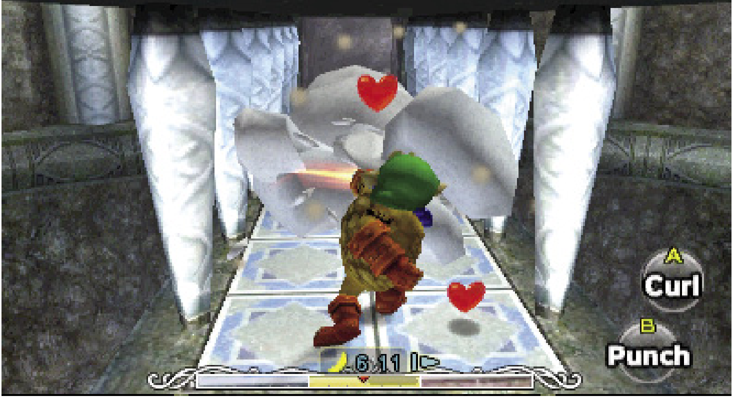
Room 4: Great Cavern (Fourth Floor)



You've finally reached the Great Cavern's top floor, but you can't advance very far. The gap in the walkway here is too far to jump across, even for Goron Link. Drop off the walkway's end, and land on the central platform below you to return to the cavern's third floor.

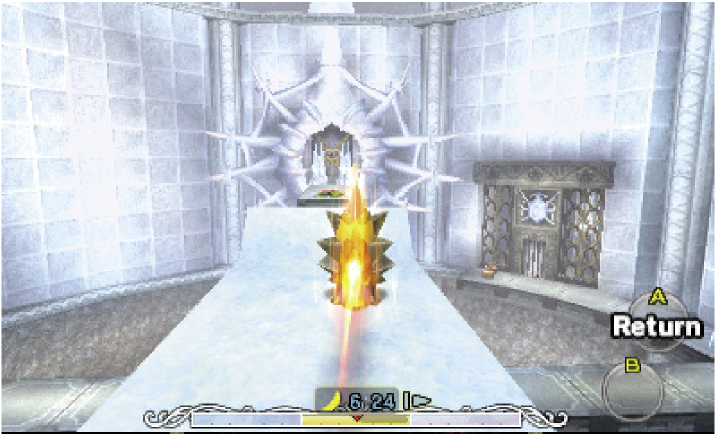
Room 4: Great Cavern (Third Floor, Third Visit)

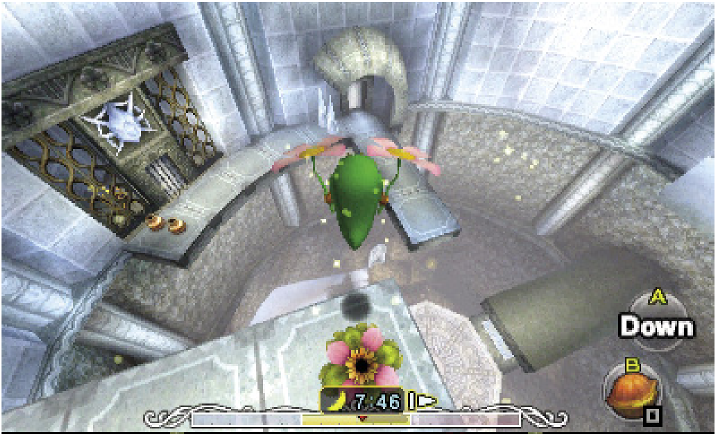




Down on the cavern's third floor, don the Goron Mask, and punch through the south snowballs. Smash them all to uncover a set of stairs that leads back up to the cavern's fourth floor.

Room 4: Great Cavern (Fourth Floor)

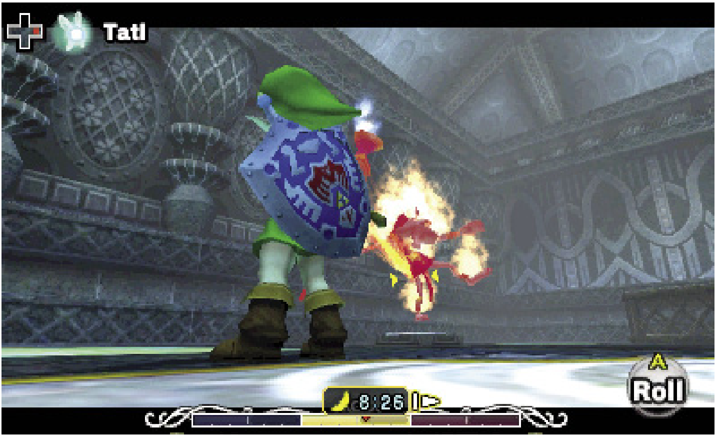




The stairs lead up to a higher walkway. You can cross this one's gap with a full-speed Goron Link roll. Put on the Goron Mask, line up carefully, and roll off the ramp to reach the far Boss Door.

You've yet to acquire the Boss Key, so you can't open the Boss Door just yet. Instead, use the nearby Deku Flower to glide to the east door below you (the one with the icicles nearby). Go through the door to visit Room 13.

Room 13: Wizzrobe's Revenge



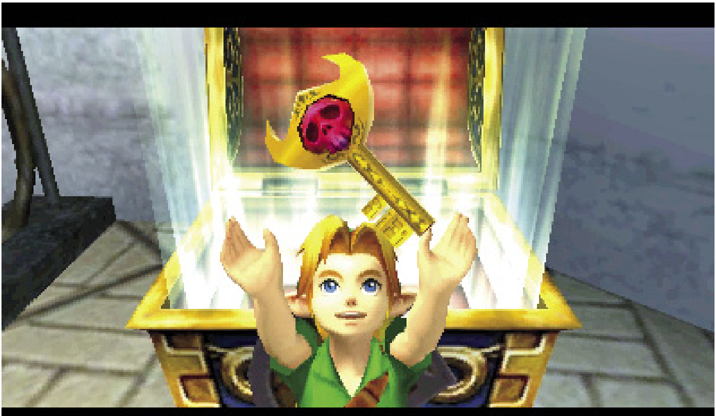
A familiar adversary greets you in this chamber: a Wizzrobe. This battle is just like the last one, except that this Wizzrobe has more locations to teleport to. L -Target the Wizzrobe each time it appears, and shoot it with a quick arrow (Fire Arrows do a bit more damage than regular arrows).

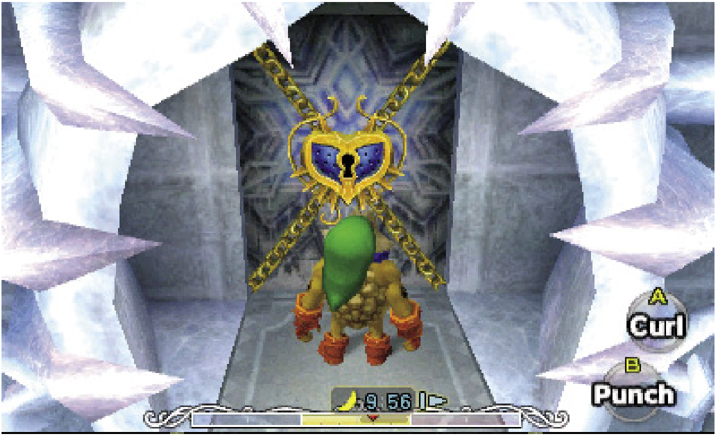
Don't be fooled by the Wizzrobe's false clones. Rely on Tatl to target the real Wizzrobe, and continue peppering him with arrows from afar. After you slay the Wizzrobe, the north door unseals. Go through to return to the Great Cavern.

Room 4: Great Cavern (Fourth Floor, Revisited)

Back in the Great Cavern, you find yourself standing in a small cage. Open the nearby ornate chest to obtain the Boss Key.

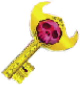
Go through the nearby door to escape the cage, then circle around the ledge, smash through the icicles, and drop to the central platform below. Punch through the south snowballs again and go back upstairs, then use Goron Link's full-speed roll to reach the Boss Door. What are you waiting for? Head through to reach the temple's final challenge



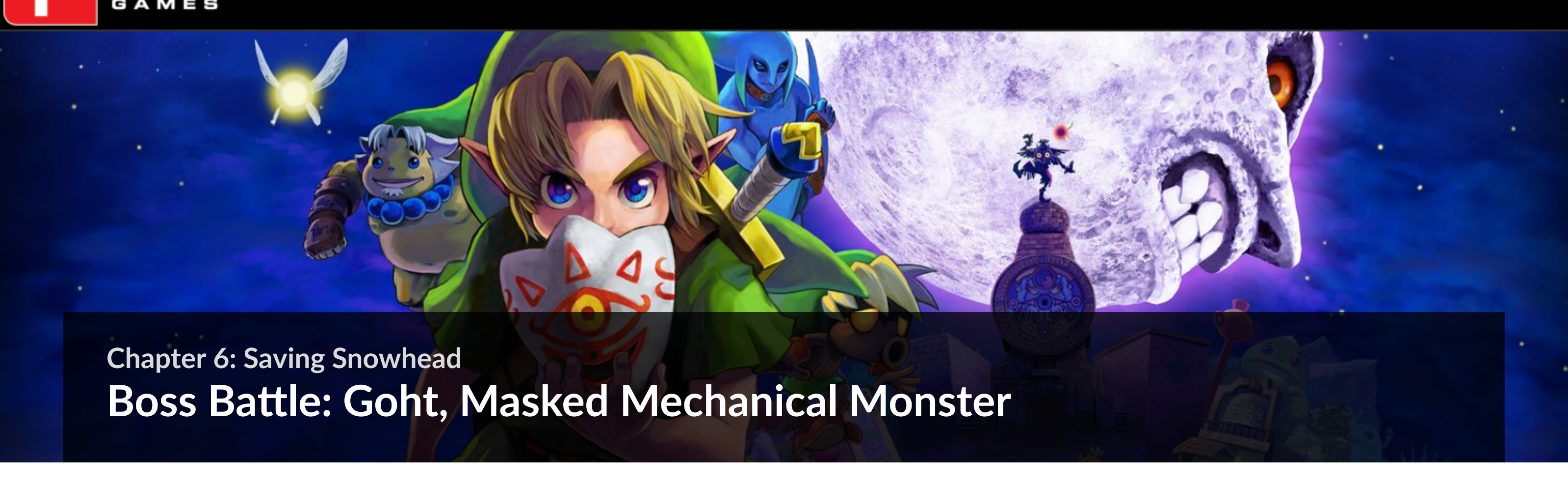


Dungeon Chest #14:Boss Key

Boss Key



You got the Boss Key! Now you can enter the chamber where the boss lurks.



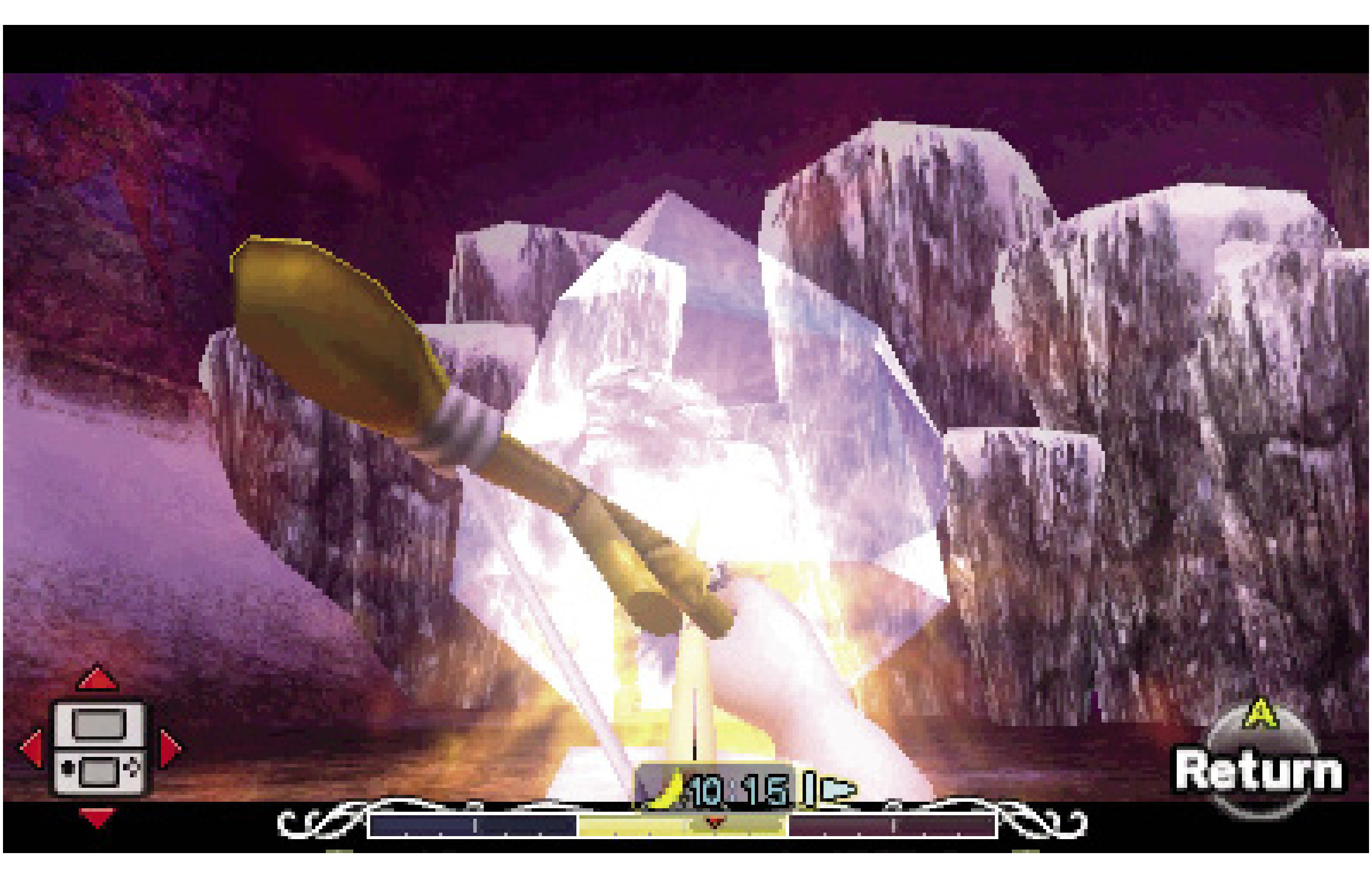
Chapter 6: Saving Snowhead

Boss Battle: Goht, Masked Mechanical Monster

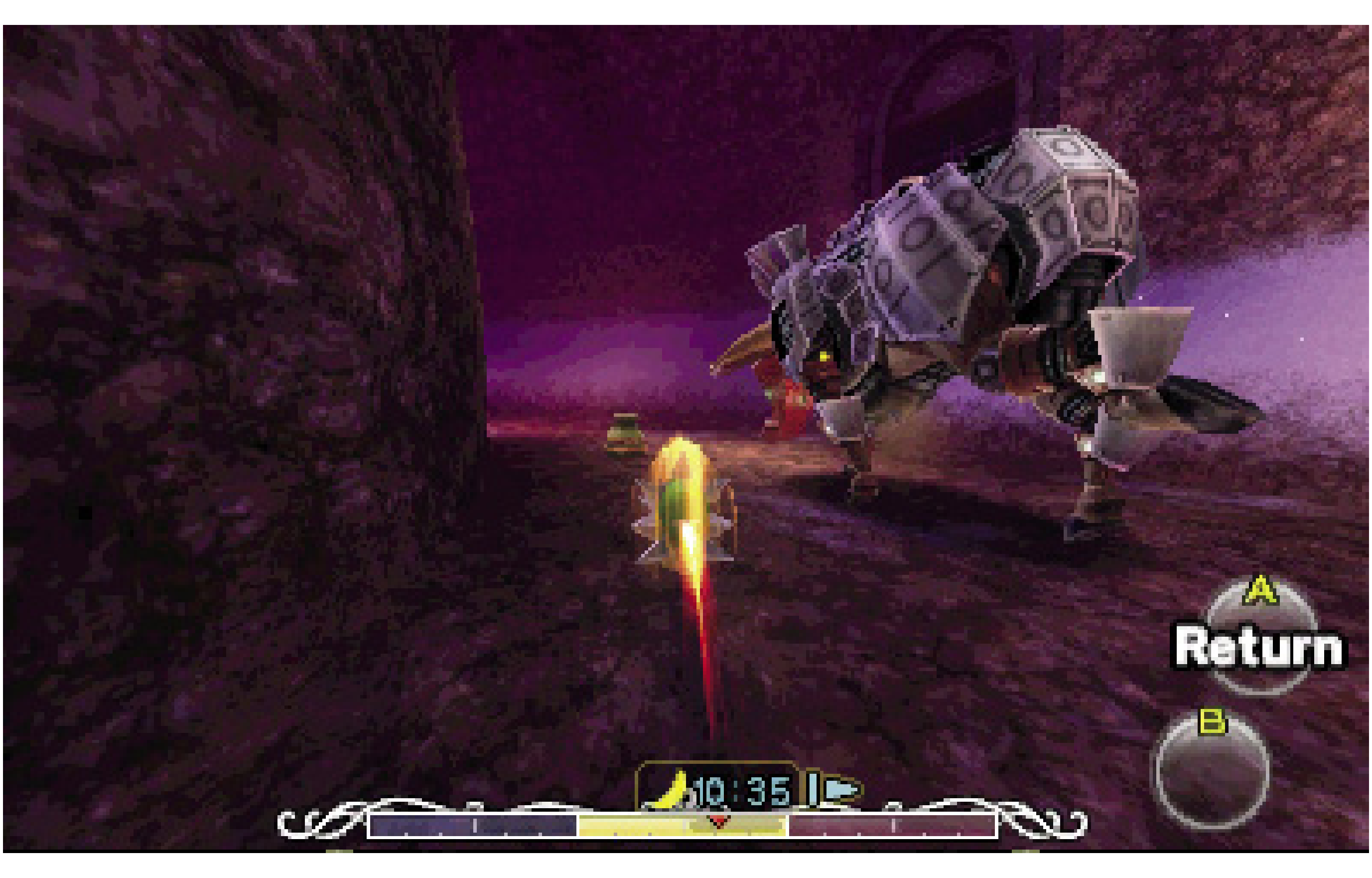
A monstrous mechanical beast awaits Link at the top of Snowhead Temple. It must be the great demon that Darmani mentioned.

Masked Mechanical Monster
Goht

Goht is frozen solid—use a Fire Arrow to free the beast. Once you've melted the ice, Goht roars to life and begins to charge, smashing right through a wall.



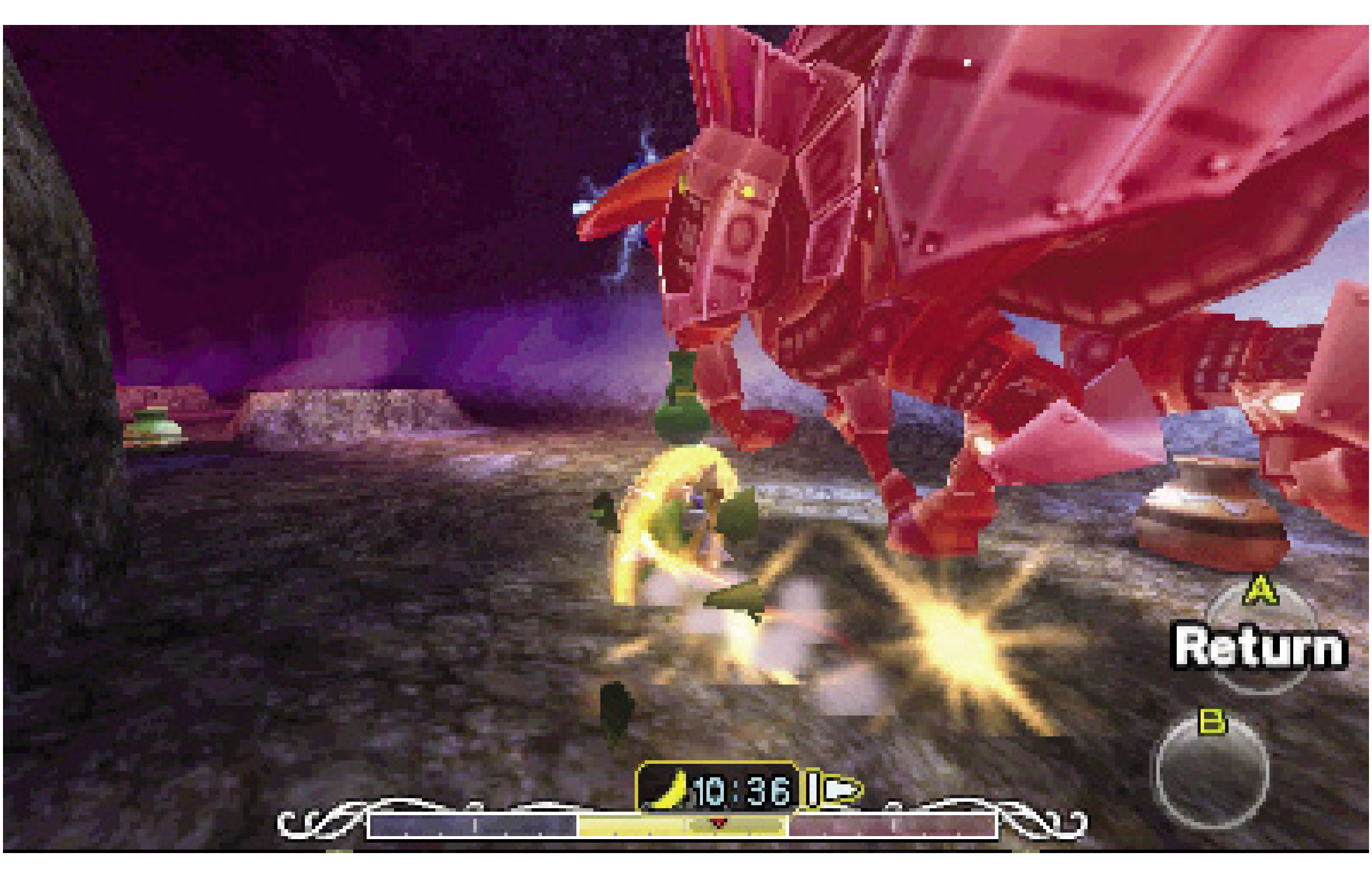
You've got to catch that monster! Don the Goron Mask, press Ⓐ to curl up into a ball, and then start rolling after Goht. But beware: this bad boss tries to zap you with powerful orbs of crackling energy as you give chase. Goht also kicks up large rocks that can stop you in your tracks if they hit you. Do your best to avoid Goht's attacks as you chase the monster around the circular track.



Hearts in Jars

The jars near the entry door respawn after each lap around the track. Smash them for Recovery Hearts, arrows, and other items as needed. Roll into the green jars as you pursue Goht to replenish your magic power.

Once you're rolling at top speed, aim to ram Goht with Goron Link's spikes. Ram Goht several times to flip the monster over. Rolling at top speed consumes magic power, however, so be sure to smash the big green jars that appear around the track as you pursue Goht. Keep restoring your magic power so that you can continue chasing after and ramming into the boss.

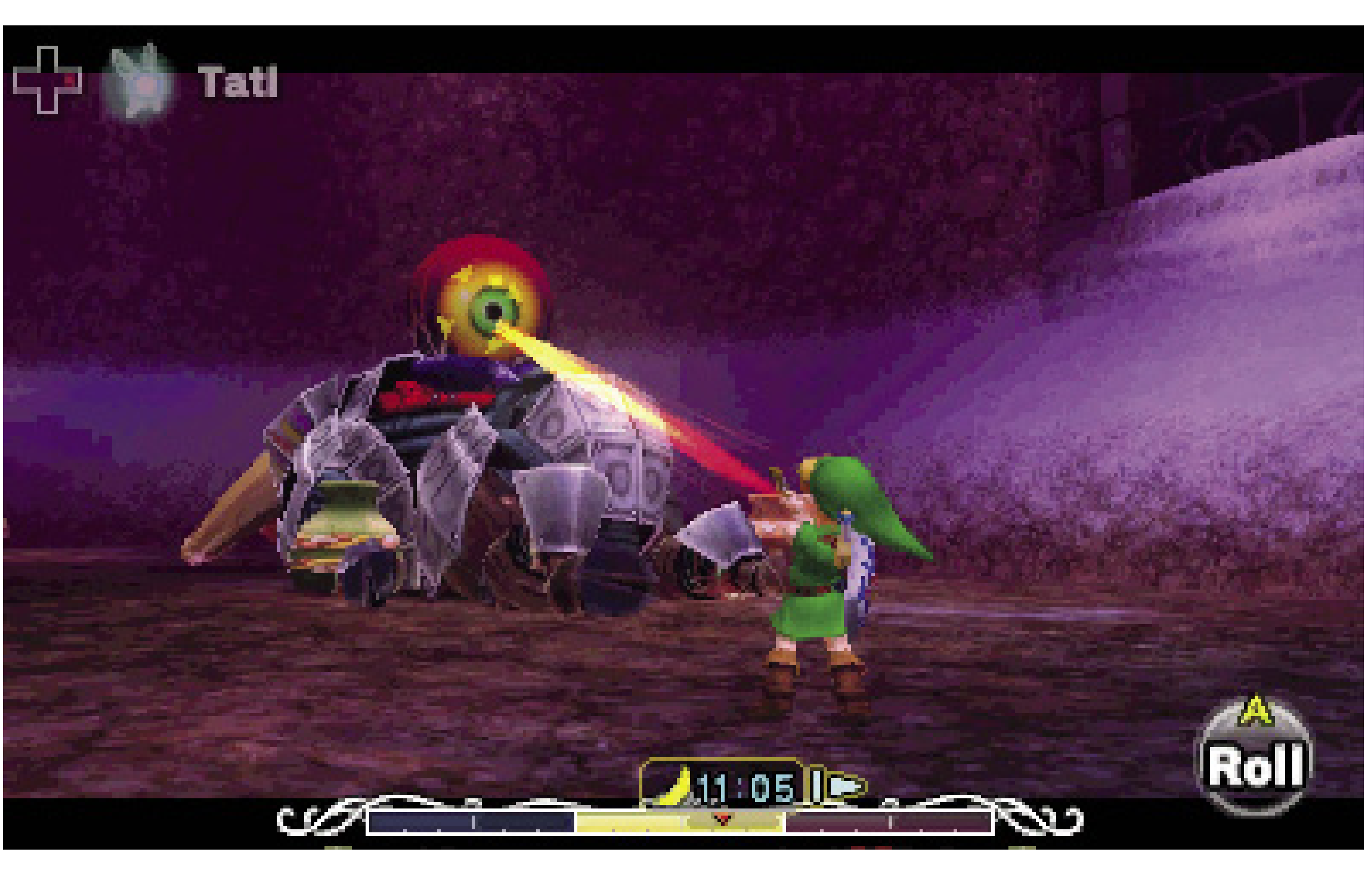


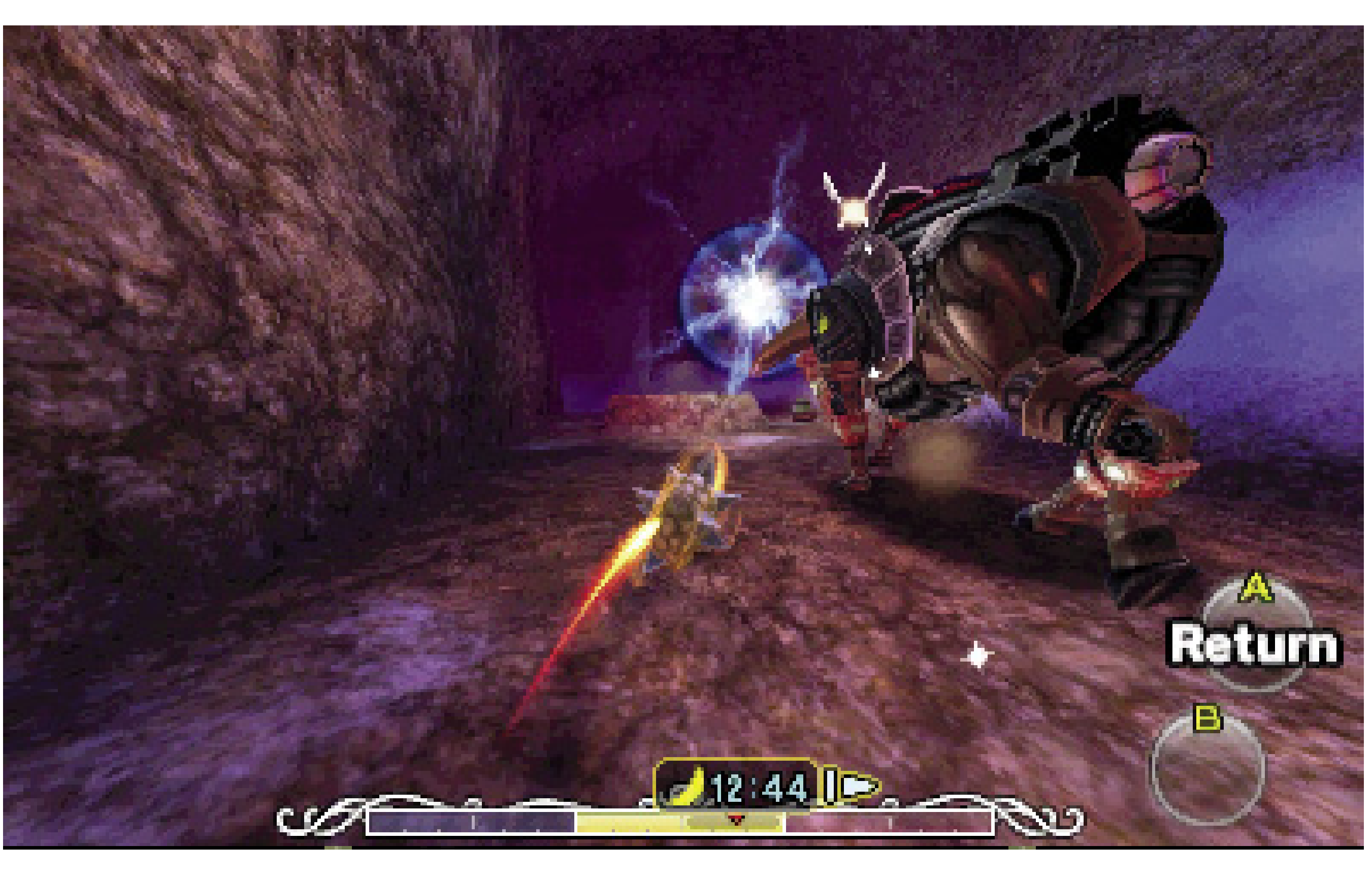
Link from Above

If possible, try launching off a ramp in the track and landing on Goht. If you hit it right, you'll knock the boss over in one shot.

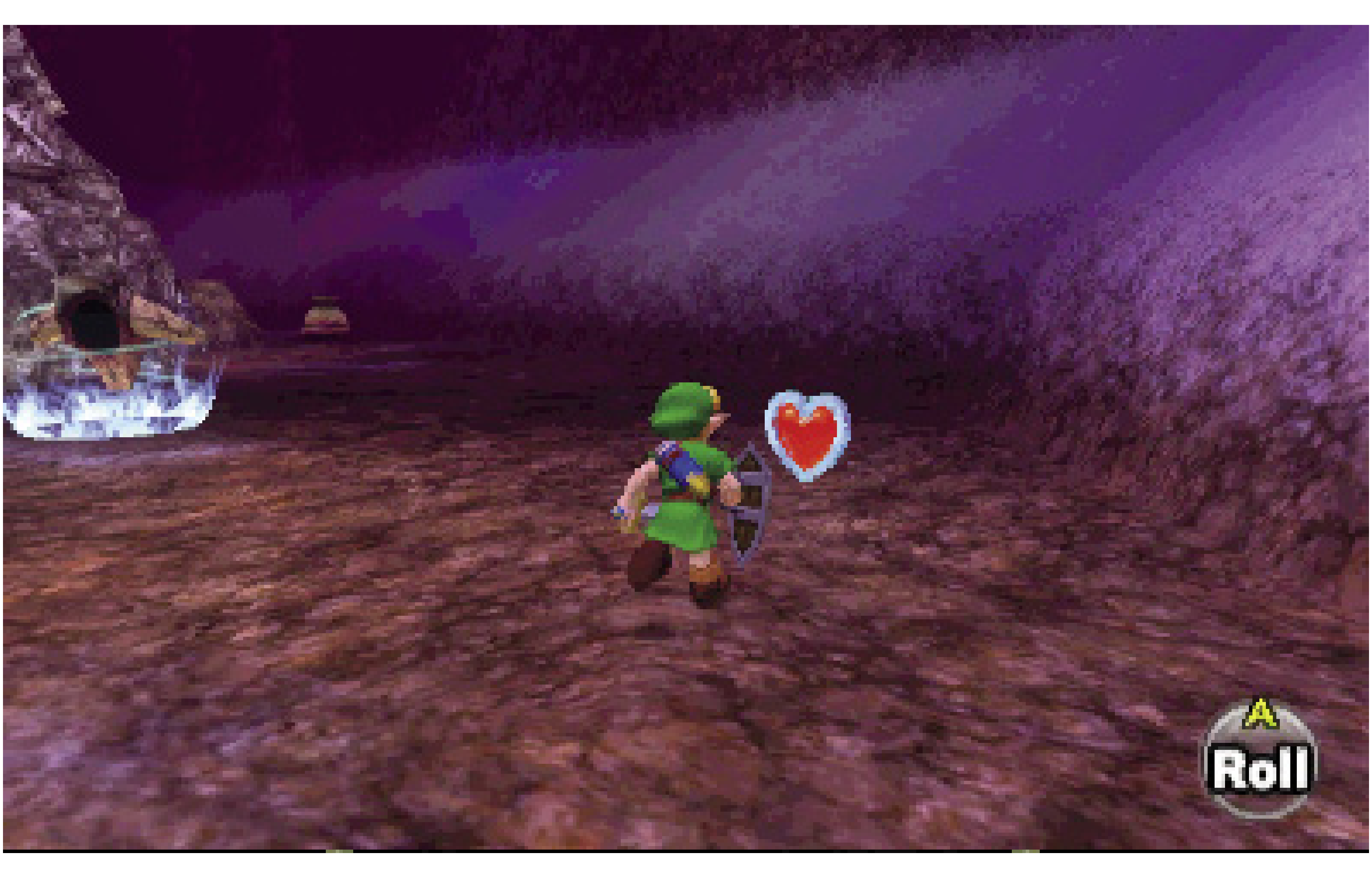
Flip Goht over to expose a giant eyeball, which is his weak spot. Take off the Goron Mask, L -Target the eyeball, and then shoot it with Fire Arrows. Goht recovers after a short time, but you can snap off three Fire Arrows if you're quick on the draw.

The chase becomes more and more challenging as Goht nears defeat, for the monster gains speed and starts to drop bombs at you. Big stalactites also fall from the ceiling, creating obstacles that can bring your roll to a sudden halt. Avoid all of Goht's attacks, and keep rolling into the monster to stun it so you may shoot its vulnerable eye. Don't give up the chase until you finally get the better of Goht.





Have a Heart

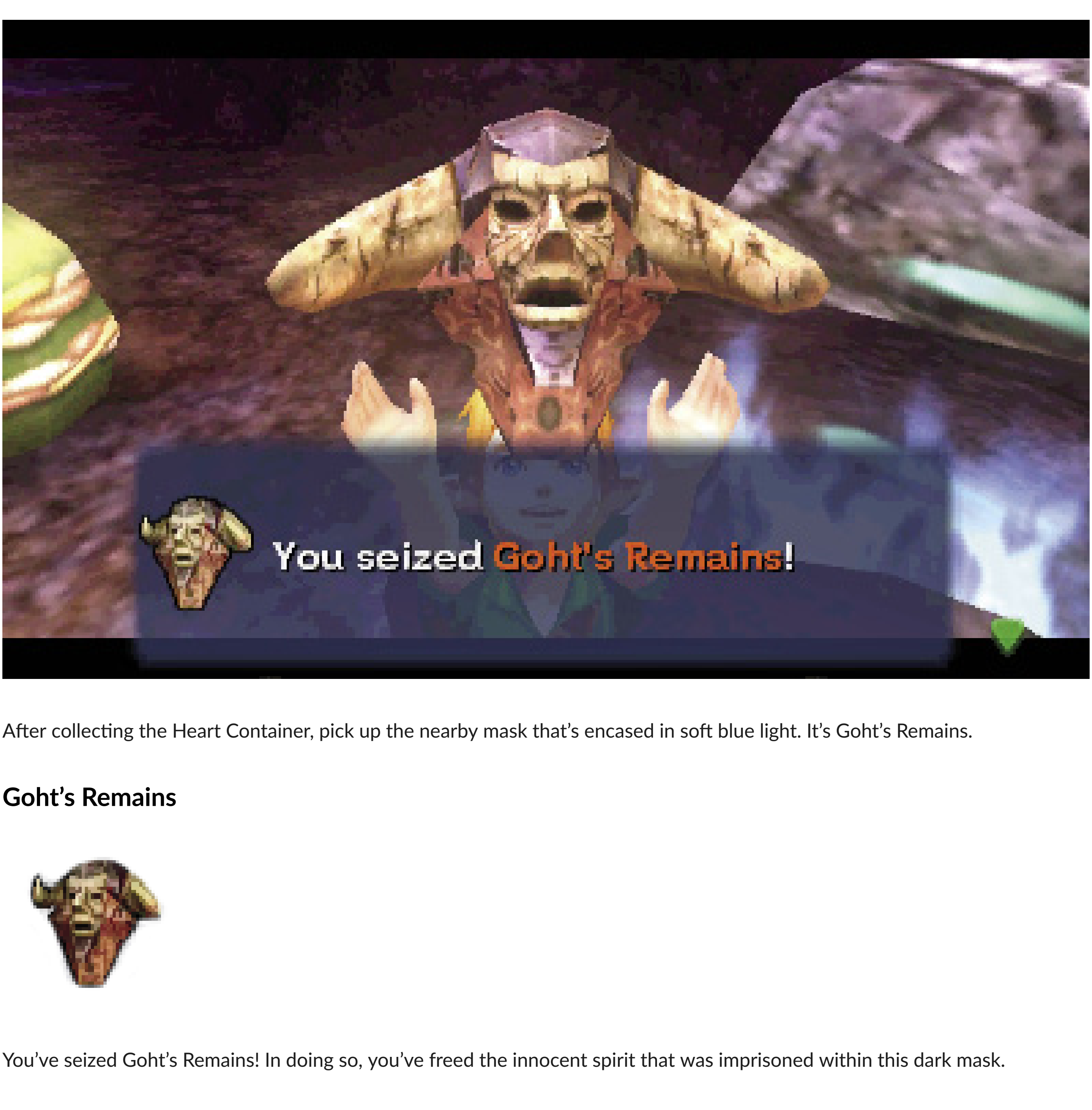


Like the boss of Woodfall Temple, Goht leaves behind a Heart Container after he falls. Collect this precious prize to give Link even more life energy.

Heart Container #2

You got a Heart Container! Your maximum life energy is increased by one Heart. You also get a full refill of life energy.

Snowhead Spirit

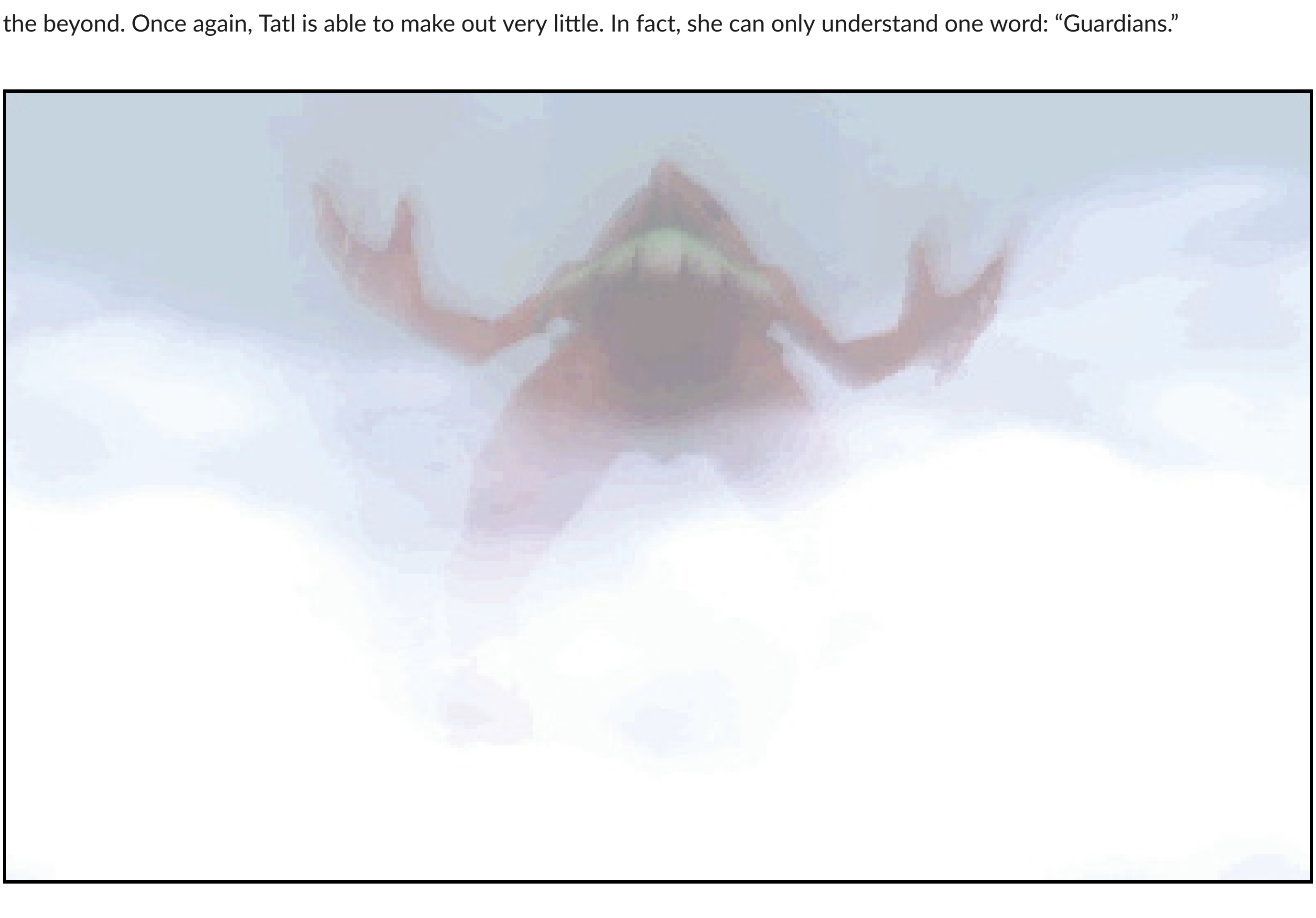


After collecting the Heart Container, pick up the nearby mask that's encased in soft blue light. It's Goht's Remains.

Goht's Remains

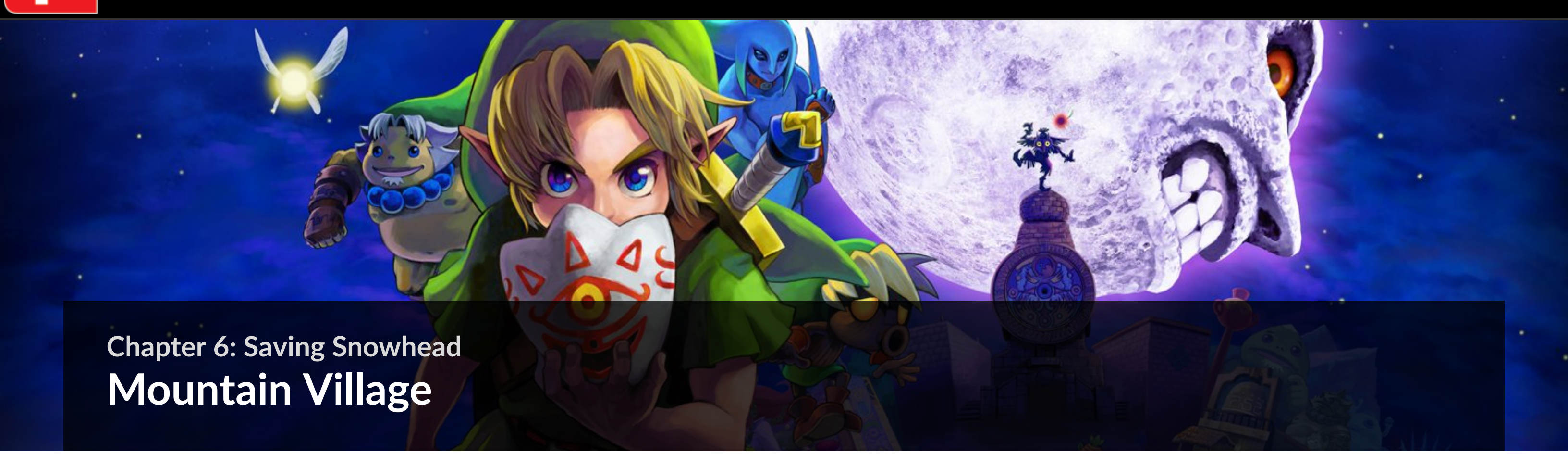
You've seized Goht's Remains! In doing so, you've freed the innocent spirit that was imprisoned within this dark mask.

After you collect Goht's Remains, a familiar scene plays out. Link is shifted to an otherworldly place, and a voice calls out from the beyond. Once again, Tatl is able to make out very little. In fact, she can only understand one word: "Guardians."



It now seems clear that these mysterious

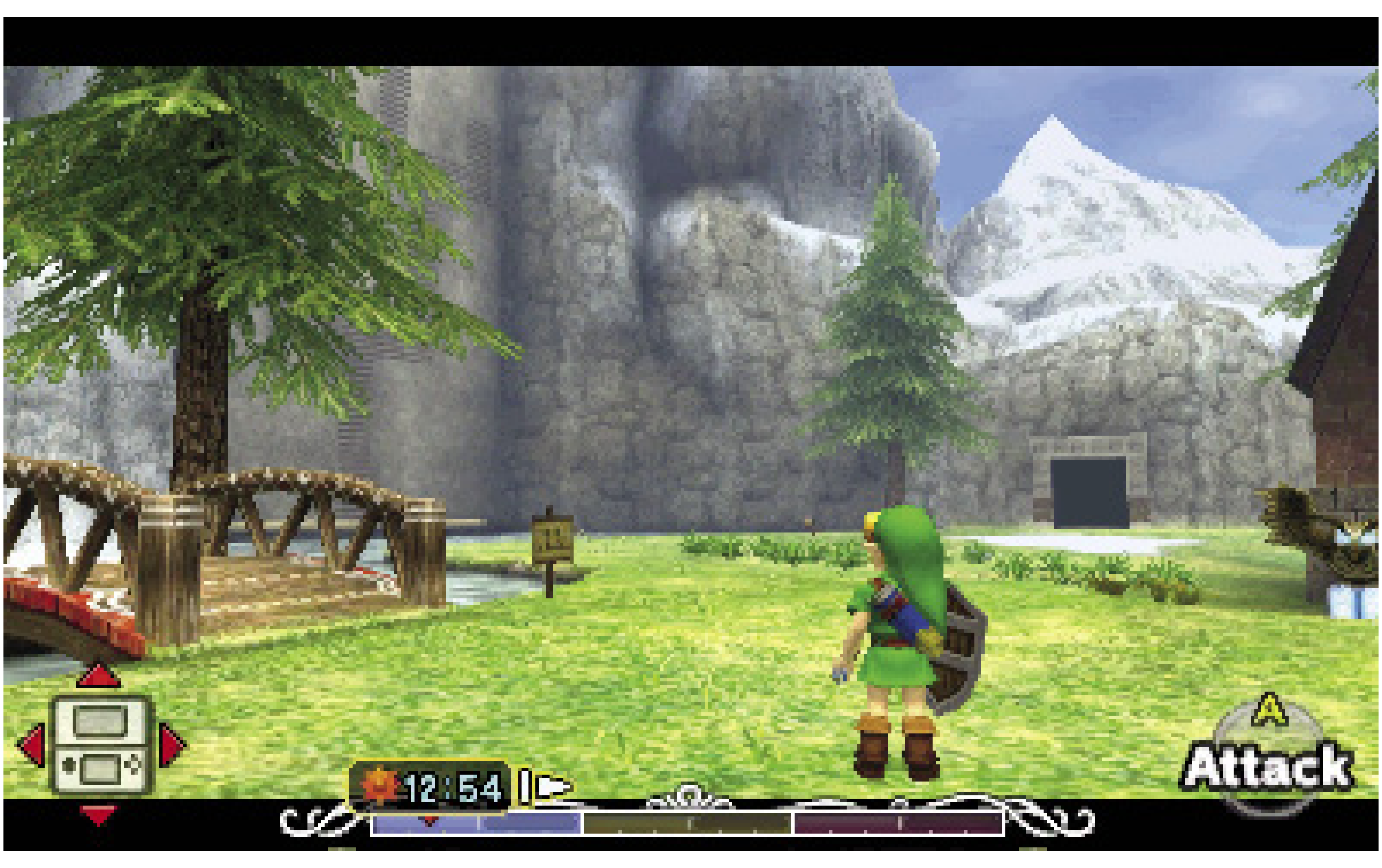
beings are protective gods that live in these ancient temples. Perhaps if you save them all, the Guardians can help you undo the Skull Kid's evil deeds



Chapter 6: Saving Snowhead

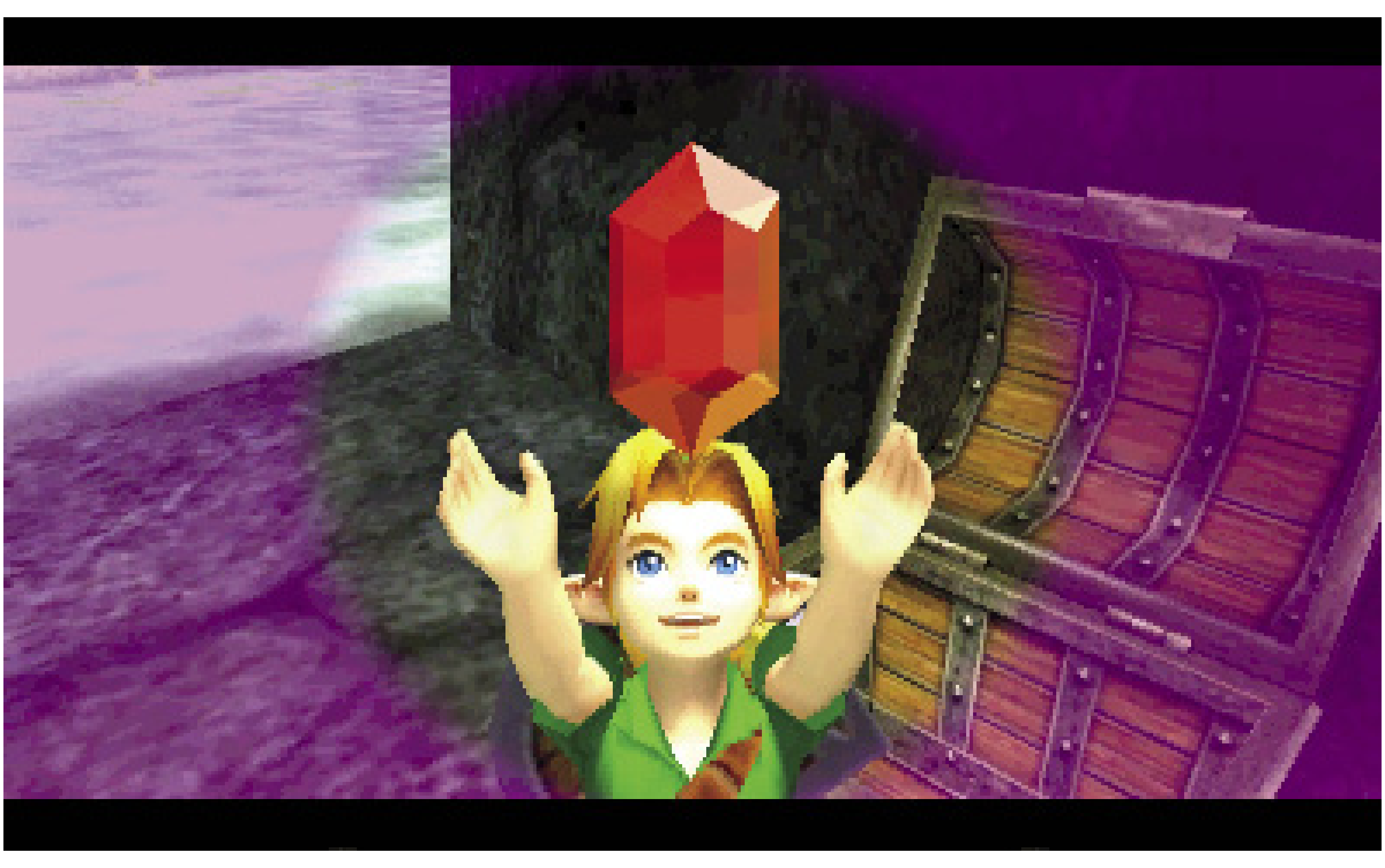
Mountain Village

Big Thaw

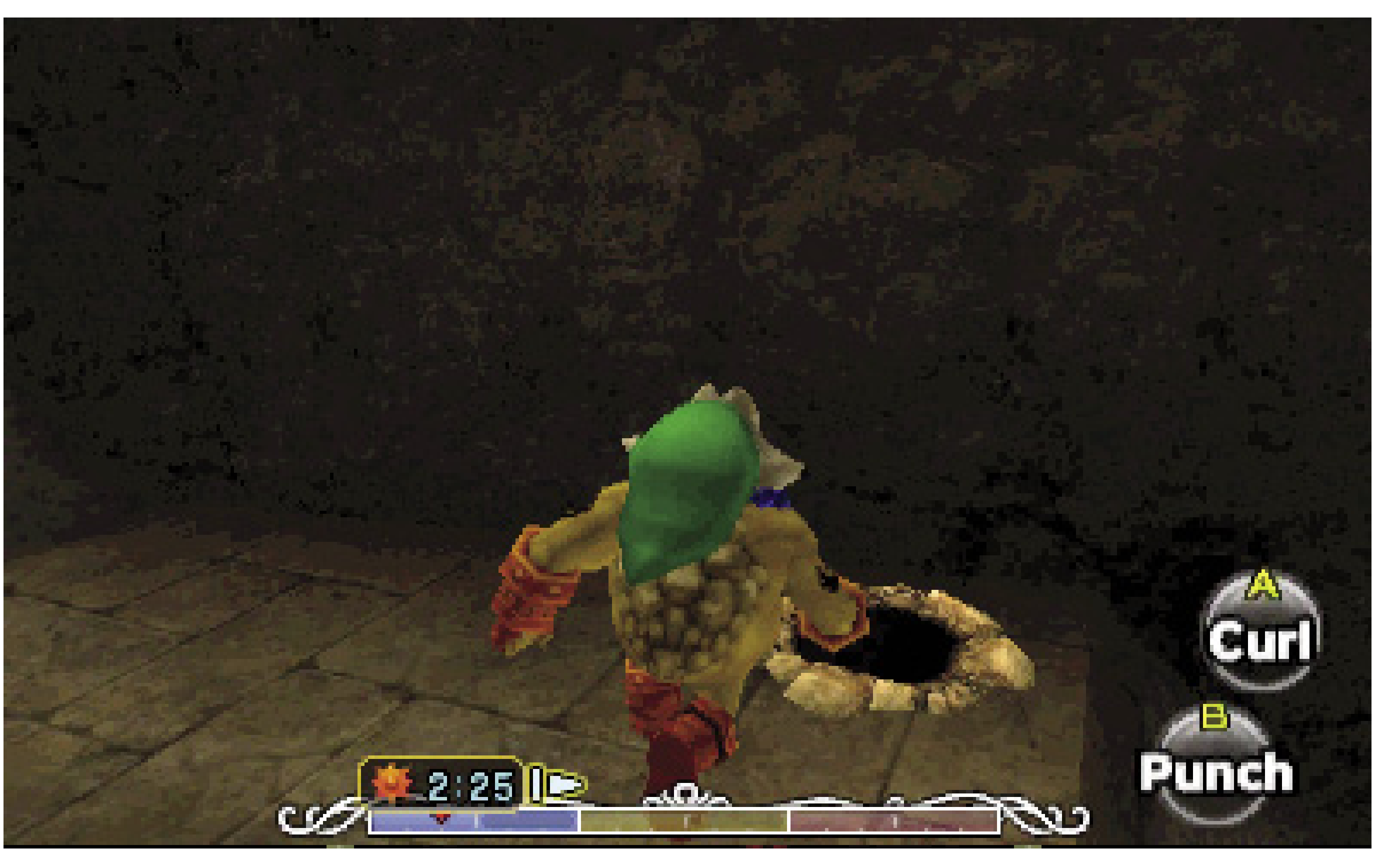


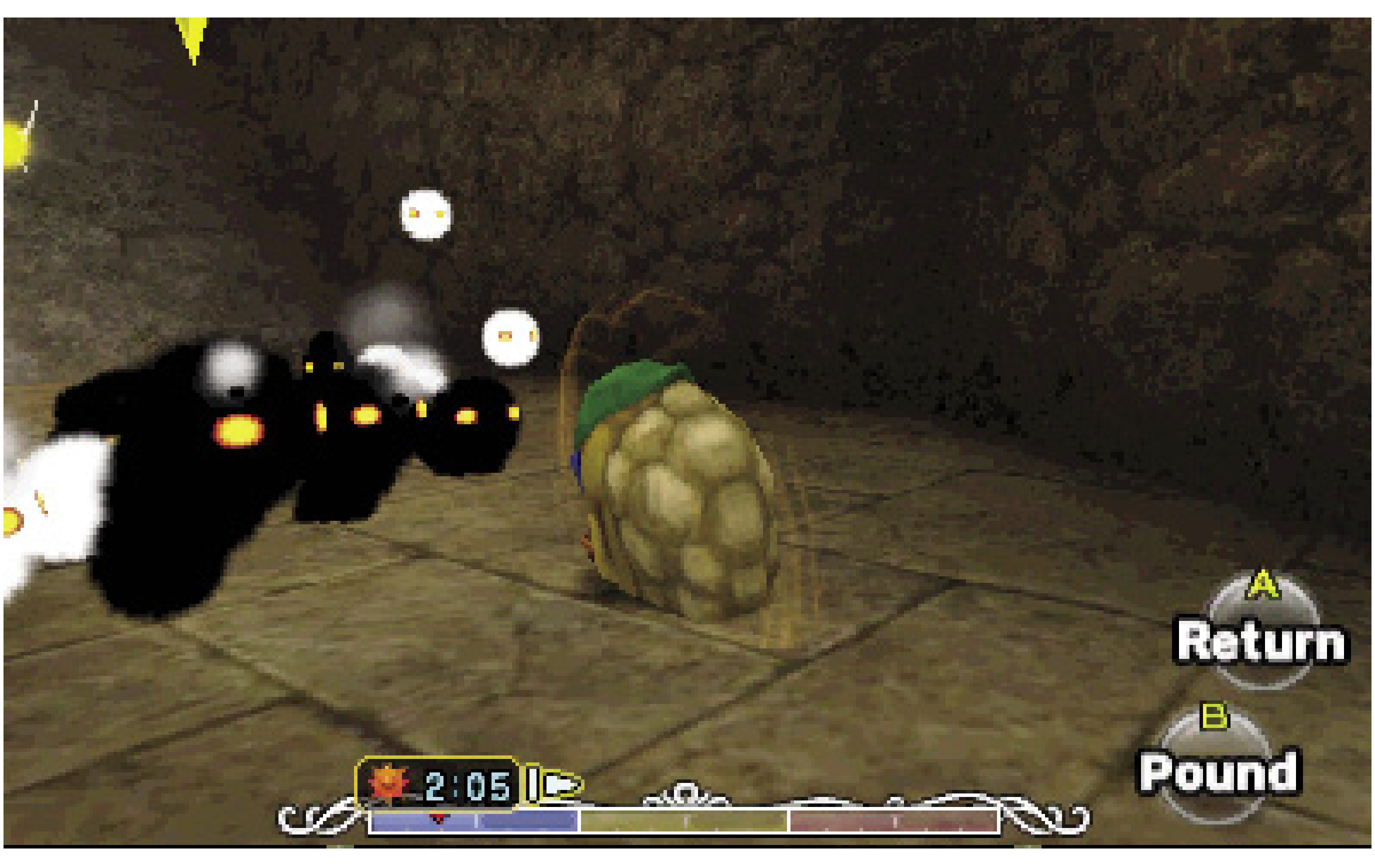
With the wicked Goht undone, the mountain begins to thaw, returning to its natural state. You find yourself back in Mountain Village, surrounded by grass and life. You've done it—the Gorons have been saved!

Two Chests



Check your map to notice that a chest should be located to the west. It's actually hidden behind a waterfall and can only be seen with the Lens of Truth. Swim over to the waterfall, and climb into the nook behind it. Use the Lens of Truth again to open the chest and collect a Red Rupee.



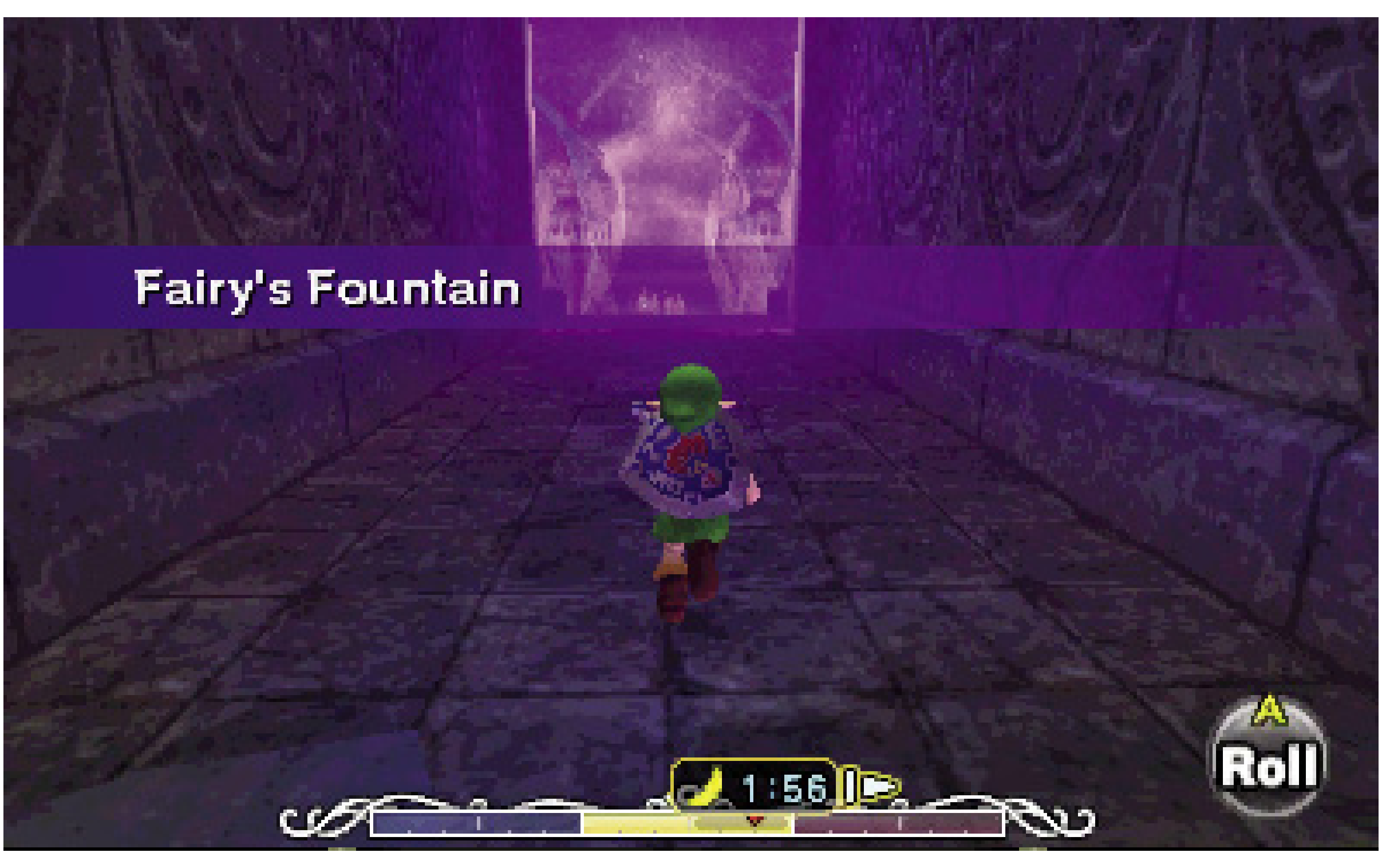


Another look at the map shows a new trail to the northeast. Roll into the tunnel and up the ramps as Goron Link, slamming through a host of Black Boes and White Boes as you go.

After you slam through the Boes, look for a hole in the ground. Drop down to visit an underground cavern with another treasure chest.

Open the chest for another Red Rupee. Two-fer! If you continue following the tunnel, you'll end up at the Goron Graveyard, where you helped heal Darmani's troubled soul.

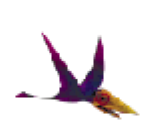
To the Fairy's Fountain!



Hang on—you still need to return all of those Stray Fairies. After looting the chest, play the Song of Soaring and soar to Snowhead. Beware the Guays that now swoop down at you as you head back toward the temple. Roll up the ramp and return to the Fairy's Fountain, which is located on the temple's east side.

Guay

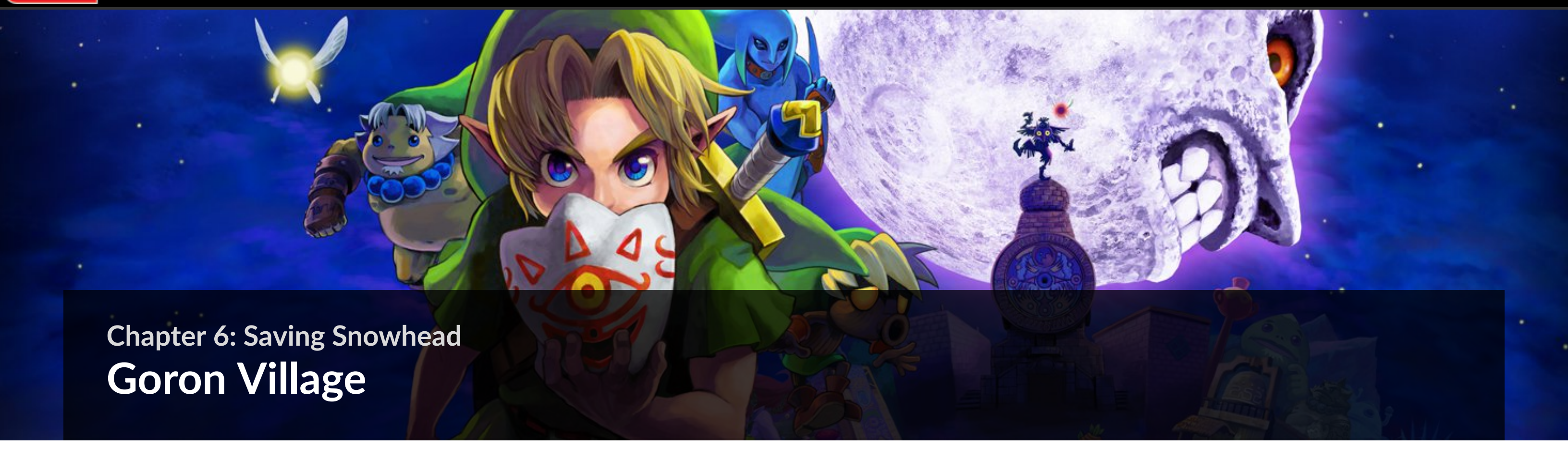
Damage: 1/2 Heart



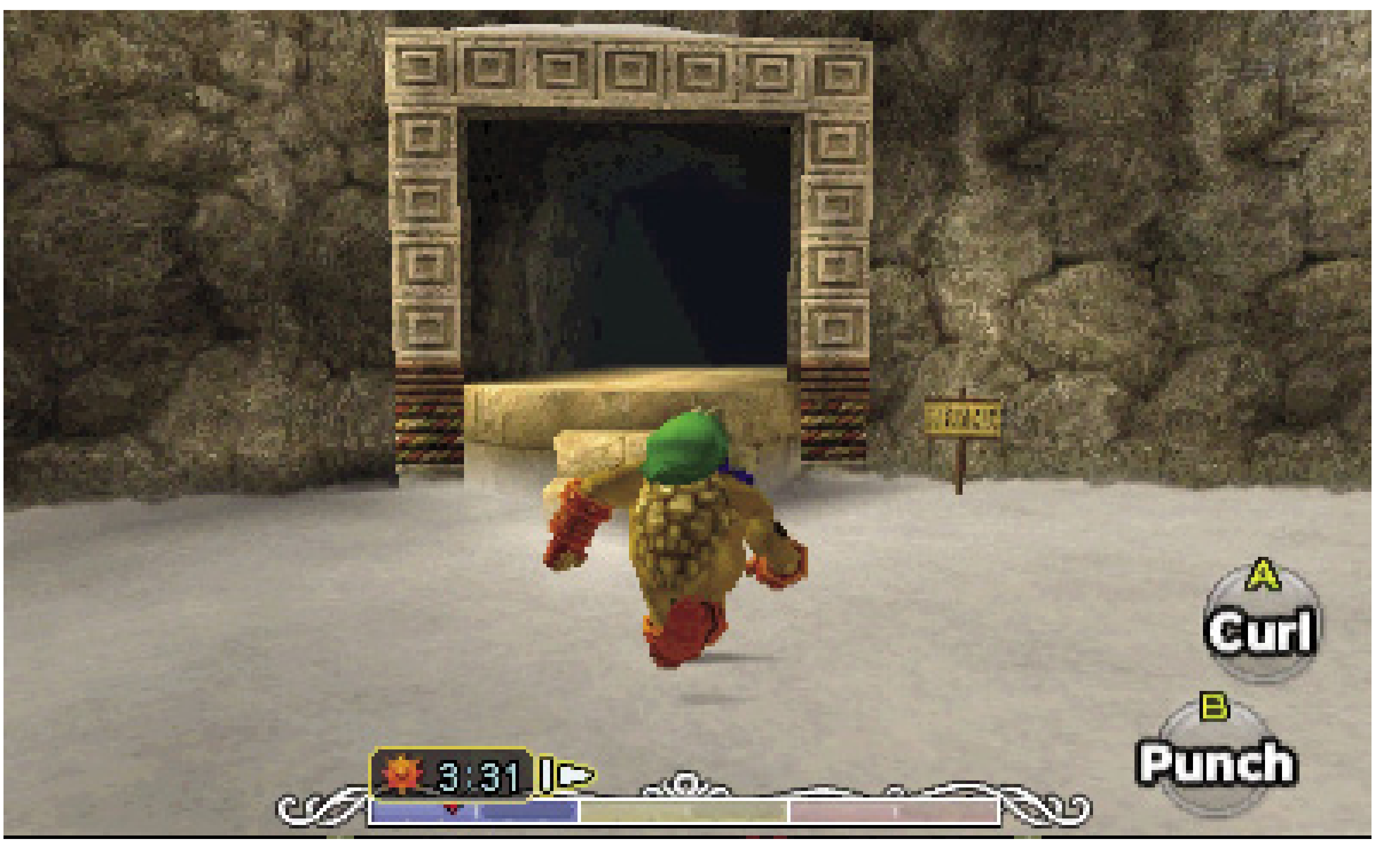
Like Bad Bats, Guays circle the skies and swoop down on Link, aiming to peck him with their big orange beaks. Block their swoop attacks, or simply cut them down with a well-timed sword strike as they dive close. You can also shoot Guays from the sky with the Hero's Bow.

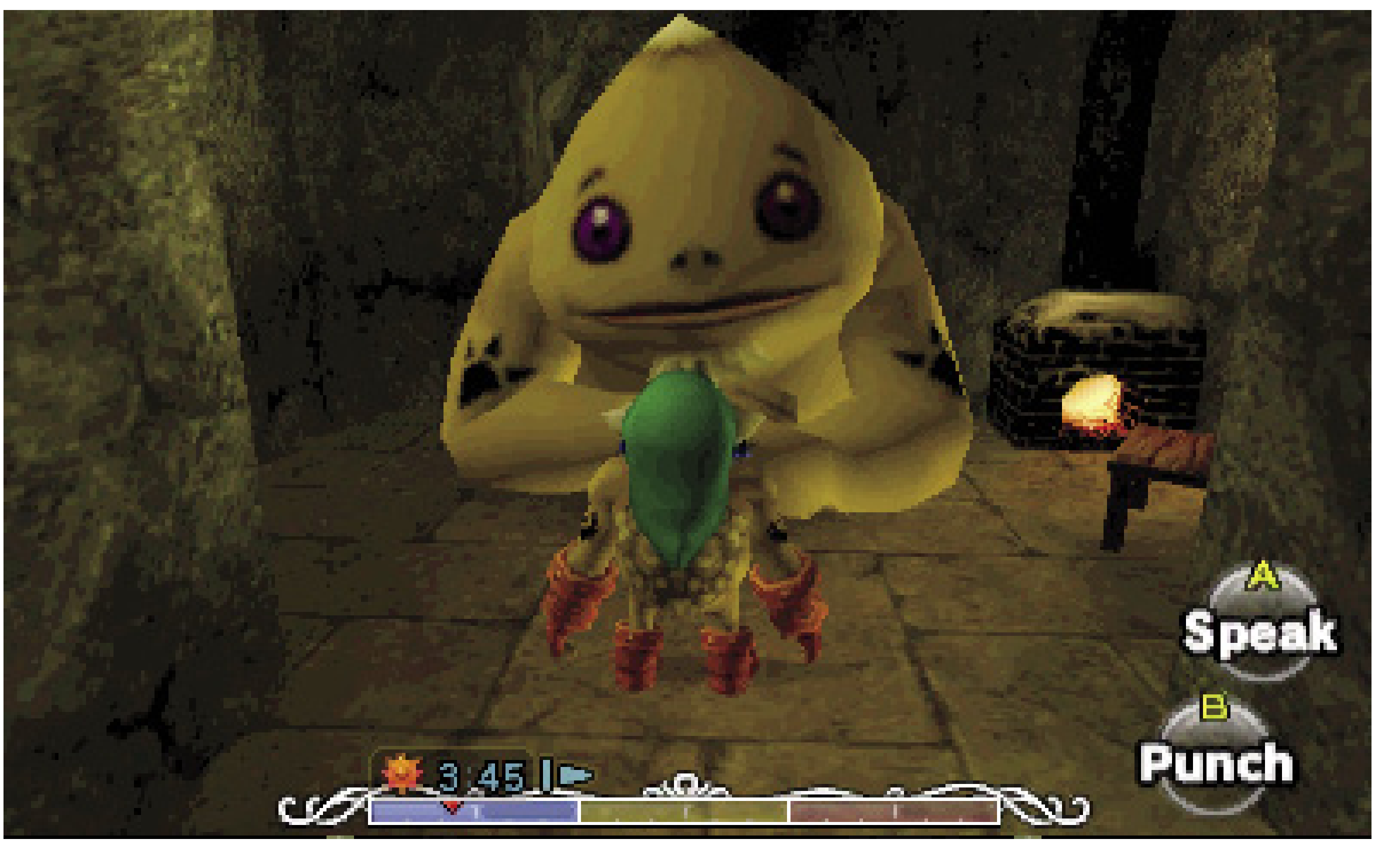
Take a Spin

Run to the center of the Fairy's Fountain, and release the Stray Fairies that you're carrying like you've done before. Returning all 15 Stray Fairies restores the Great Fairy of Power, who promptly rewards you by teaching you a new sword technique. Now you can unleash a super-powerful spin attack by holding Ⓑ to charge your sword with magic power! You can also rotate [Circle Pad] once and then press Ⓑ to unleash the same attack a little faster.

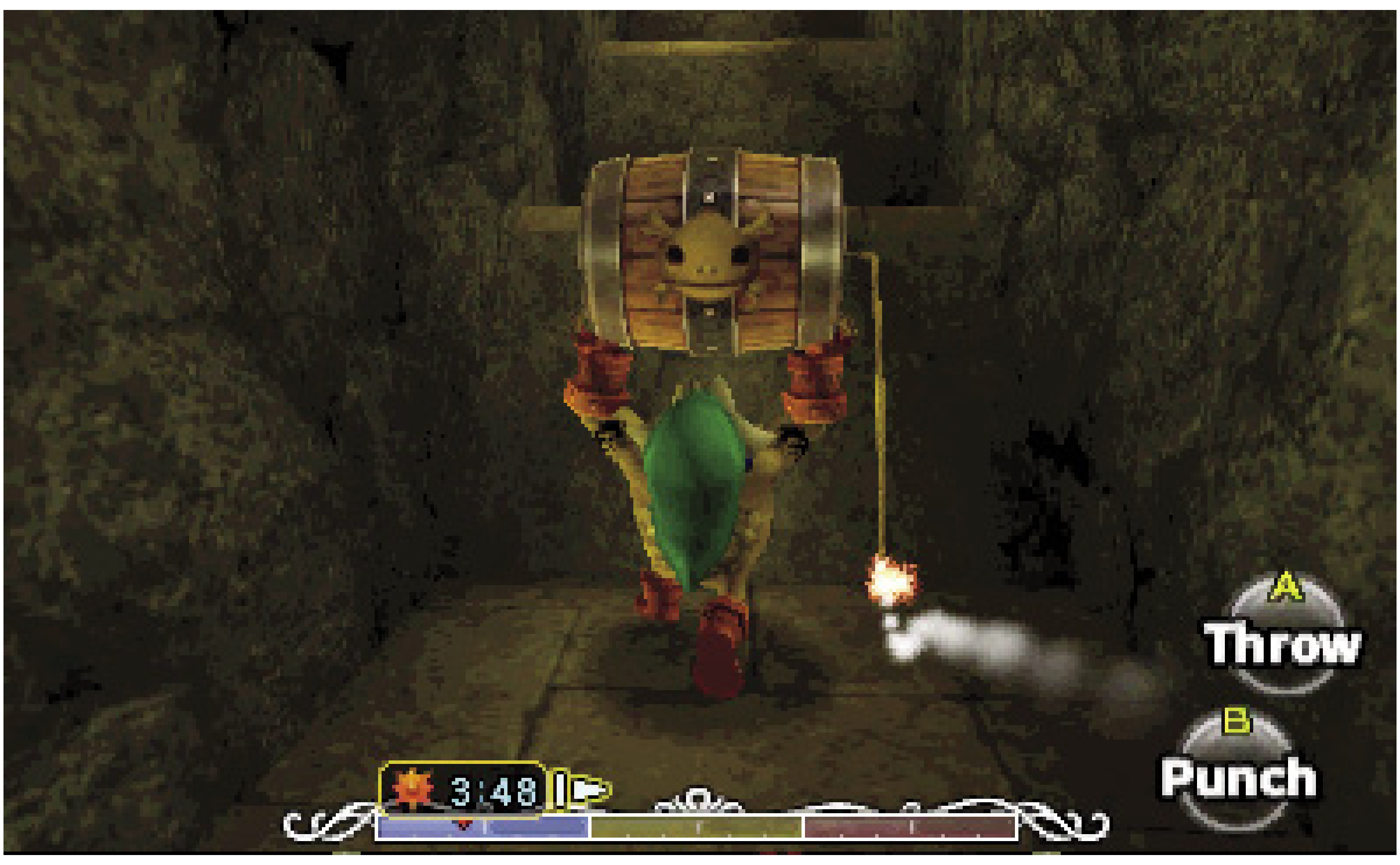


Powder Keg Shop



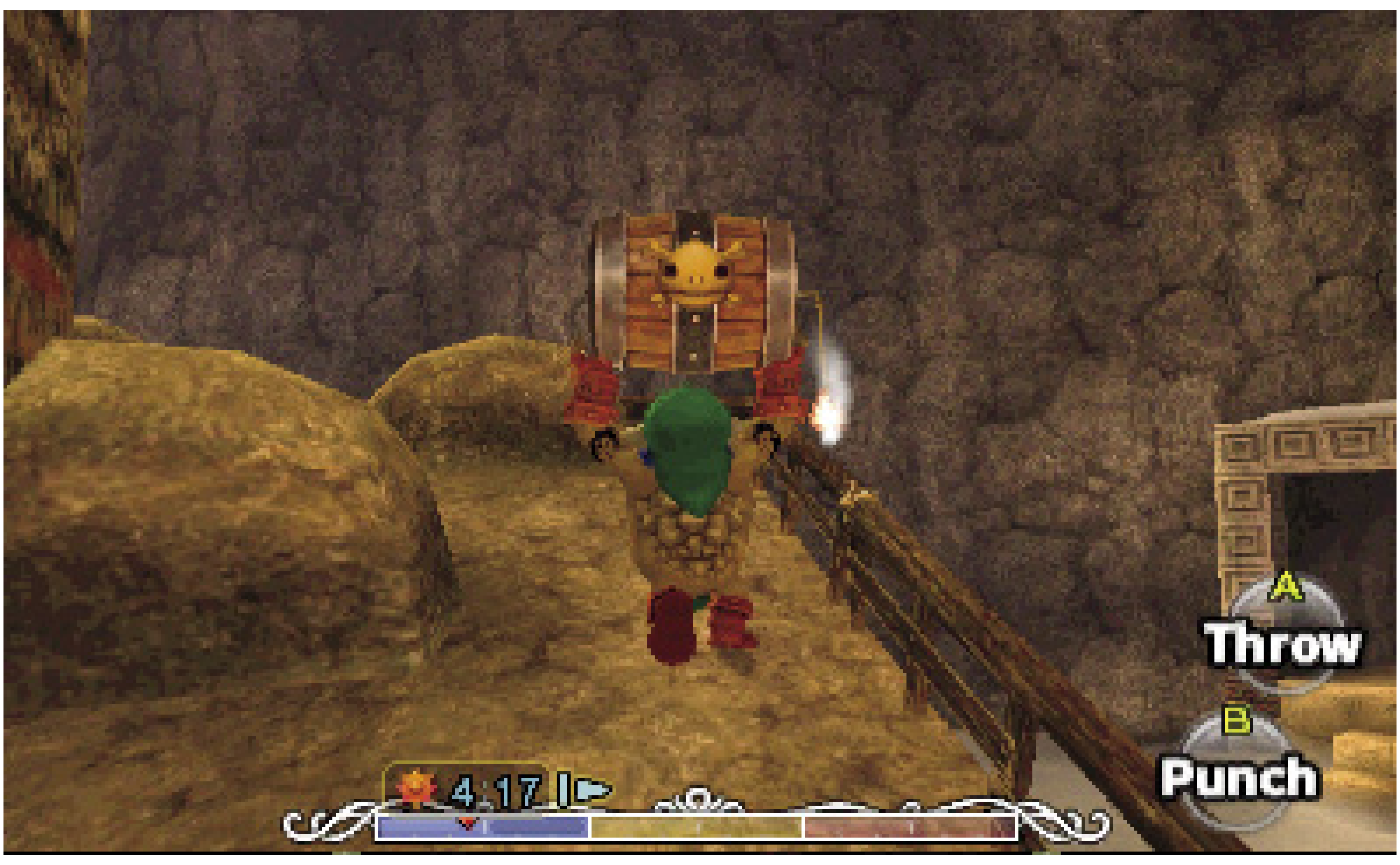


You need to rewind time in order to fully take advantage of the mountain's thaw, but there's one more thing worth doing before you do so. Soar to Mountain Village, and make your way east into Goron Village. Drop to Goron Village's lower area, and go north to locate a large cave. The sign out front reads "Goron Powder Keg Shop." Sounds intriguing.

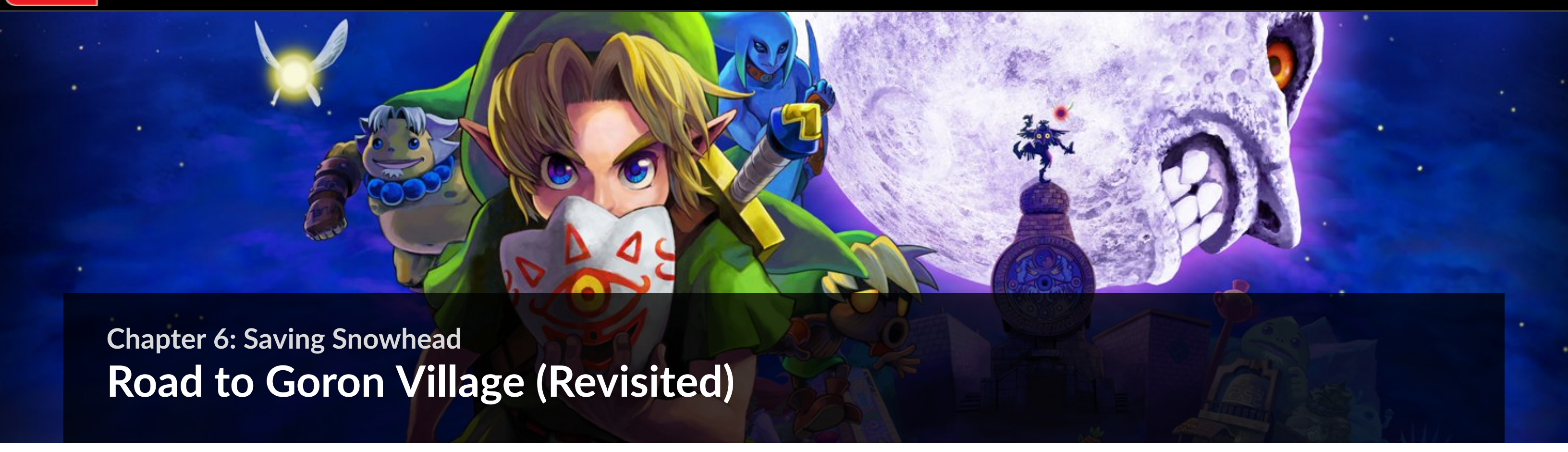


Enter the Goron Powder Keg Shop, put on the Goron Mask, and then speak with the big Goron that runs the place. Due to the Powder Keg's explosive might, all new customers are required to pass a test before they can buy Powder Kegs. Accept the Goron's challenge, and he'll ask you to use a Powder Keg to destroy a boulder that blocks the entrance to the Goron Racetrack.

The Powder Keg's fuse is already lit, so you'd better hurry. Press Ⓐ to pick up the Powder Keg, then approach the series of ramps that you descended on your way into the shop. Press Ⓐ while moving forward to throw the Powder Keg over the first ramp, then roll up the ramp. Pick up the keg again, toss it up the next ramp, and then roll up again. Keep going until you exit the shop.



Once you're out of the shop, run forward a bit, and then go up the winding ramp with the railing on your right (west). Carry your Powder Keg west, returning to the Road to Goron Village.

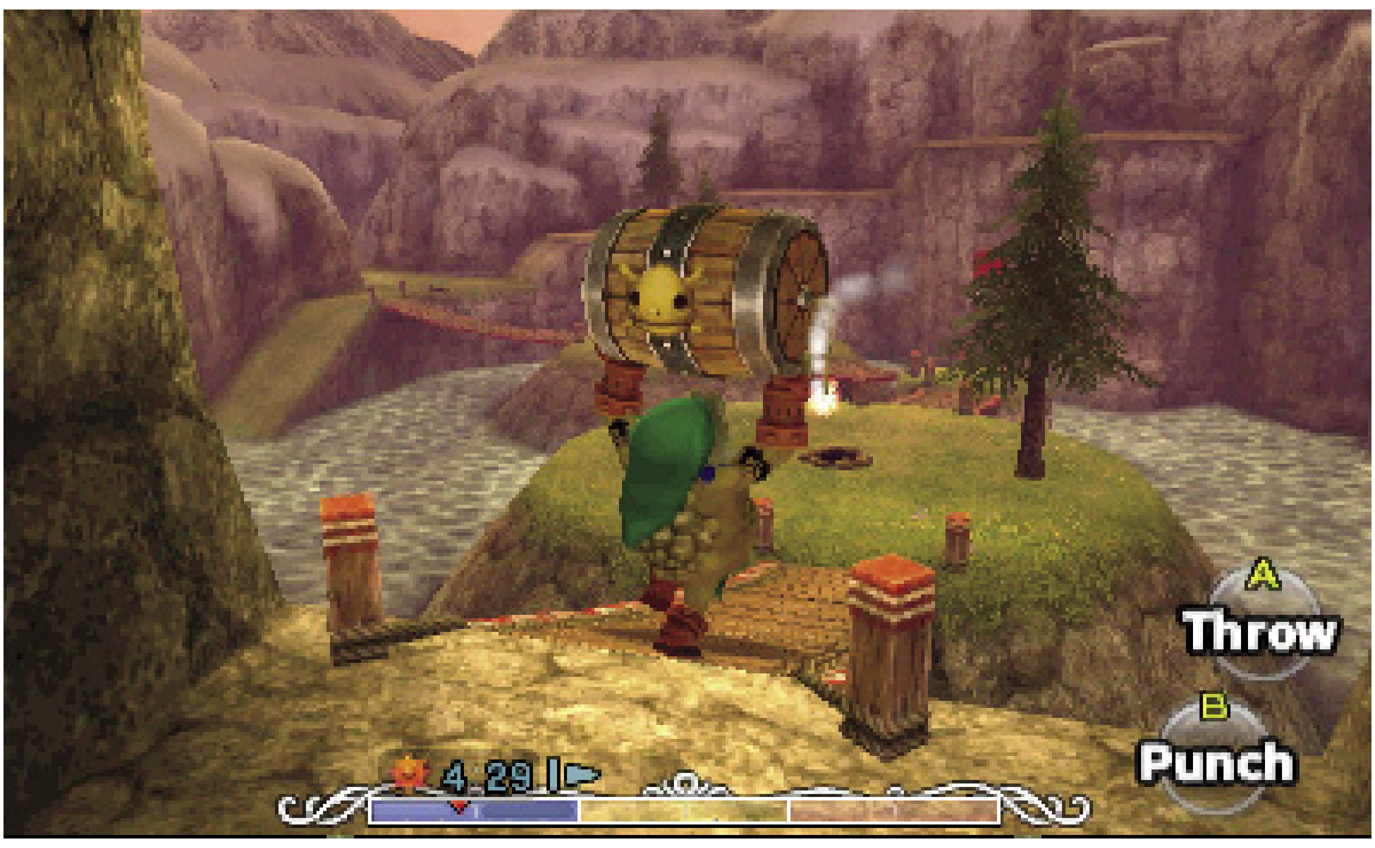


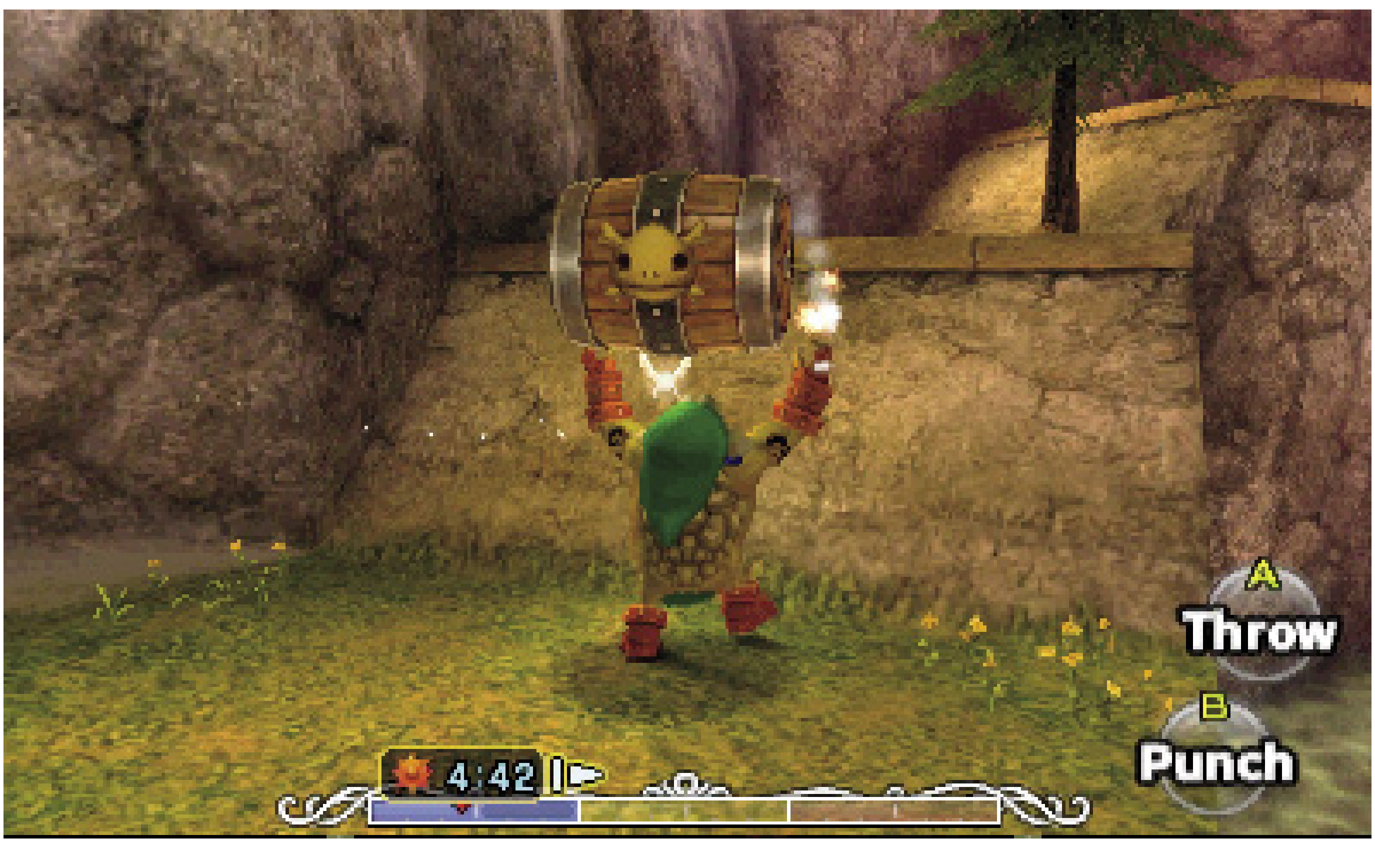
Road to Goron Village (Revisited)

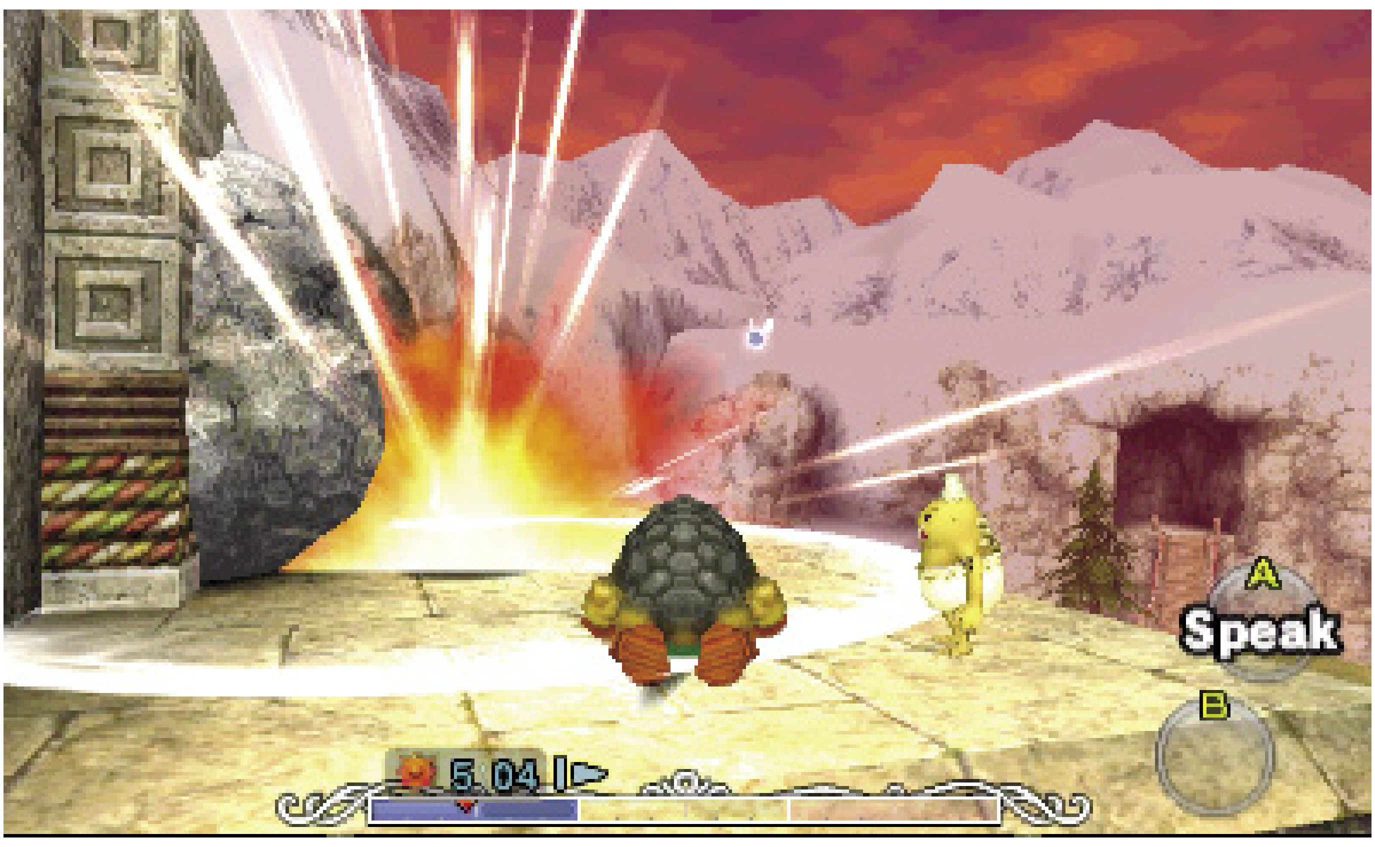
Reaching the Racetrack

As you enter the Road to Goron Village, look for a big stone rock on the north hill. That's the one you must destroy. Keep moving west, crossing three wooden bridges as if you were heading back to Mountain Village.

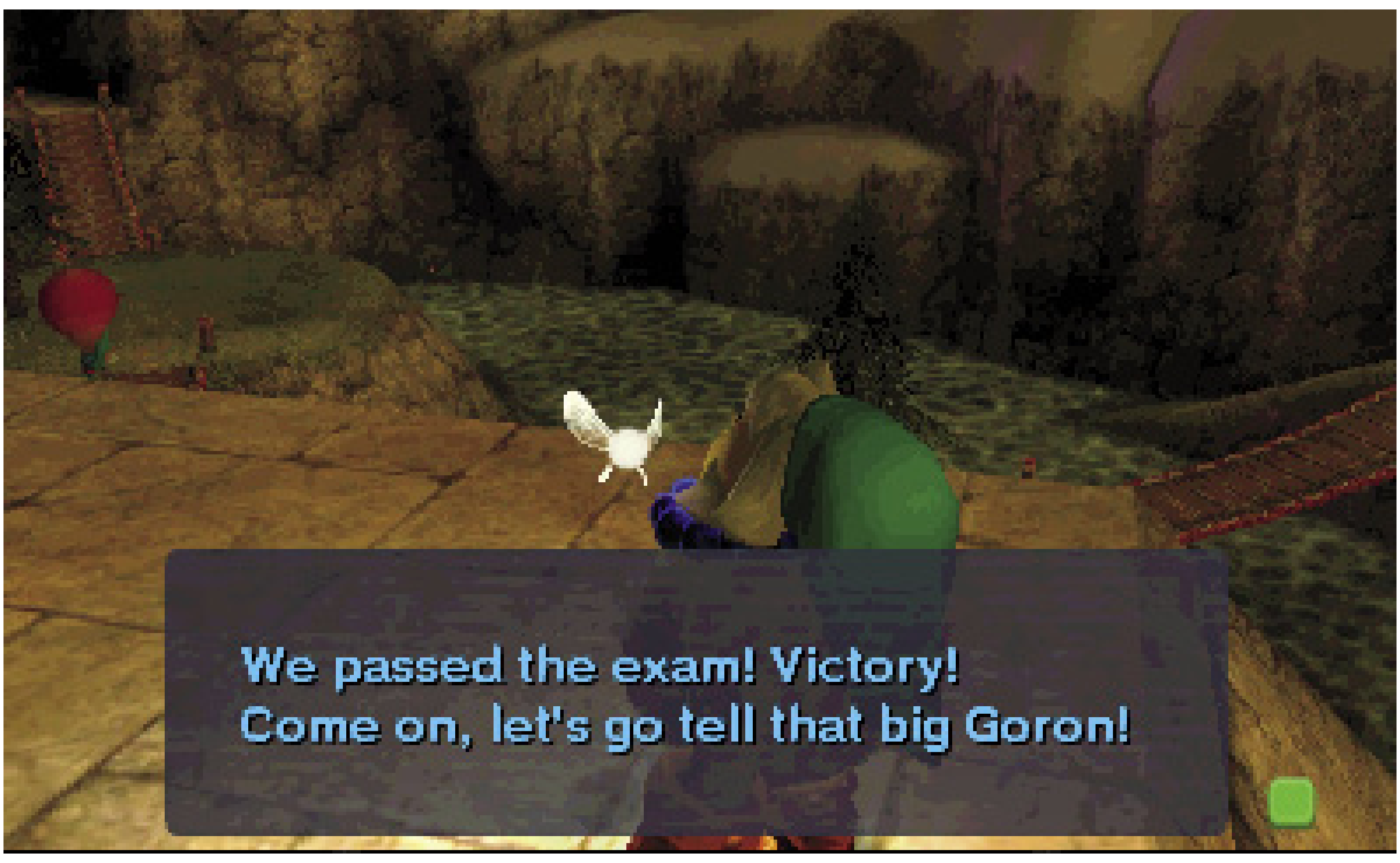
After crossing the third bridge, turn right, and notice the nearby ramps. Yup, more ramps! Toss the Powder Keg up the first ramp, roll up after it, and repeat the process until you reach the big boulder.





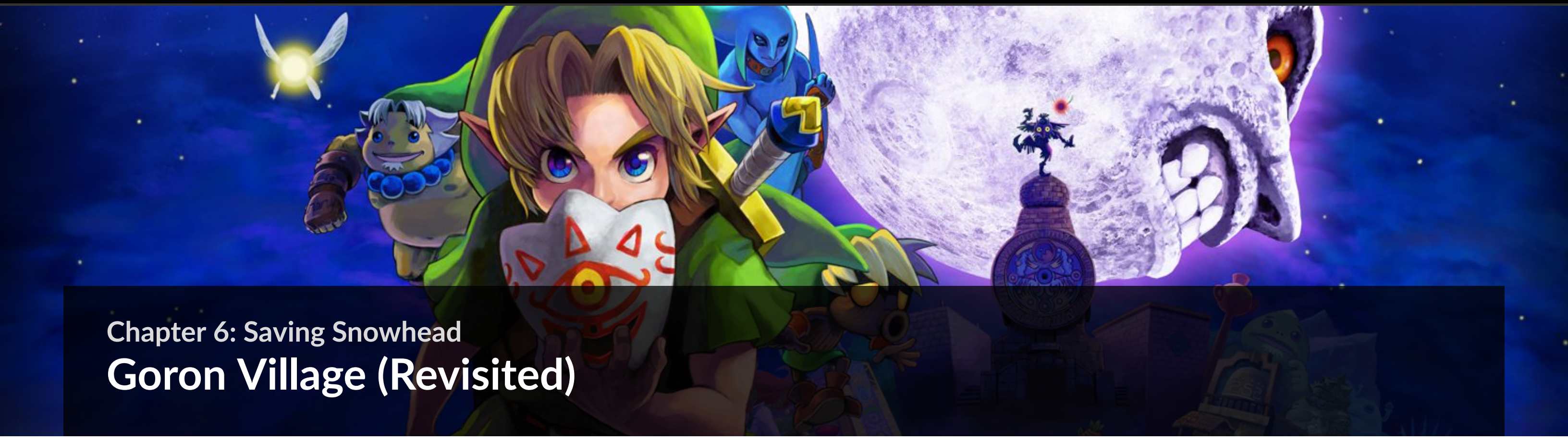


Pick up the Powder Keg and place it directly near the boulder, then hold R to assume a defensive posture. The Powder Keg does the trick, blasting the big boulder to bits and opening up the Goron Racetrack. Don't worry if you don't quite make it in time; simply return to the Goron Powder Keg Shop and pick up another Powder Keg, then try again.



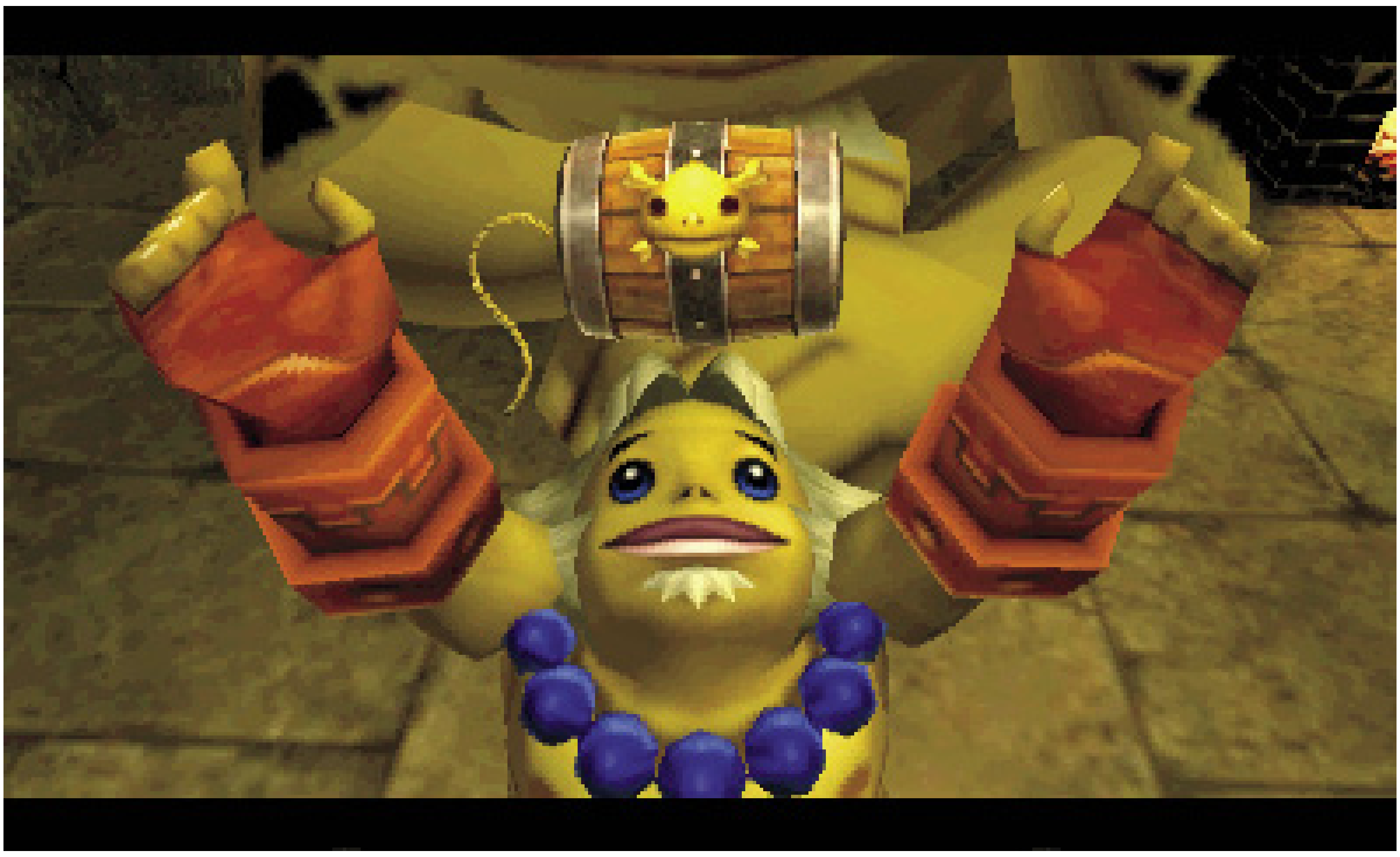
We passed the exam! Victory!
Come on, let's go tell that big Goron!

Nice work! You could try your luck at the Goron Racetrack after blasting the boulder, but there's no need to do so just yet. You'll only need to beat the race again on a fresh set of days, so leave the racetrack for now, and return to the Goron Powder Keg Shop to tell the big Goron about your success.



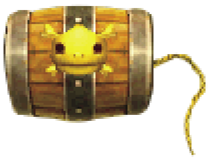
Goron Village (Revisited)

Playing with Powder



Make your way back to Goron Village, and return to the Powder Keg Shop. As Goron Link, speak to the big Goron that runs the shop, and he'll be pleased with your success at handling his Powder Keg. He rewards you with another Powder Keg, which you may bring with you on your travels. Don't worry: this one's fuse isn't lit, so it's safe to carry around. You can only hold one of these massive explosives, and only Goron Link is strong enough to equip and use it.

Powder Keg



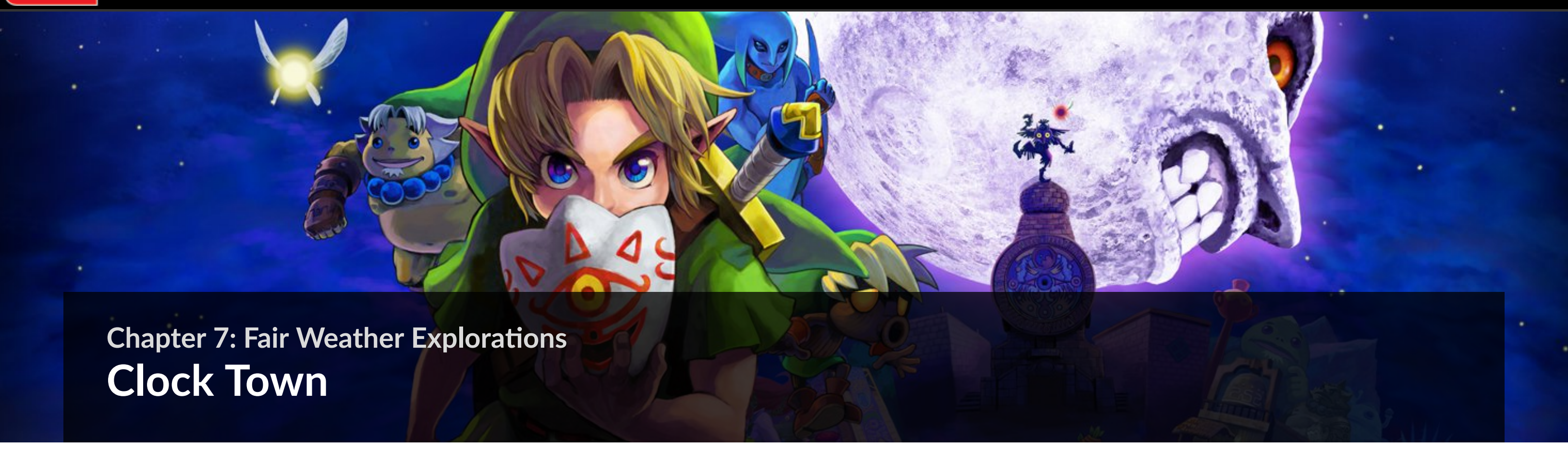
You got a Powder Keg! Only Gorons are permitted to handle such a powerful explosive.

Demolition Expert

Now that you've completed the Powder Keg Shop's safety test, you'll never need to do it again, even if you reset time. From this point forward, you can also purchase additional Powder Kegs from the Powder Keg Shop for 100 Rupees. Better yet, speak to the Goron in the Bomb Shop in West Clock Town as Goron Link, and he'll now sell you Powder Kegs for a mere 50 Rupees apiece. Boom!

Time to Save

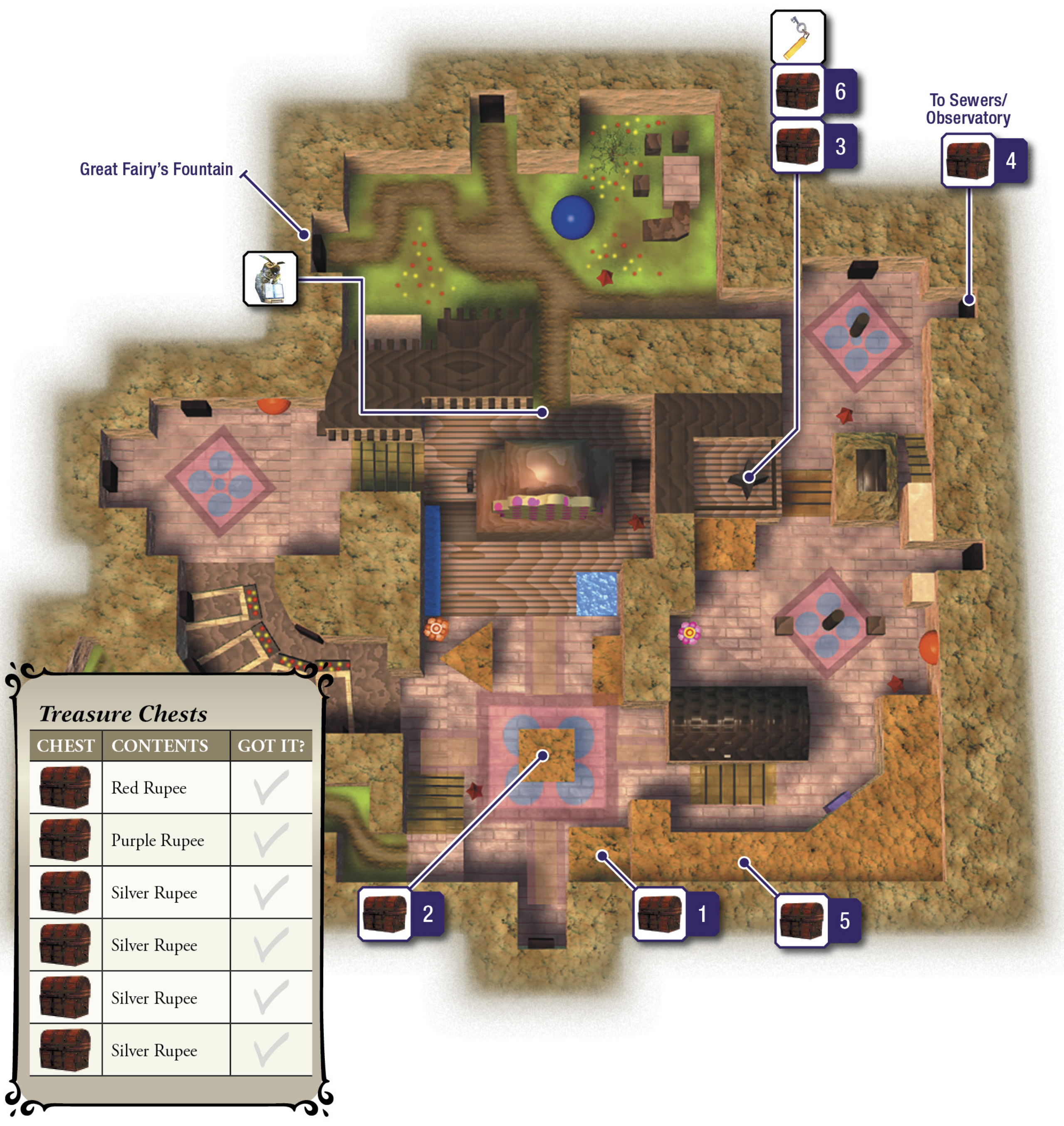
There's a lot more to see and do around the mountains now that you've banished the blizzard, so much that you'll need to rewind time just to explore it all. Soar to Clock Town to deposit your Rupees and save. When you're ready, play the Song of Time to return to the Dawn of the First Day.



Chapter 7: Fair Weather Explorations

Clock Town

After a valiant clash in the icy halls of Snowhead Temple, Link has succeeded in saving the Goron tribe from a chilling fate. Now that the temple has been cleansed and the great blizzard has been halted, Link can explore the mountains like never before.



Treasure Chests

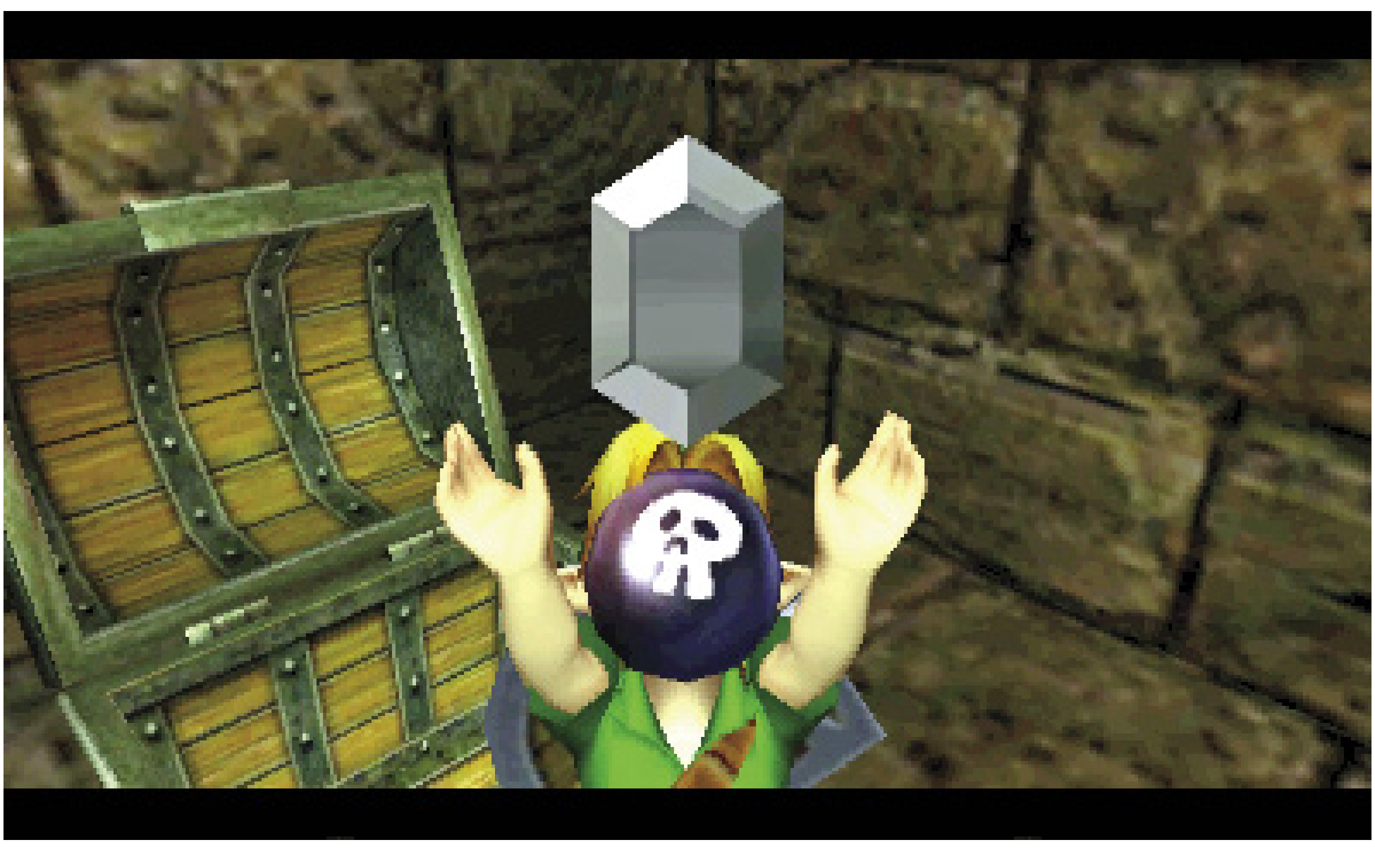
CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Purple Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓

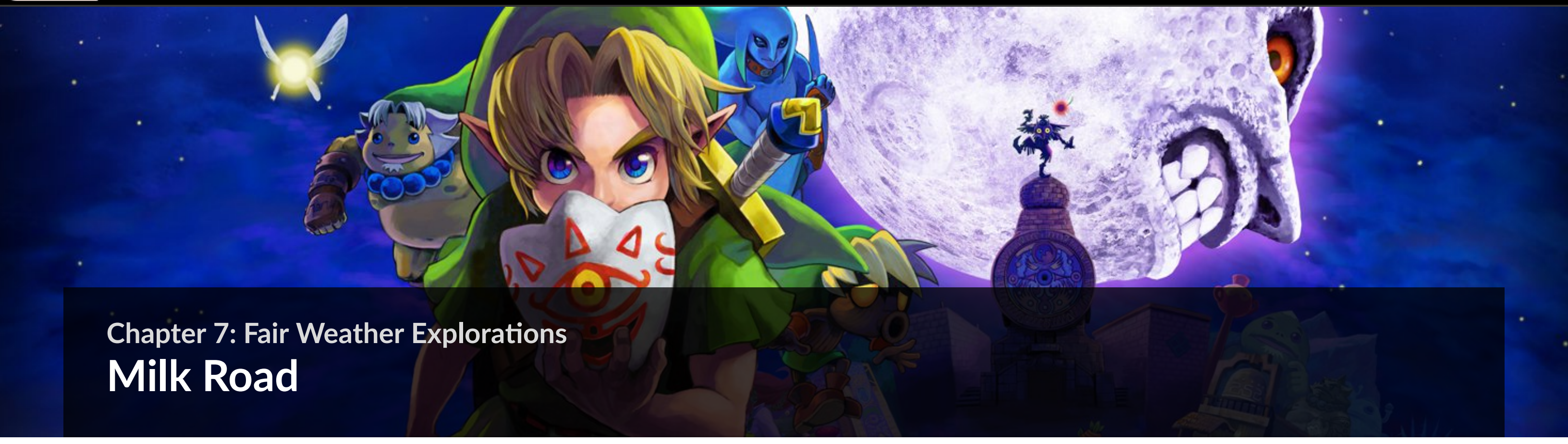
Rupee Run

First things first: you need some cash to fund your upcoming ventures. Play the Inverted Song of Time to slow the flow of time, then head to East Clock Town. Give the code to the Bomber kid and enter the sewers, then swim west and use the Blast Mask to bomb open the cracked nook. Raid the Rupee chest beyond the wall for a Silver Rupee.

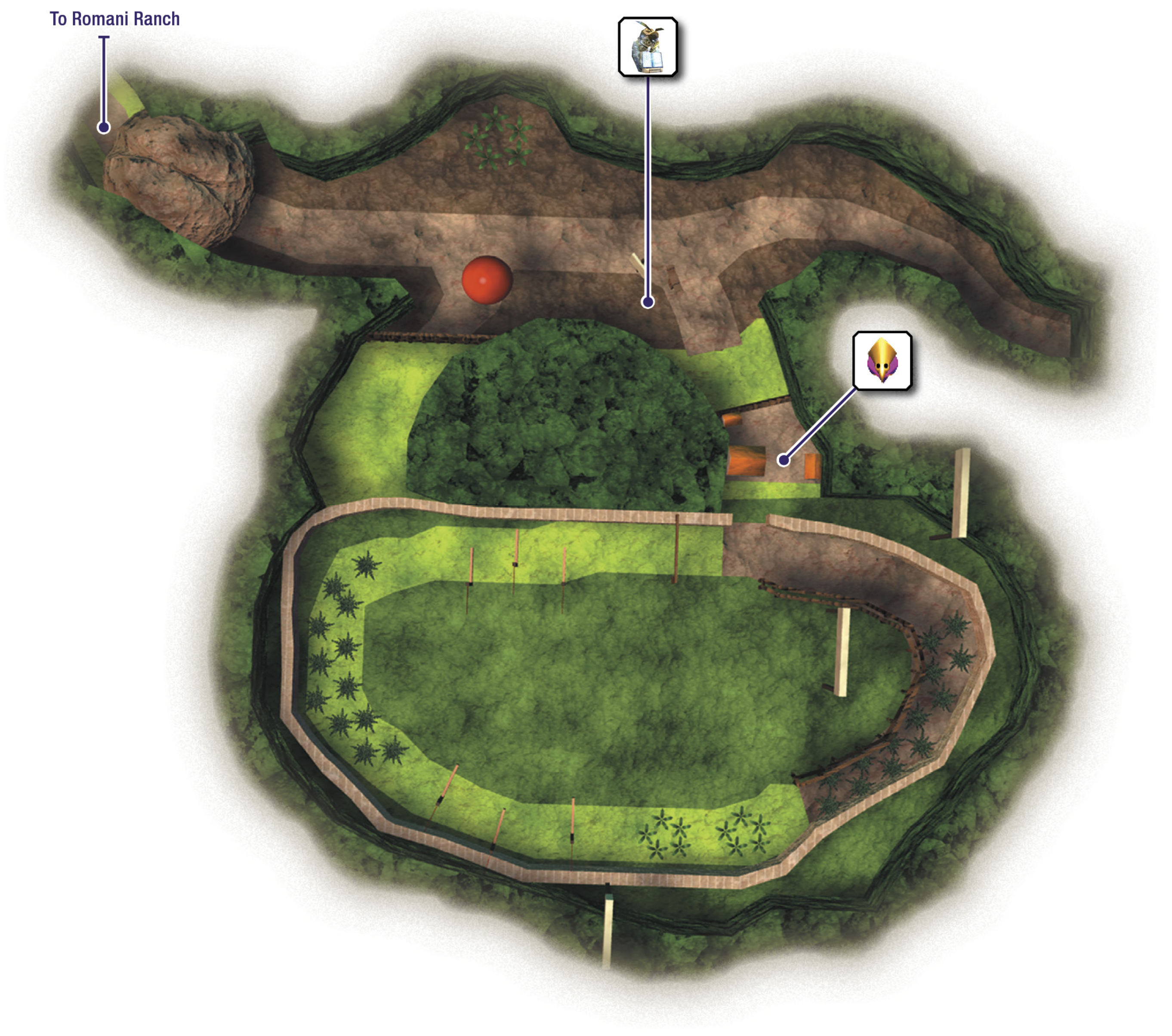
100 Rupees is a good start, but you still need more. Swim out of the sewers, and backtrack to East Clock Town. Use the Bunny Hood to collect the Silver Rupee from the chest atop the Town Shooting Gallery as you've done before.

Now that your wallet is stuffed with Rupees, sprint to West Clock Town and enter the Bomb Shop. Put on the Goron Mask, and talk to the curled-up Goron inside the Bomb Shop. Now that you've passed the Goron Powder Keg Shop's test in Goron Village, this Goron will sell Powder Kegs to Goron Link for a mere 50 Rupees. Go ahead and buy one, then soar to Milk Road.

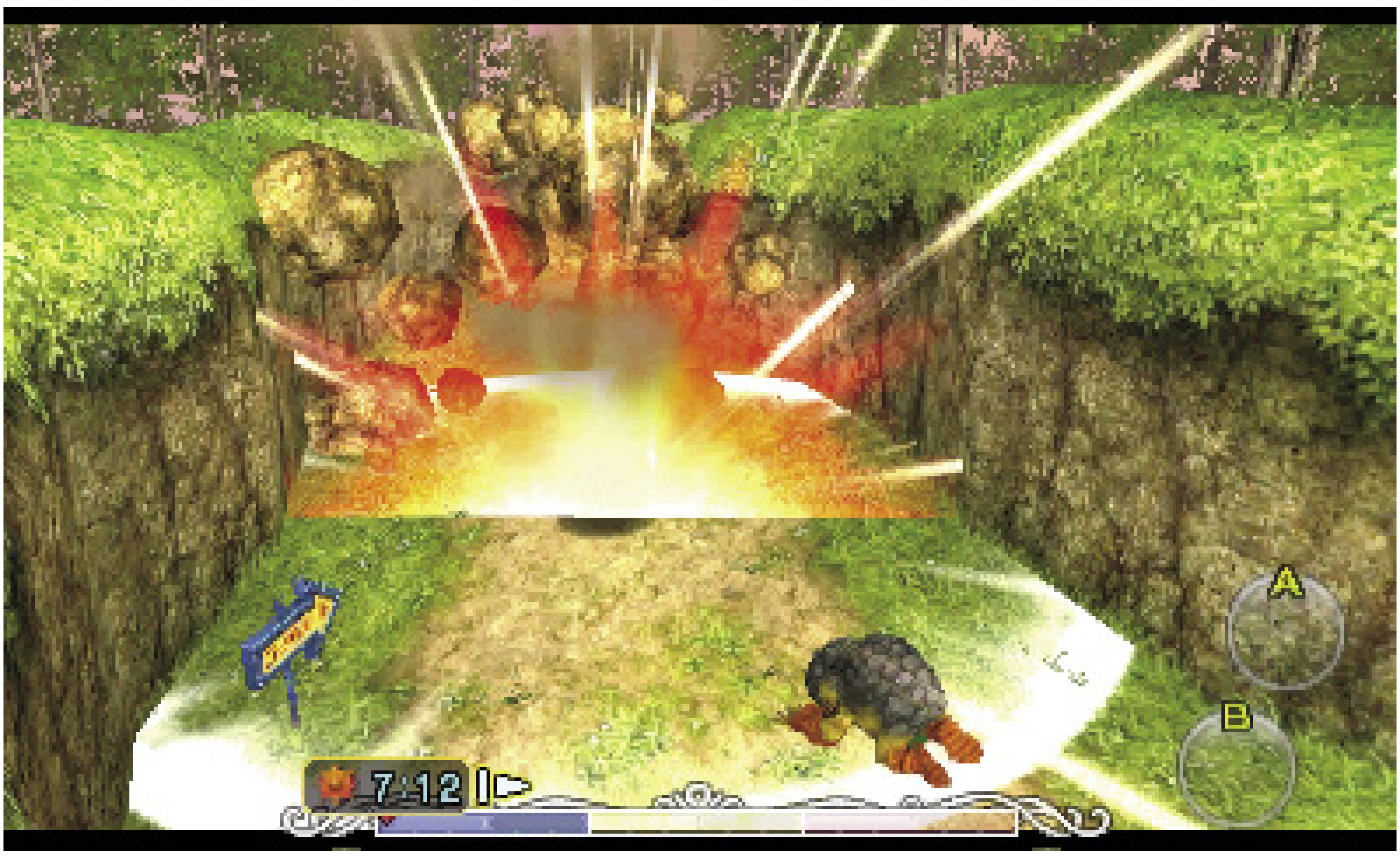




Milk Road



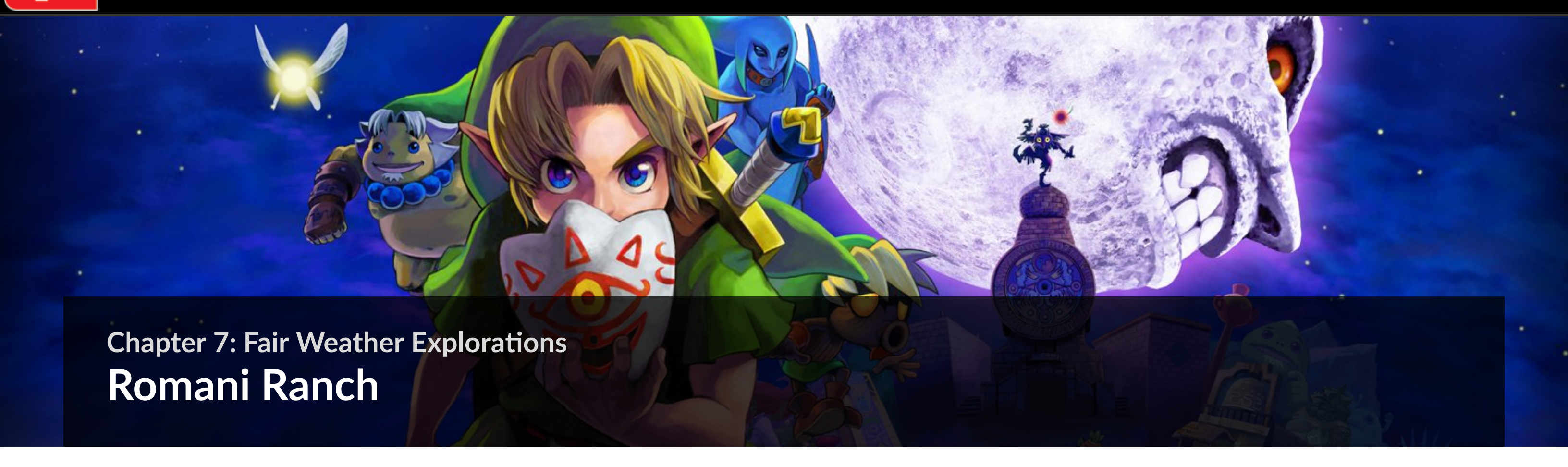
One Big Blast



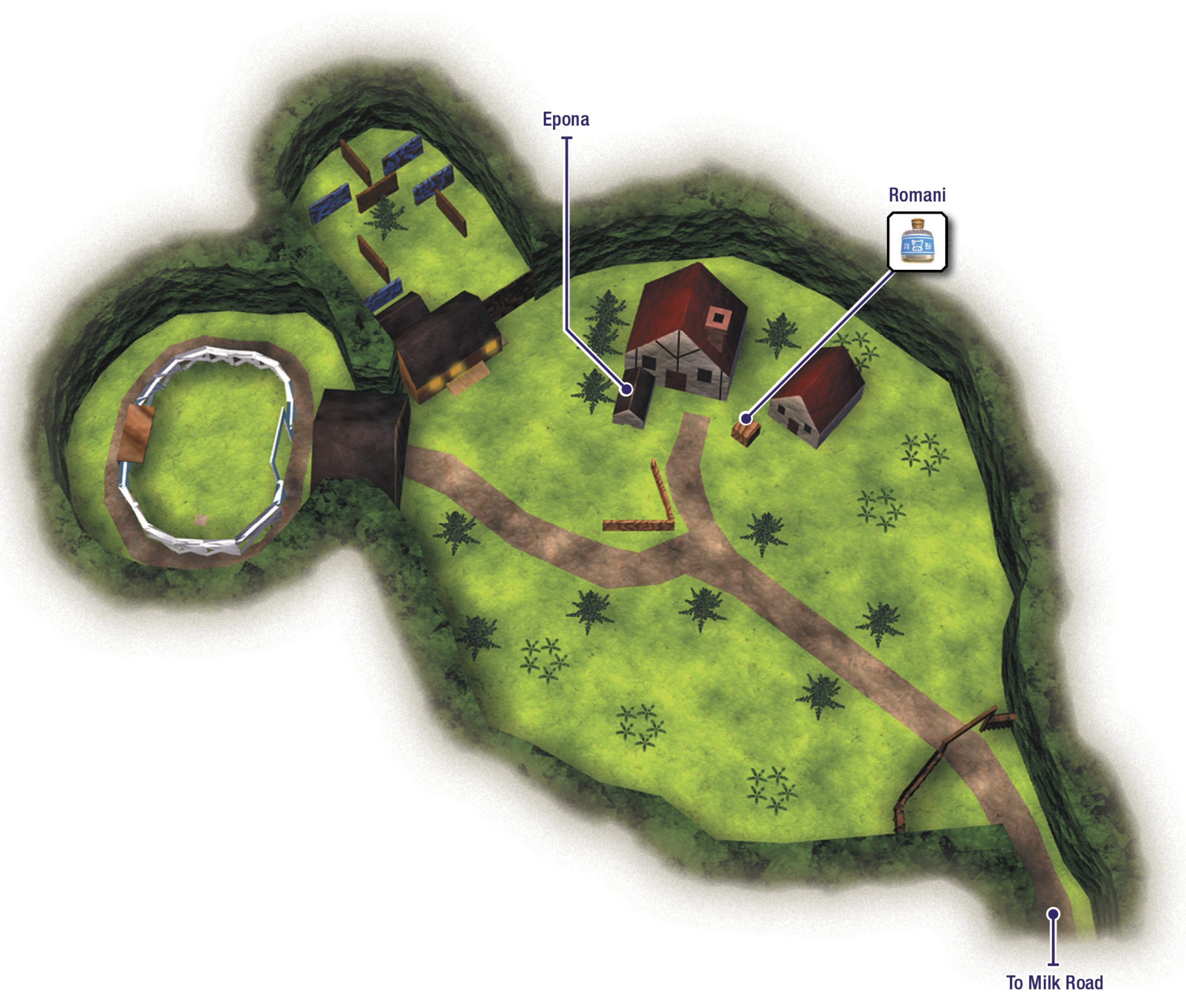
Romani Ranch is your next destination, but during the First and Second Days, a big boulder that sits at Milk Road's west end blocks its entrance. Now that you can buy Powder Kegs, there's no need to wait for the worker to remove this obstacle. Just use your Powder Keg to blast it to bits. After the boulder has been obliterated, proceed west into Romani Ranch.

In Case of Emergency...

If something goes awry and the boulder doesn't blow, just warp to Clock Town and purchase another Powder Keg from the Bomb Shop in West Clock Town for 50 Rupees. (Speak to the Goron in the Bomb Shop as Goron Link.)

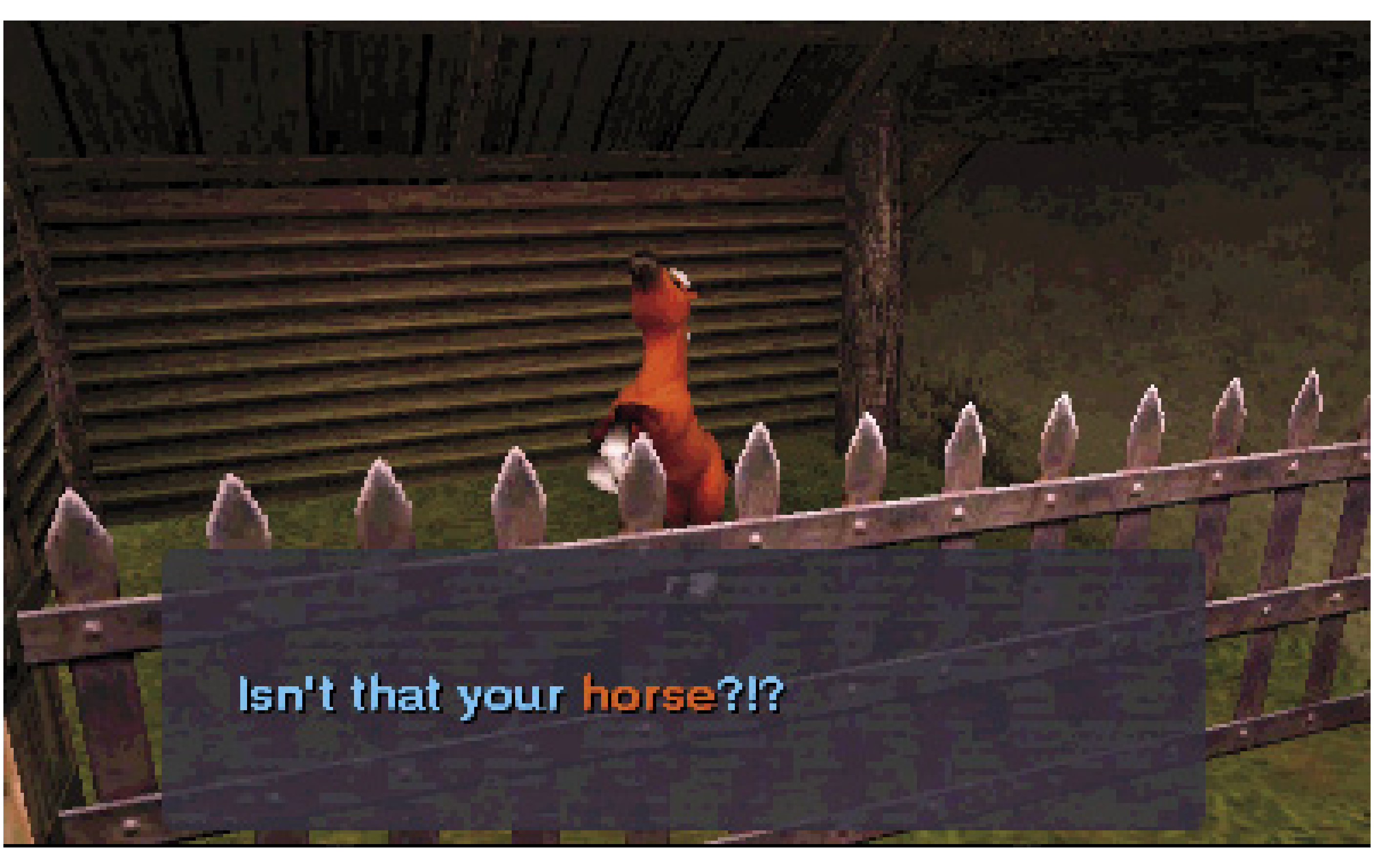


Romani Ranch



Helping Romani

Follow the trail west and then north to locate the small ranch where Link's horse, Epona, is stabled. This time, you get to ride her around.

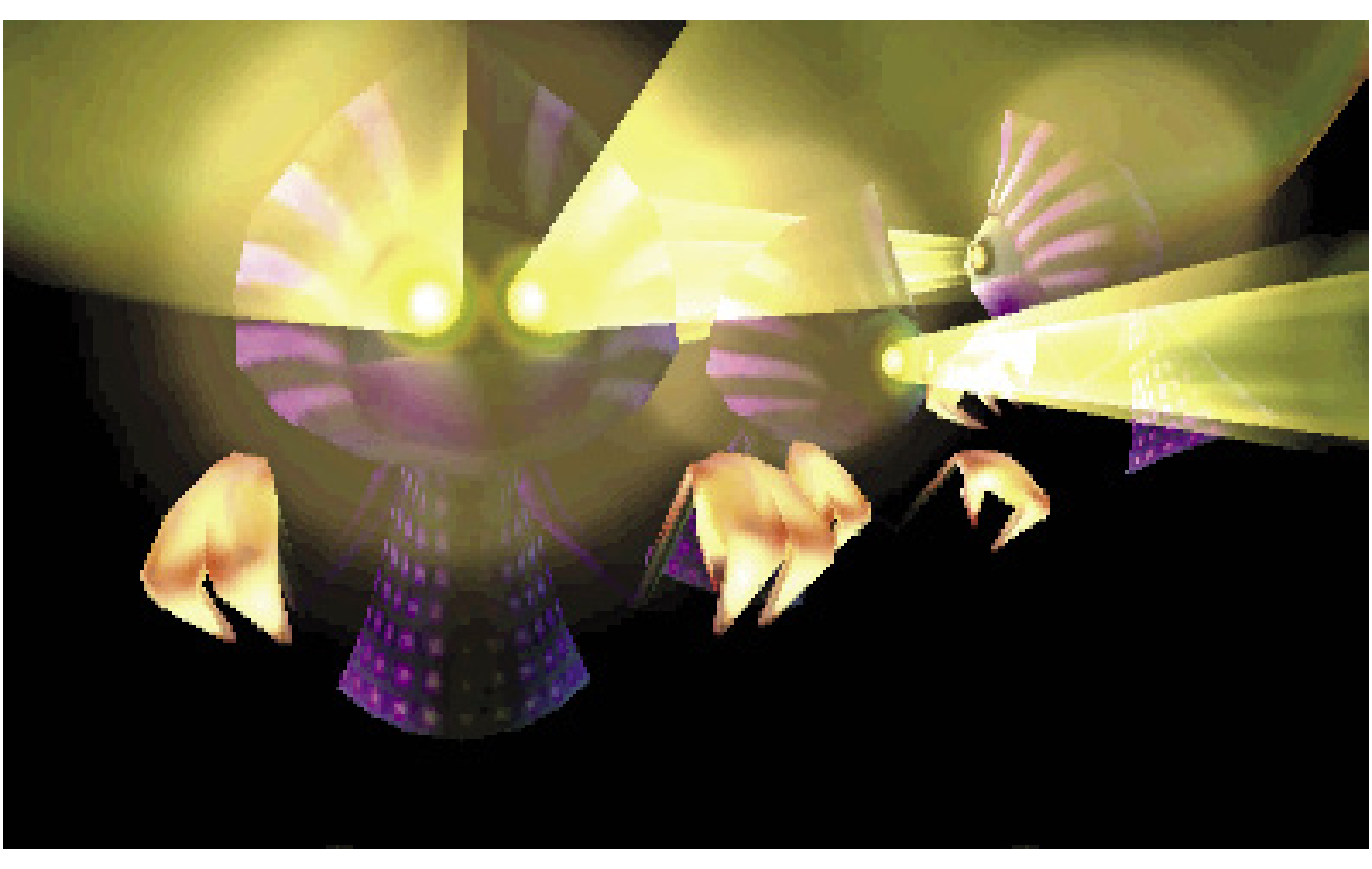


Isn't that your horse?!?

Speak to the young girl who's running around nearby. She didn't say much the last time you were here, but now that it's the First Day, she's much more talkative.

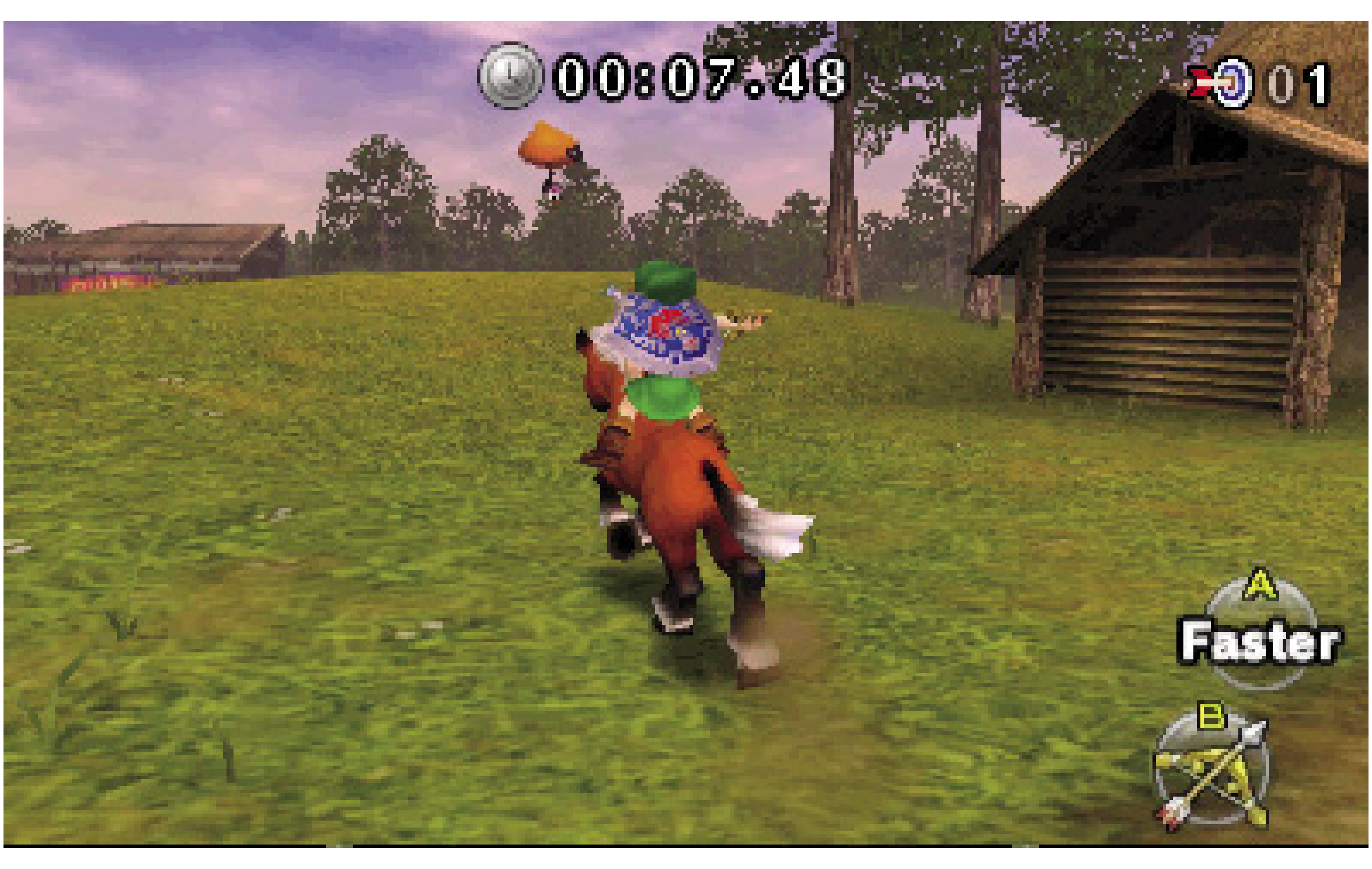
Her name is Romani, and she's practicing for something that's going to happenthis evening...

Romani goes on to say that "they" are coming. "They" come at night every year when the Carnival of Time approaches, and "they" steal Romani's cows.

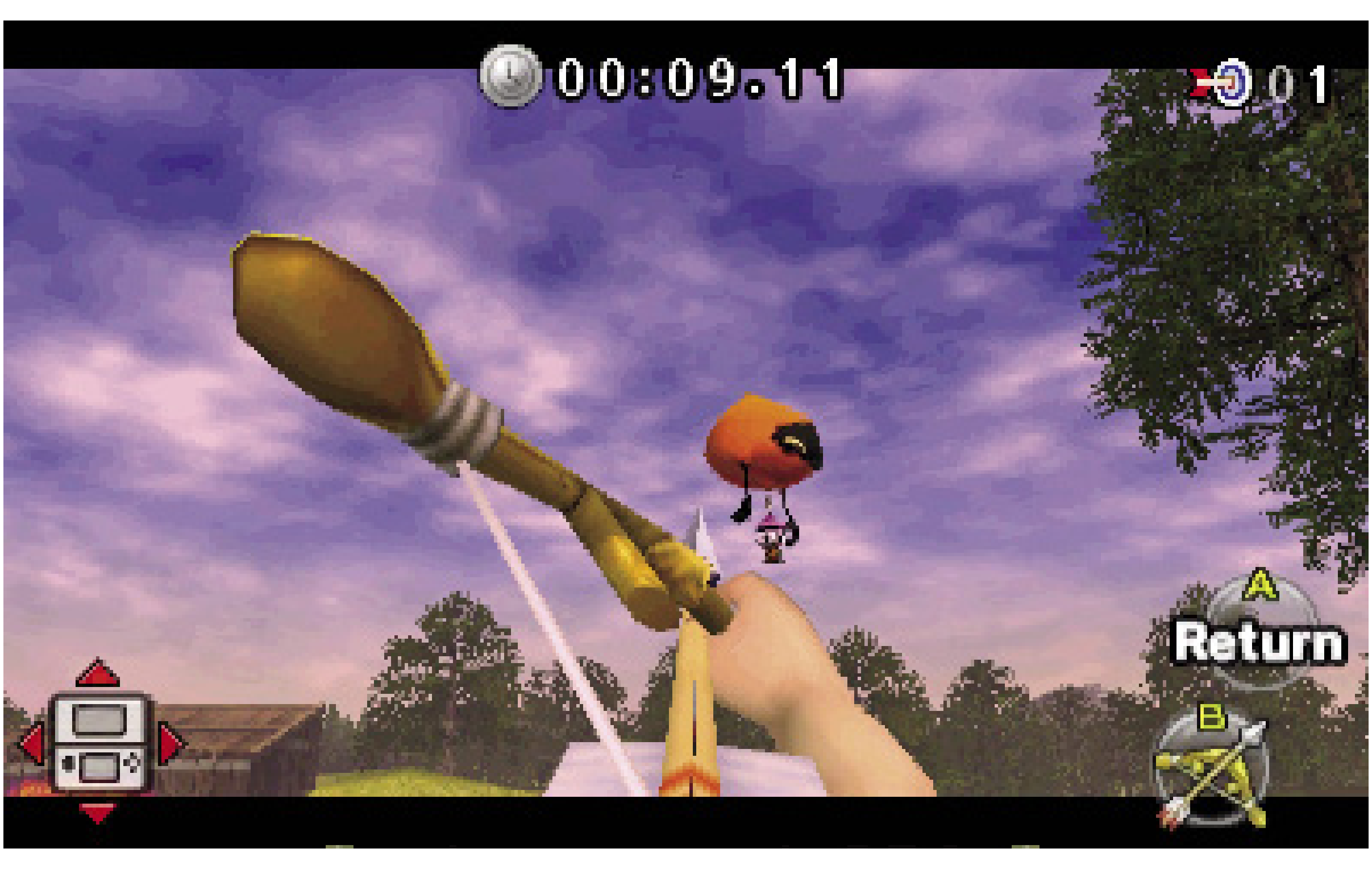


Romani says that "they" will appear all over the ranch and slowly approach the barn where the cows are kept. She wants you to shoot "them" down with arrows before they reach the barn.

Romani wants to recruit you to help her. Accept her offer, and she'll test your skills in training.

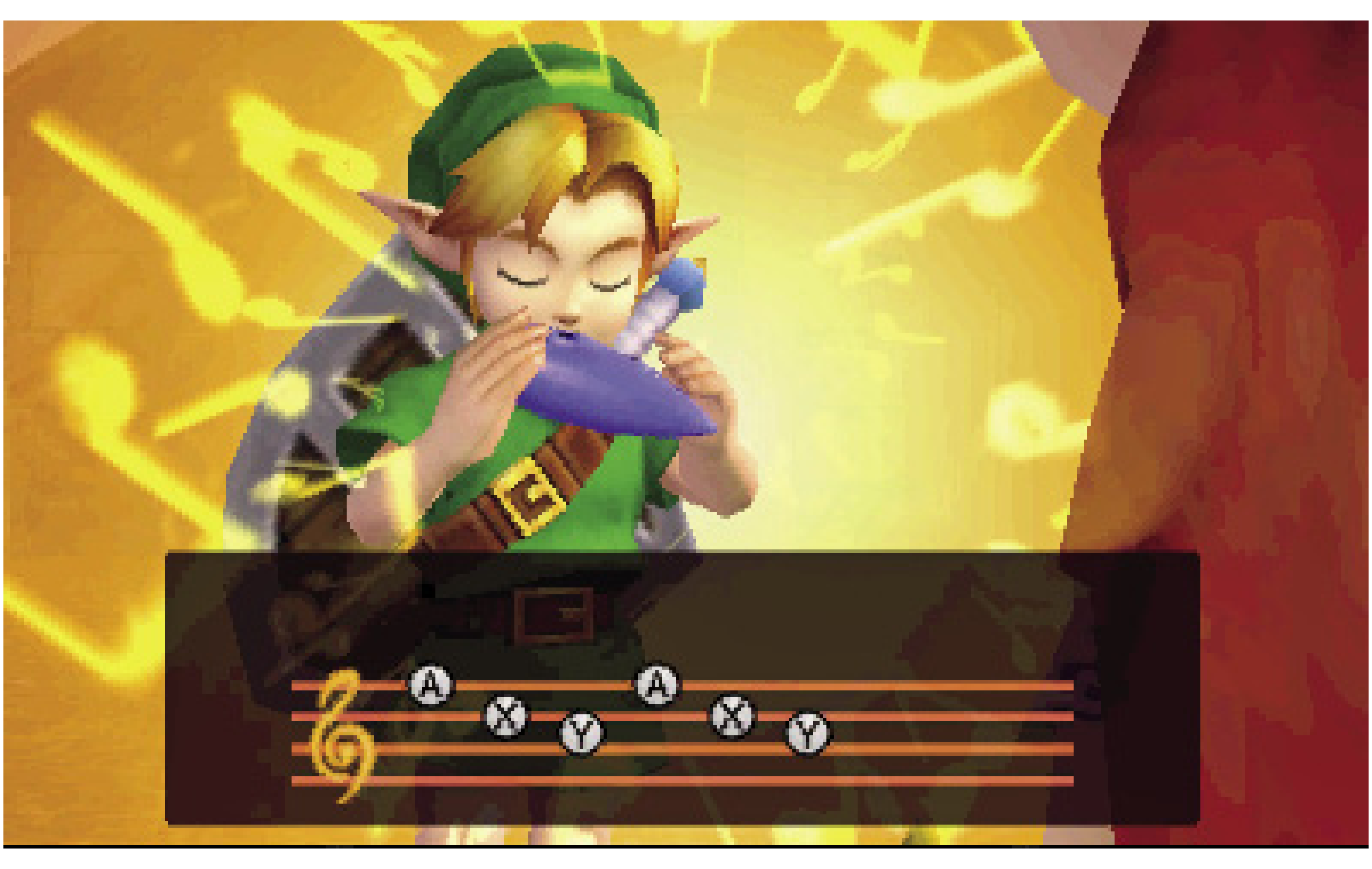


During Romani's training, 10 ghost-shaped balloons appear around the ranch. You have two minutes to pop them all with arrows, but the current record is just one minute. Ride around on Epona and fire arrows at the balloons, popping them all as quickly as you can. Check your map to see where the balloons are located (they're the pink dots).



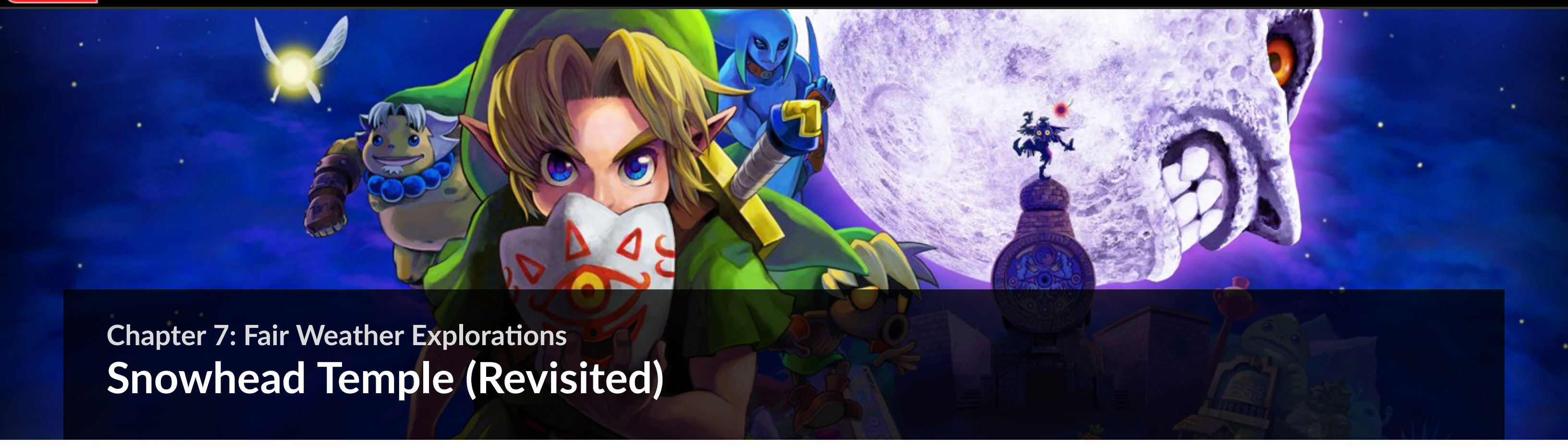
While riding Epona, you can press Ⓐ to spur her along and move faster. Spurring Epona along with Ⓐ uses up the carrots that appear on the bottom of the screen. Epona can't sprint when there are no carrots left, but the carrots reappear over time. Press Ⓑ to fire arrows from horseback (you have an unlimited supply), and pop all 10 balloons in under two minutes to pass Romani's test.

Epona's Song



Complete Romani's test in under two minutes, and she'll graciously teach you Epona's Song (Ⓐ, Ⓧ, Ⓨ, Ⓐ, Ⓧ, Ⓨ). Play the notes to learn the song, and you'll be able to call for Epona whenever you're exploring in the field.

After you learn Epona's Song, Romani tells you that "they" are coming tonight at 2 a.m. "They" run away at dawn, but Romani needs your help to fight them off until then. Agree to help Romani, and she'll ask you to return at 2 a.m. Romani is then also added to your Bombers' Notebook.



Chapter 7: Fair Weather Explorations

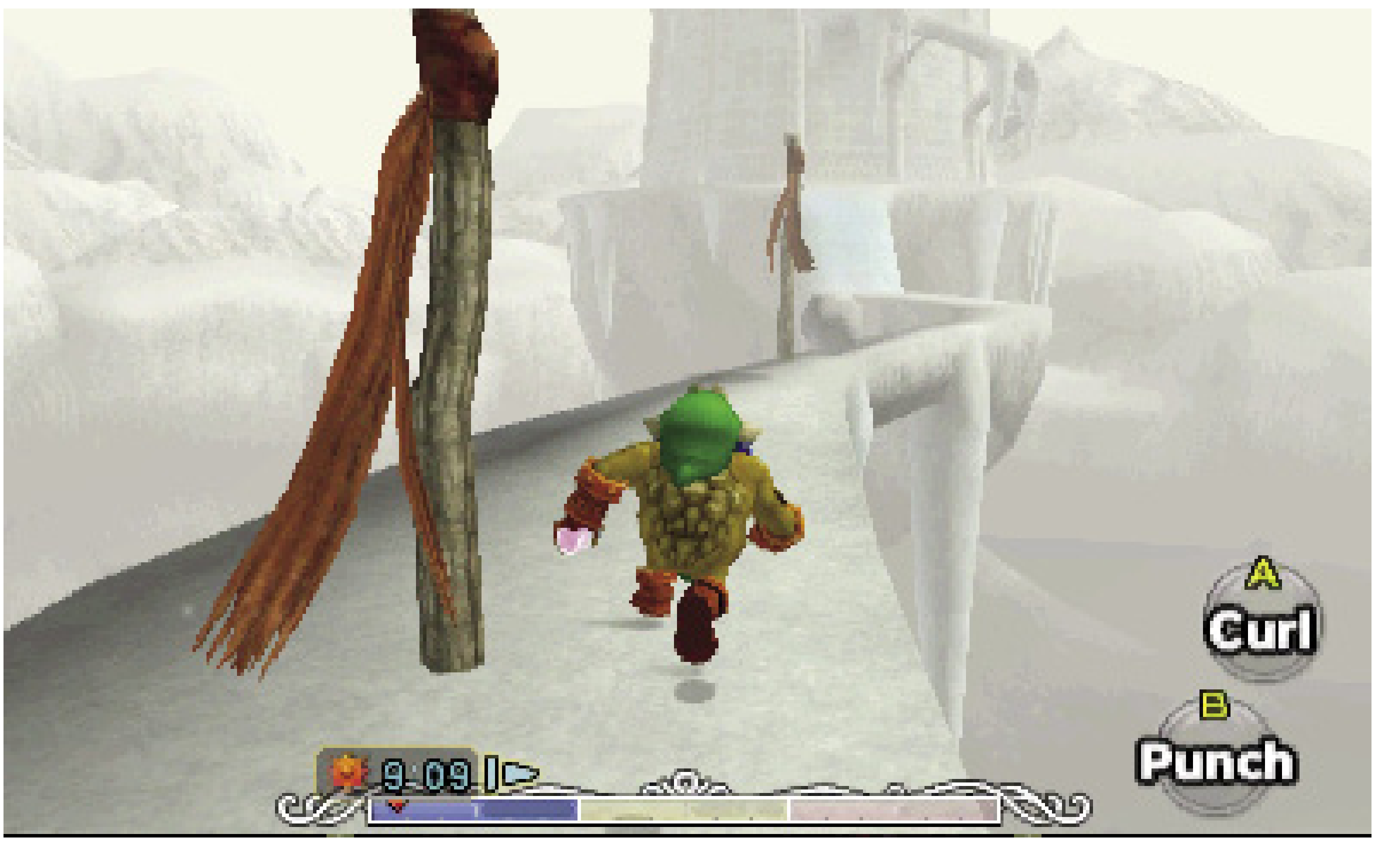
Snowhead Temple (Revisited)

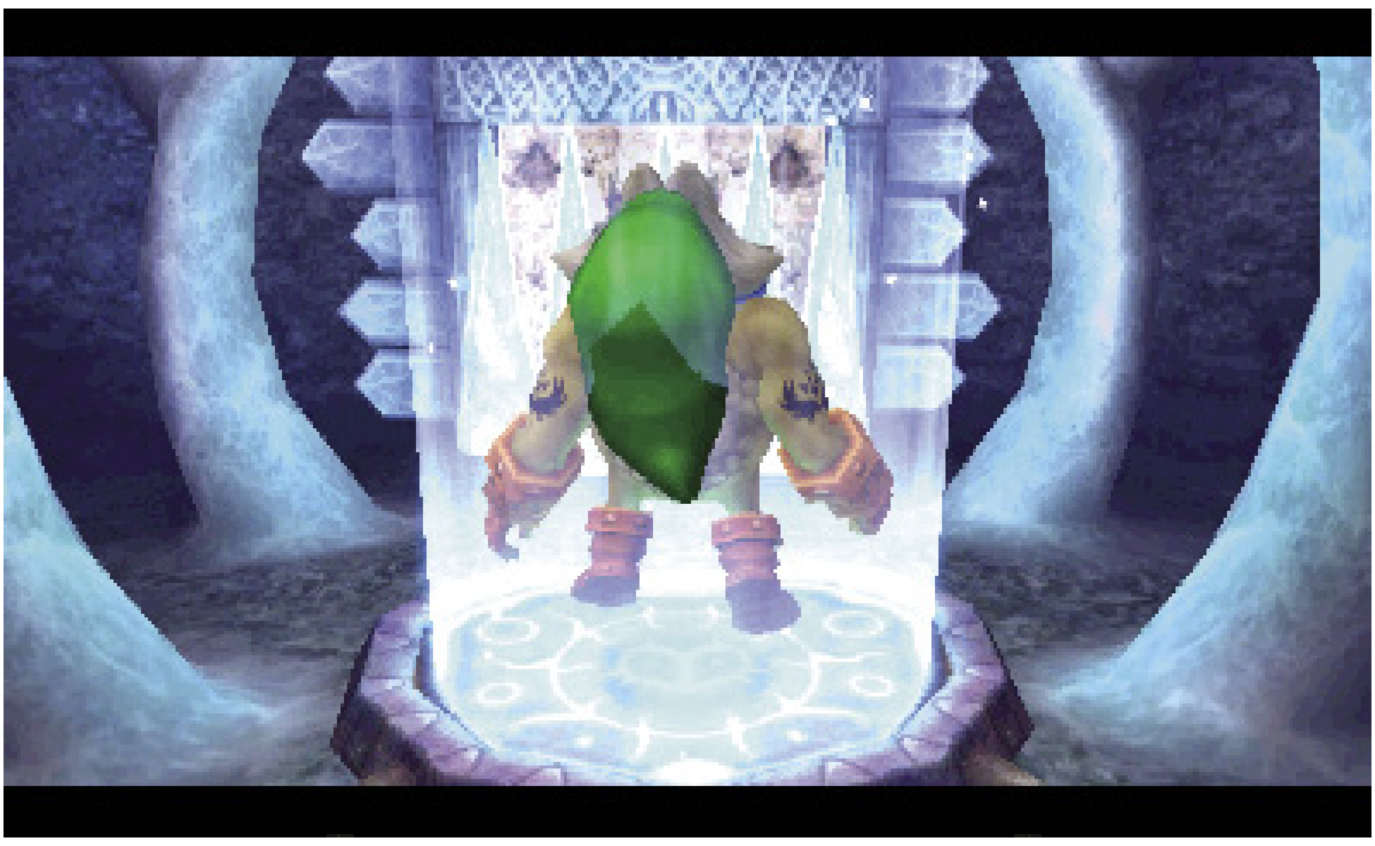
The mountains are your next stop. However, because you've reset time since you cleared the temple, the great blizzard around Snowhead is back in full effect. You'll need to quickly defeat Goht again to thaw out the mountain. Fortunately, this is much easier than you'd think.

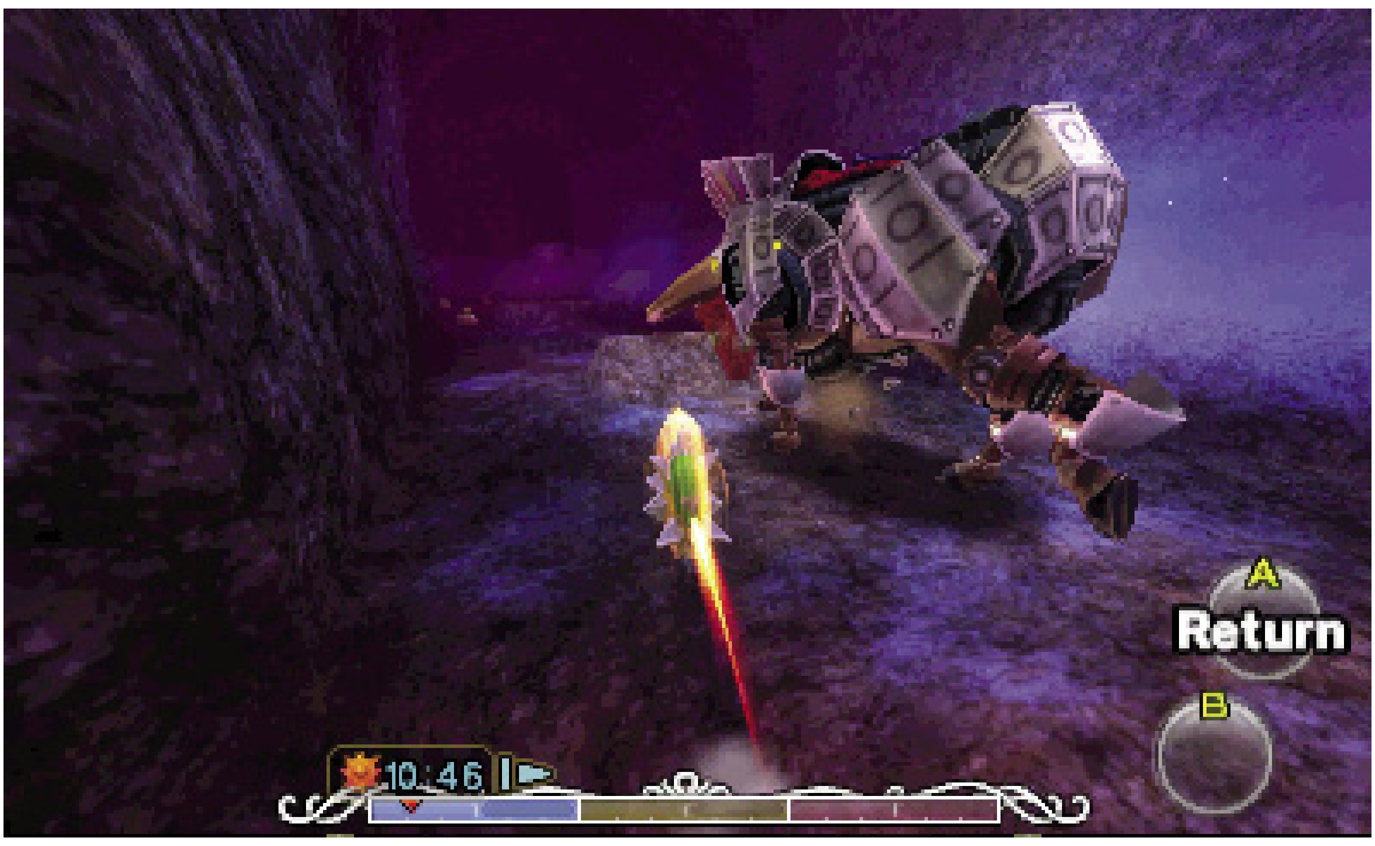
End the Blizzard... Again!

Soar to Snowhead, then put on the Goron Mask and play the Goron Lullaby to lull the giant, invisible Goron near Snowhead Temple to sleep. Then, make your way up to the temple's entrance and go inside.

Don't worry, you don't need to explore the whole temple again. Now that you possess Goht's Remains, you can skip directly to the boss battle.



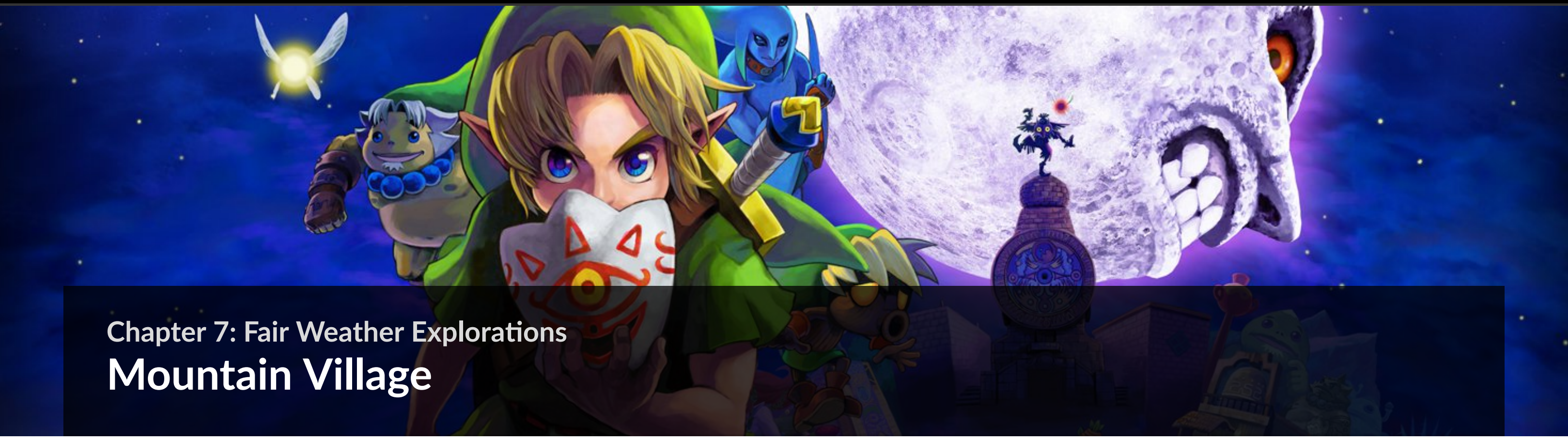




Pick up Another Keg

Visit the Bomb Shop in West Clock Town and buy another Powder Keg for 50 Rupees. You're gonna need it.

Defeat Goht just as you did before to undo his evil influence and thaw out the mountain. (Flip back a few pages if you need to recall the strategy... you basically just roll into him repeatedly as Goron Link, and then shoot arrows at his exposed eye.) After defeating Goht, step into the blue light that appears near his body to warp to Mountain Village.

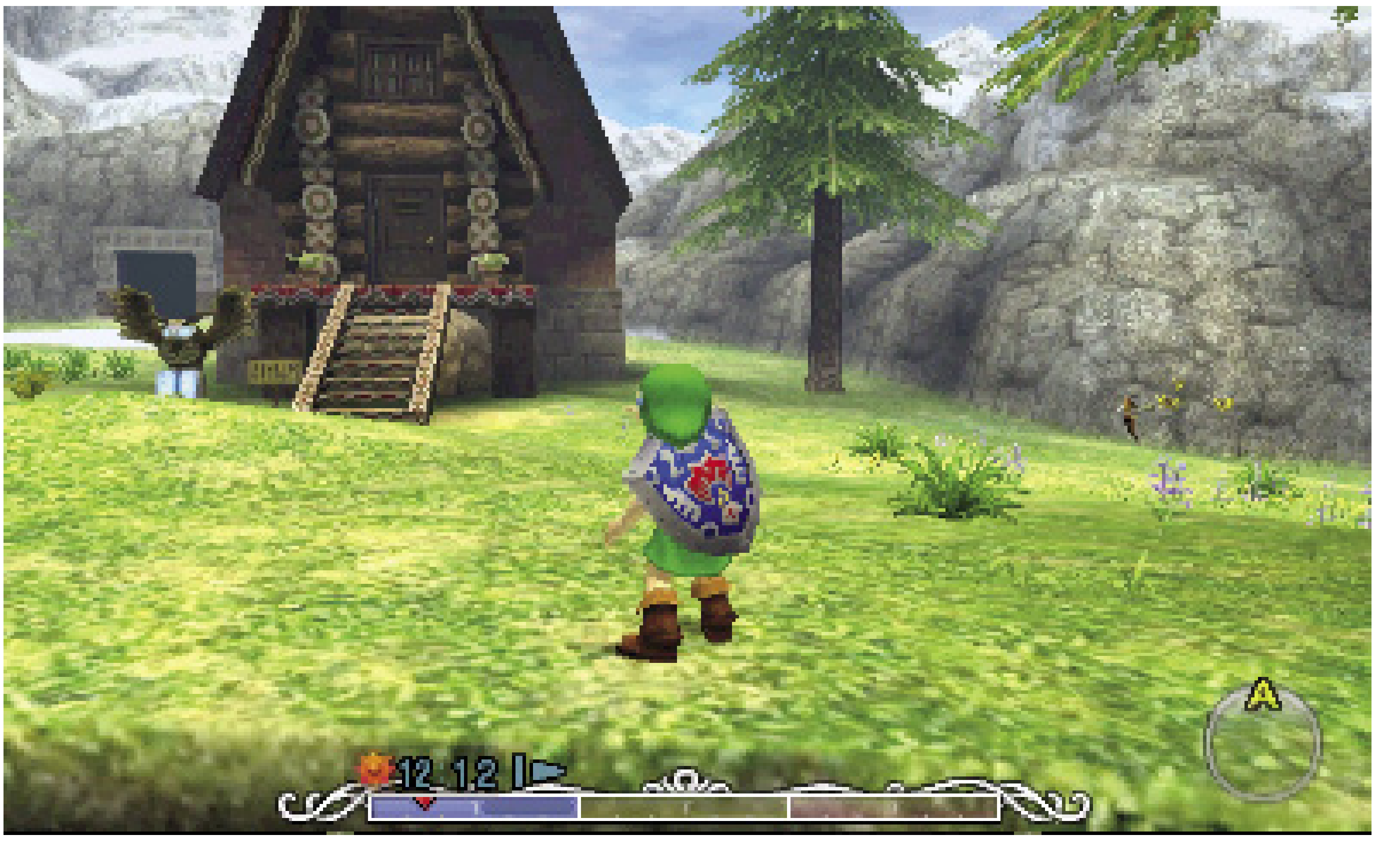


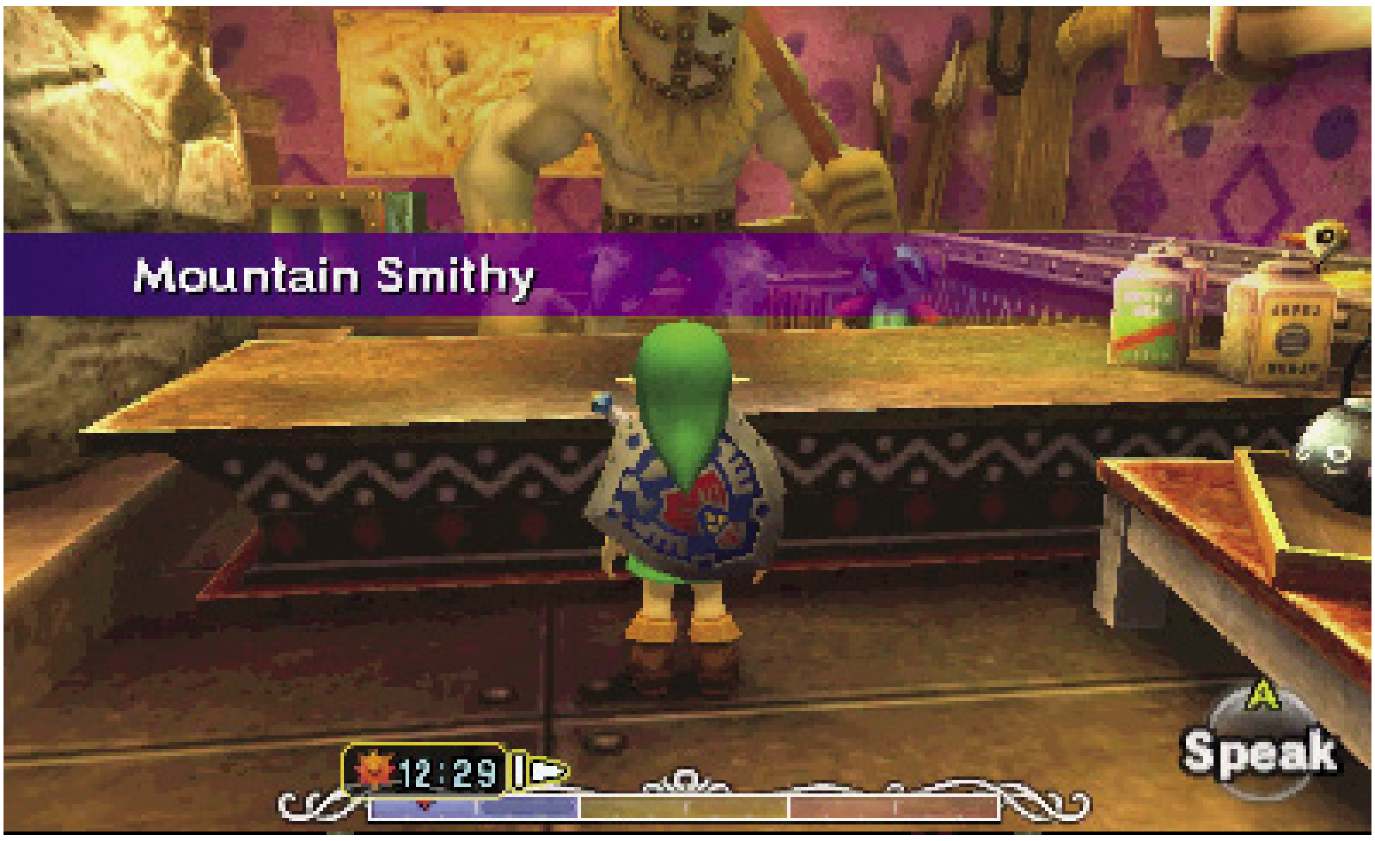
Mountain Village

Reforge Your Sword

You're back in the thawed-out Mountain Village. Ah, that's more like it! Enter the nearby cabin to visit the Mountain Smithy.

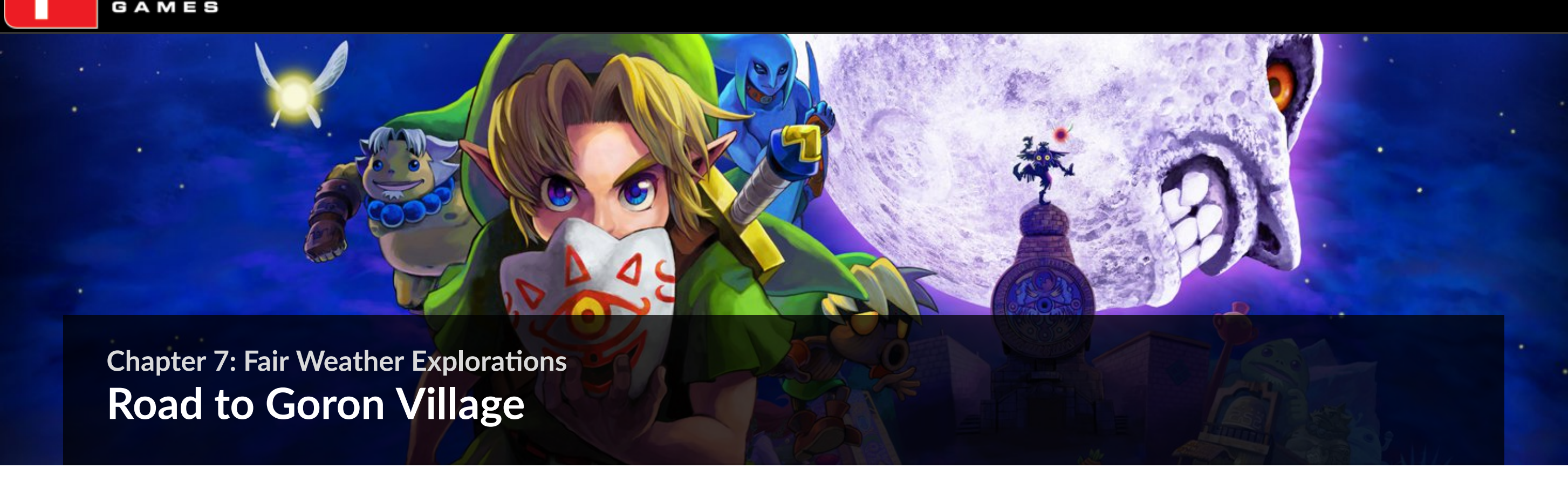
Now that you've stopped the blizzard, the Mountain Smithy's hearth is unfrozen and ready for use. Speak to the giant at the counter, and you'll be able to pay 100 Rupees to reforge Link's sword. Go ahead and drop off Link's sword…it'll take the smithy until sunrise to complete the work. Head outside and travel east on your way to Goron Village.



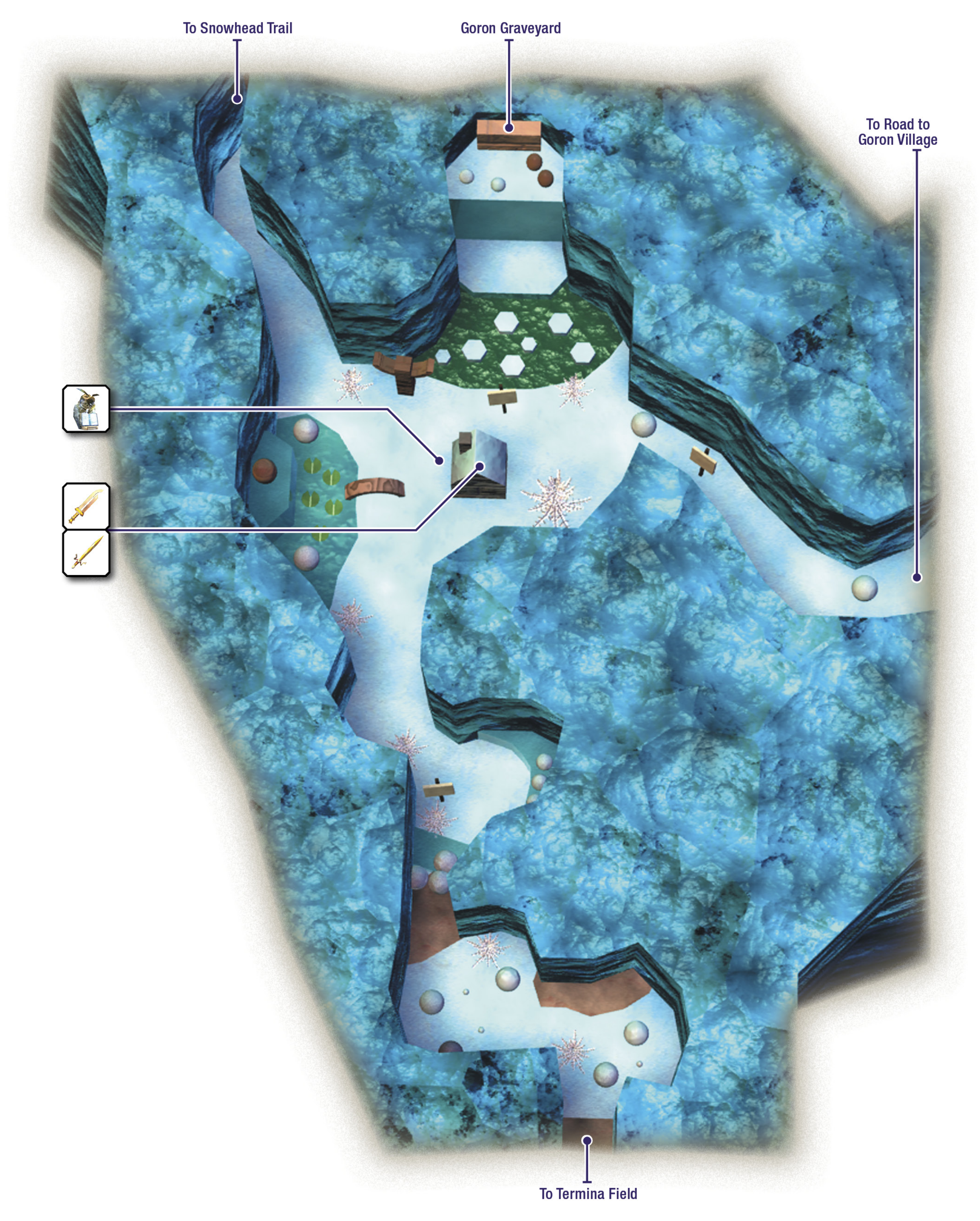


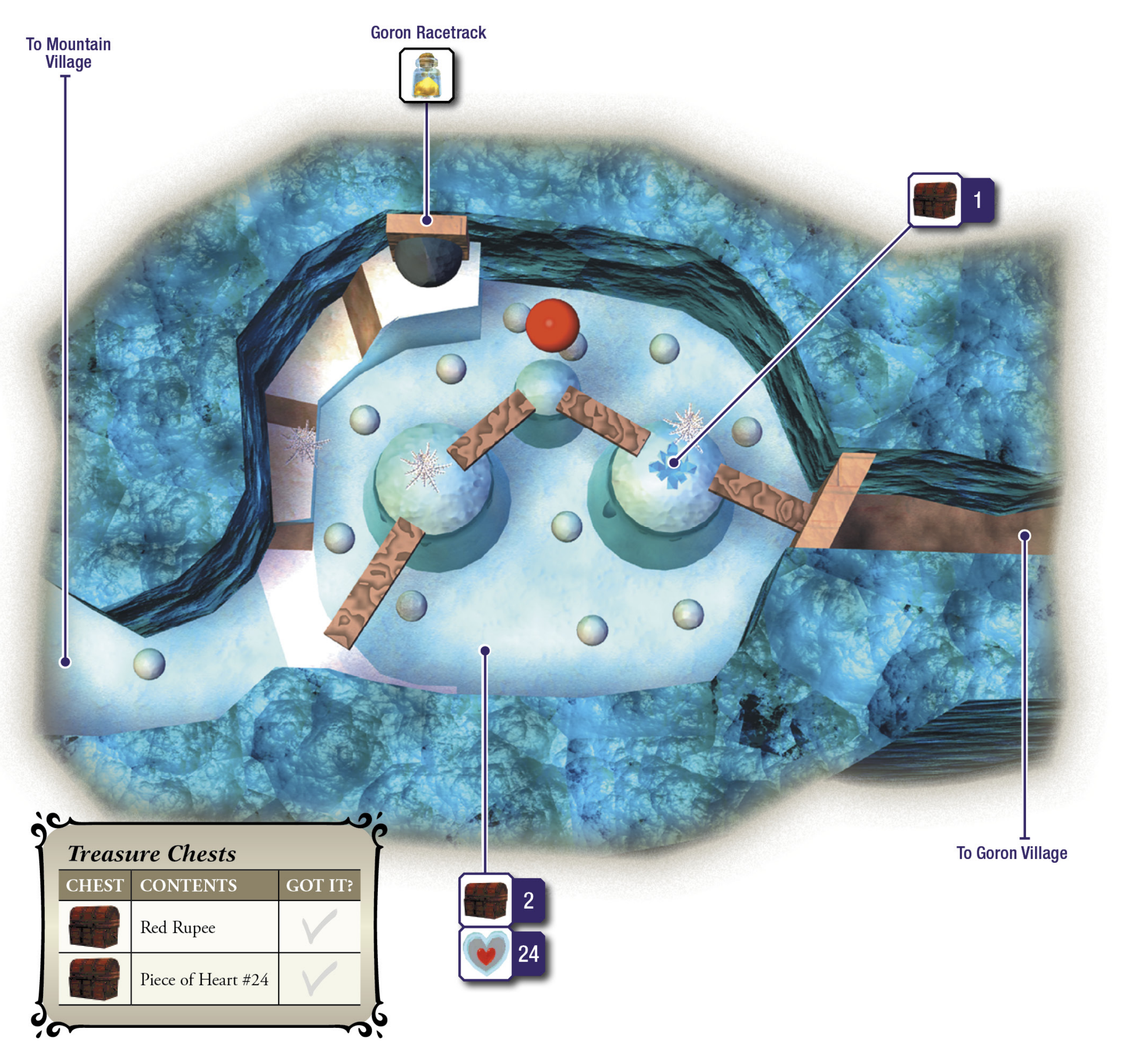
Hearth-thawing Options

You don't necessarily have to thaw out the mountain to unfreeze the Mountain Smithy's hearth; you can also use Hot Spring Water or a Fire Arrow. Thawing the mountain comes into play later, though, so that's why you had to beat Goht again.



Road to Goron Village





Treasure Chests

CHEST	CONTENTS	GOT IT?
▨	Red Rupee	✓
▨	Piece of Heart #24	✓

Off to the Races

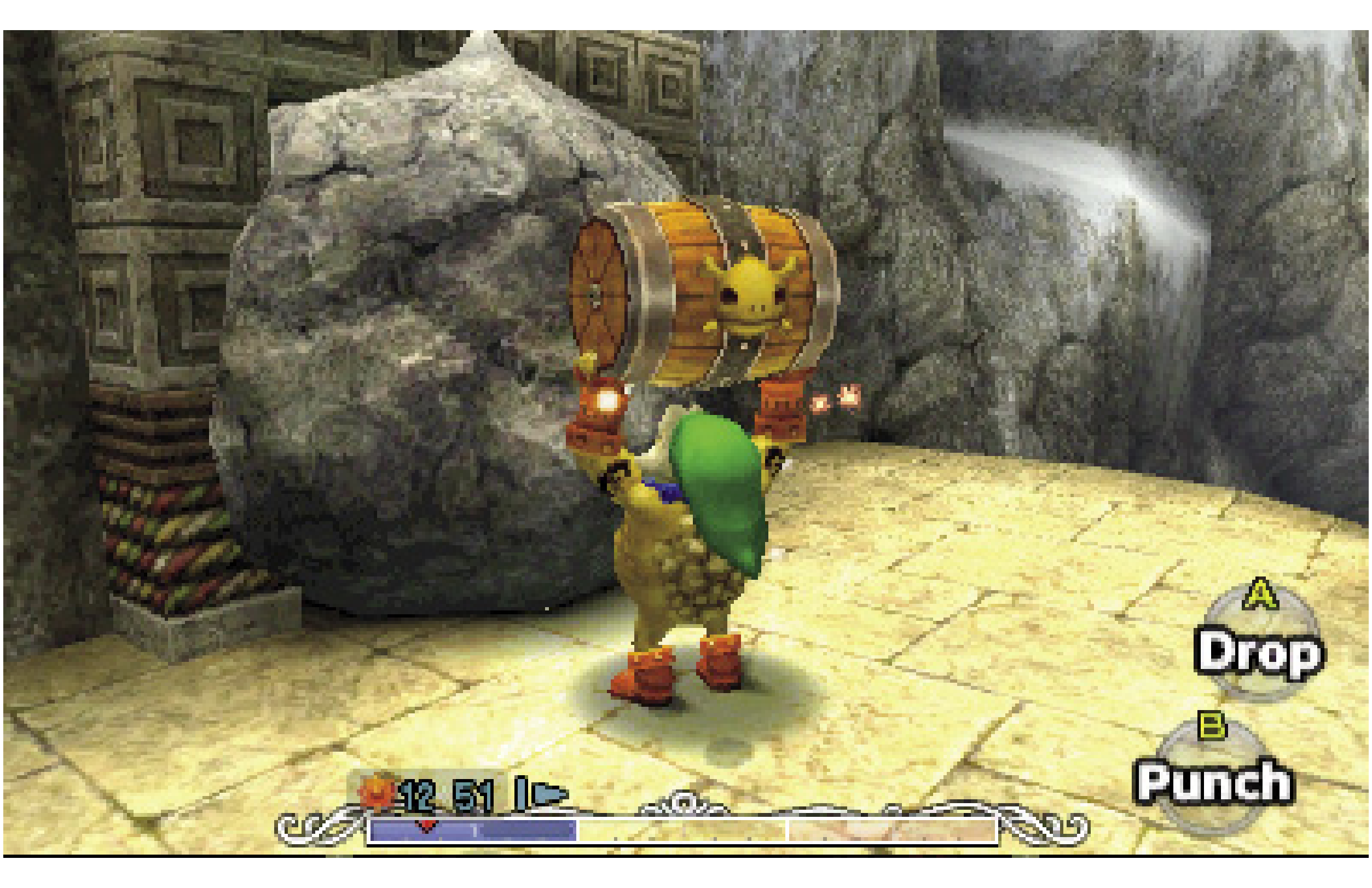
12:41
A Return
B Pound

It's dangerous to go alone (without a sword, that is), so take care as you travel east through the Road to Goron Village. Use Goron Link's roll to hasten your journey, and employ his mighty fists to batter the Blue Tektites, Wolfos, and Quays that get in the way.

Sunken Chest

Now that you've defeated Goht and thawed out the mountain, you're close to opening the sunken chest at the bottom of the Road to Goron Village's lake. You can't dive down and open the chest quite yet, but this guide will remind you about it once you can.

Remember the Goron Racetrack? The time has come to check it out. Roll up to the boulder on the hill, and use your Powder Keg to blast it apart. Follow the Goron Elder's son into the Goron Racetrack afterward.



Inside the Goron Racetrack, speak to the Goron Elder's son to learn about the day's race. You're here to win, so go ahead and accept the challenge.

Goron Racetrack
1:02
A Curl
B Punch

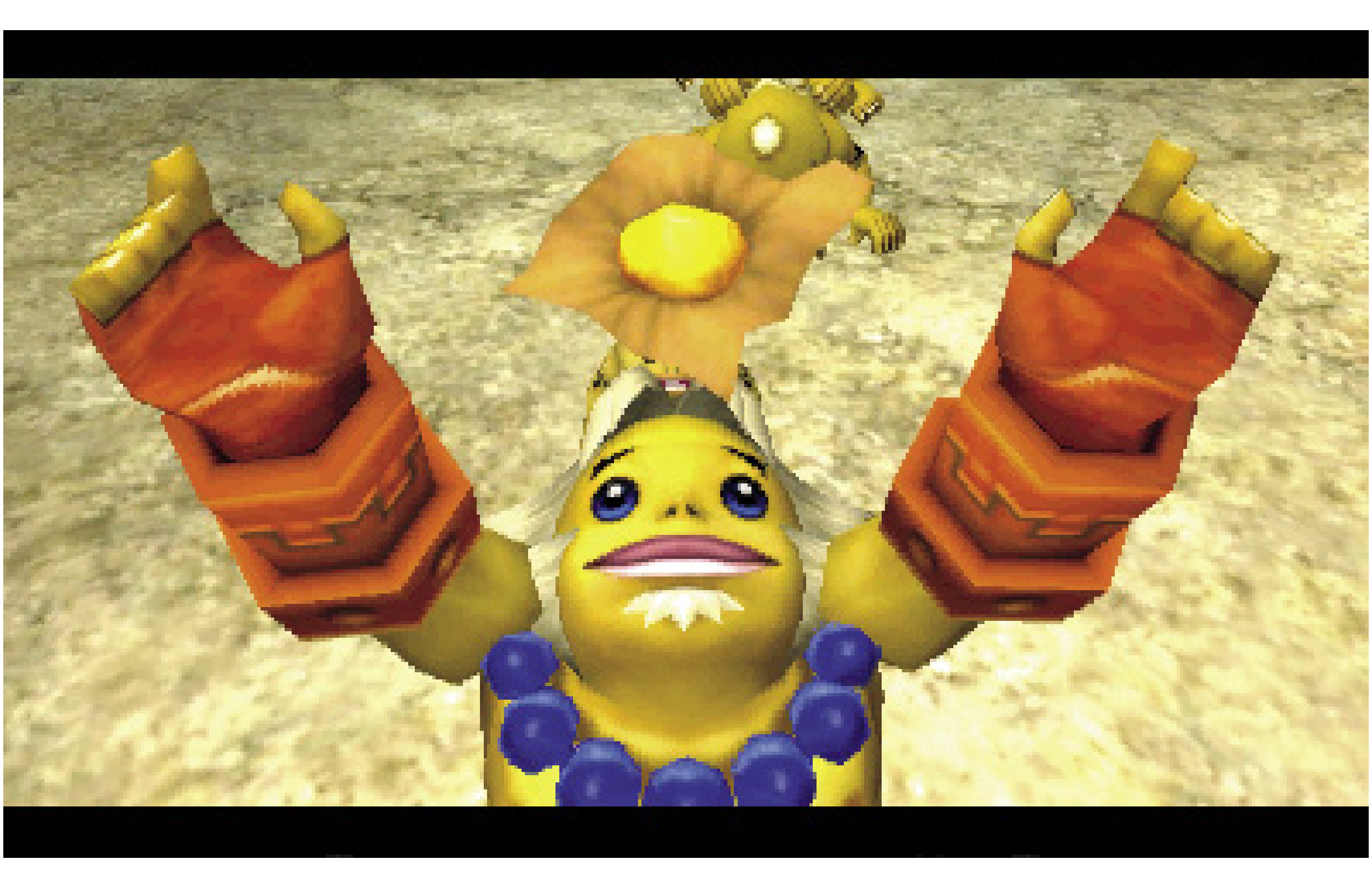
Curl up at the starting line and wait until the countdown reaches "1," then start rolling to get a slight head start. Once the race begins, simply roll along at top speed and try to outrun all of the other Goron racers. Run into big green jars to replenish your magic power during the race.

00:00.00
1
1:11
A Return
B Pound

The other Goron racers are rough customers, and they're good at knocking you around. Don't bother bumping into them; just keep your distance to maintain top speed and reduce the risk of being bumped into an obstacle.

00:08.43
1:17
A Return
B

The race isn't long, and there's no entry fee, so you can try it again and again. Finish in first place to win a fabulous prize: a Bottle of Gold Dust. If you have won this race before, then you already have the Empty Bottle and are merely given Gold Dust to put in it. Either way, that precious Gold Dust will soon come in handy. Tuck it away, and make your way back to Goron Village.



Bottle of Gold Dust

You got a Bottle of Gold Dust! This stuff is the highestquality available.

Clock Town

That's enough monkeying around the mountains for the moment. Soar back to Clock Town, and if it's not yet 4 p.m. on the First Day, head on over to the Stock Pot Inn in East Clock Town.

Don't Rewind Time!

Don't worry if it's past 4 p.m. on the First Day: just withdraw 50 or 100 Rupees from your bank account and skip ahead to the following "Gorman Track" section. It's not worth rewinding time for this minor Clock Town aside.

A Room with a Rupee

Ensure that Link is wearing the Goron Mask and that the current time is between 3 p.m. and 4 p.m. during the First Day before entering the Stock Pot Inn. (Use the Song of Double Time to advance to 3 p.m. if it's still early.) Enter the inn between 3 p.m. and 4 p.m. as Goron Link, and talk to Anju, the receptionist. Tell Anju that you have a reservation, and she'll give you the Room Key.

Stock Pot Inn
3:05
A
B Punch

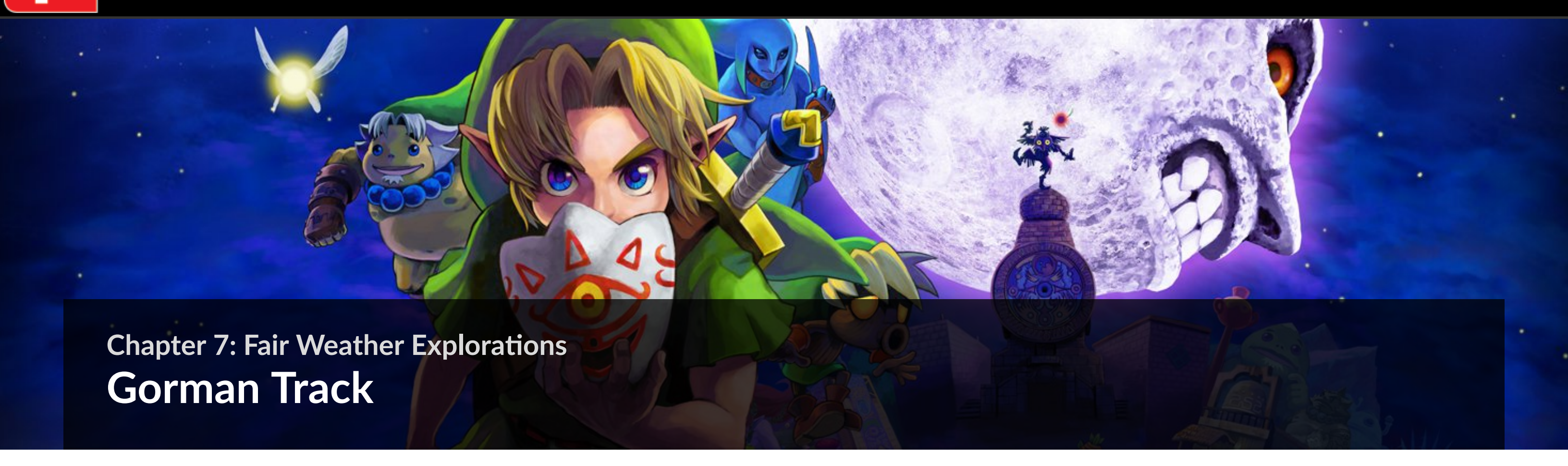
You got a Room Key!

Room Key

You got a Room Key! You're not sure why, but you apparently had a reservation...

Now that you have the Room Key, you can enter a special room on the Stock Pot Inn's second floor. Go upstairs, and unlock the second floor hall's middle door to visit the Knife Chamber. Open the chest that you discover there to claim a Silver Rupee.

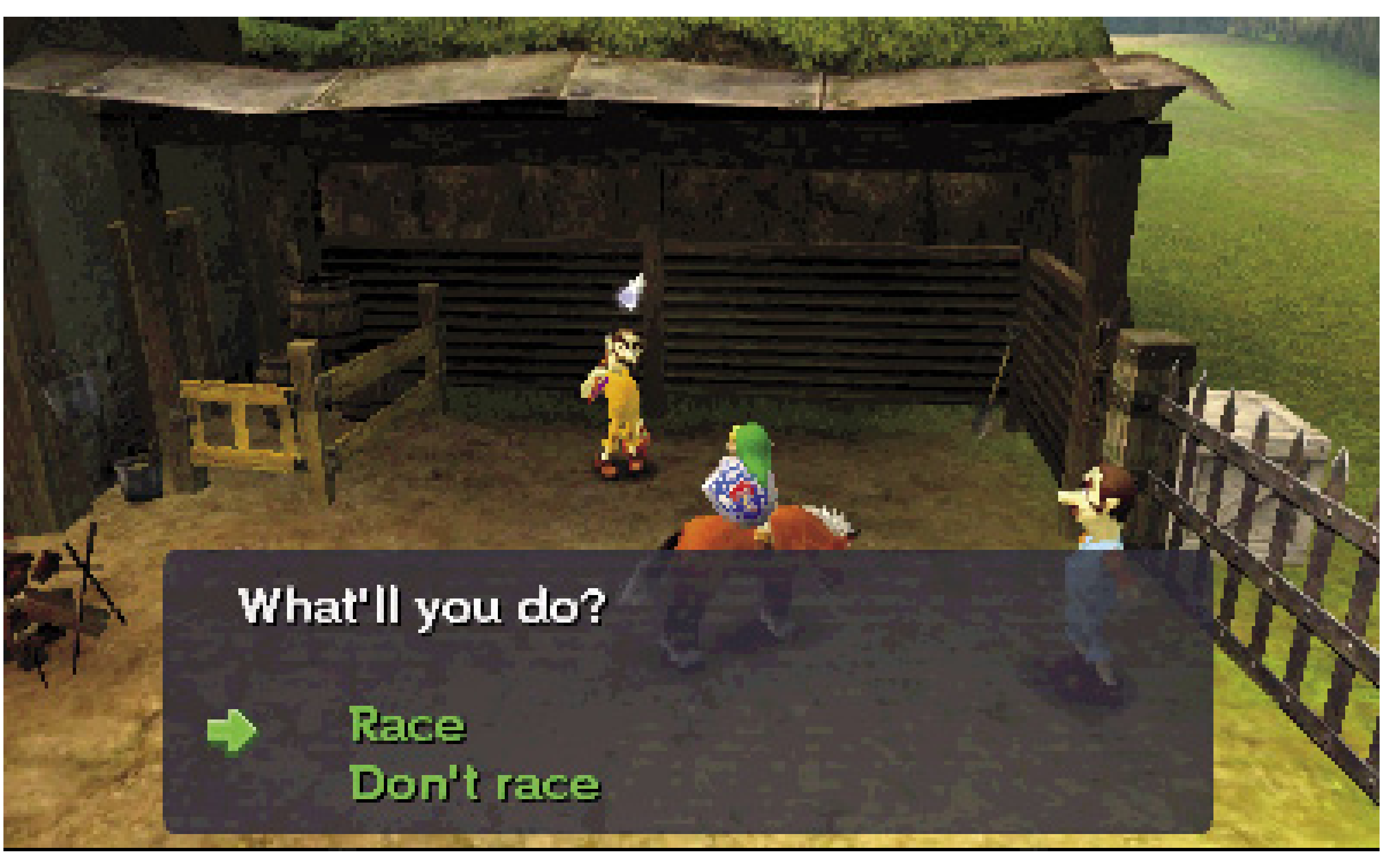
Clock Town Chest #6: Silver Rupee



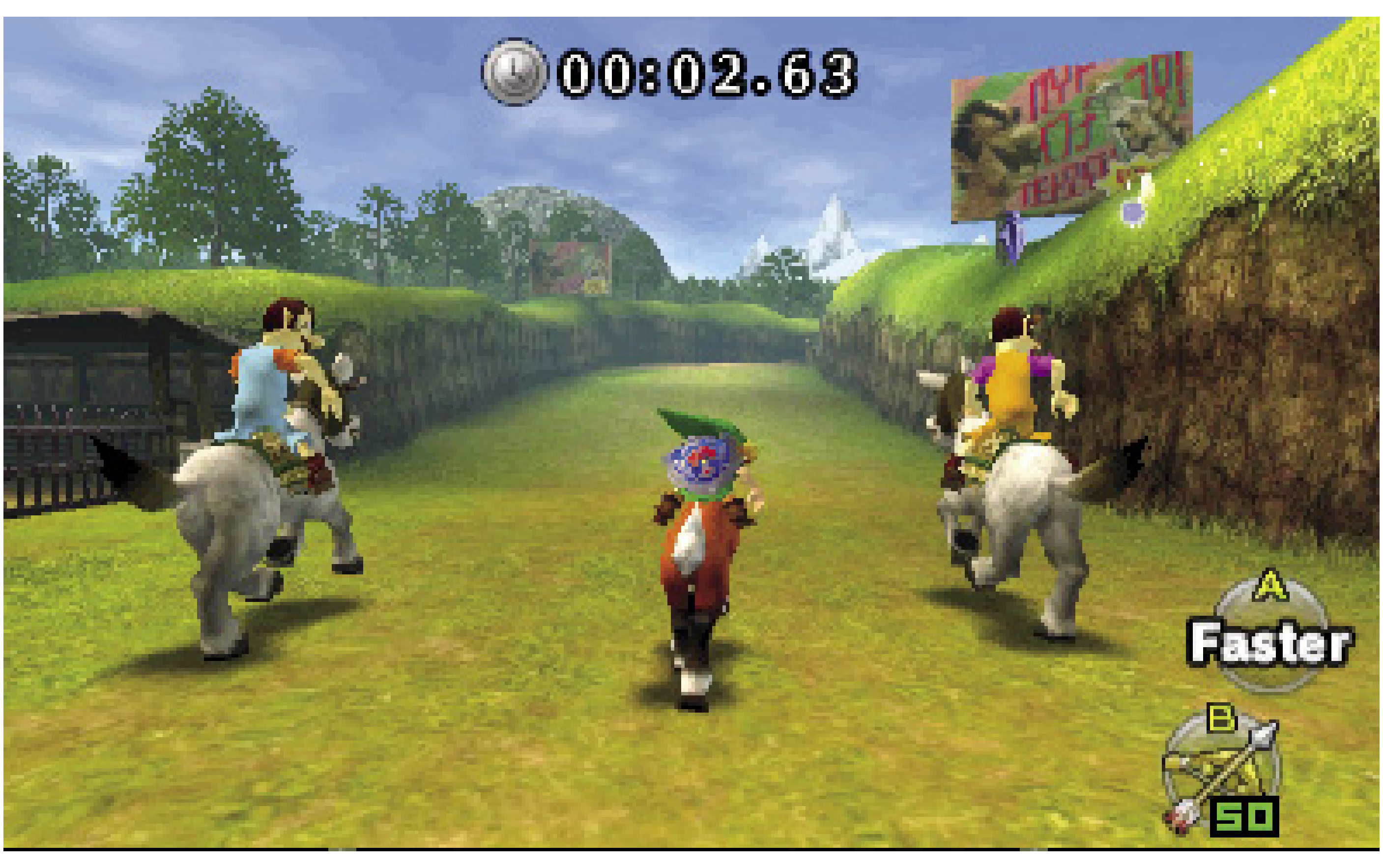
Gorman Track

However you come by your Rupees, ensure you've got at least 30 of them, and then soar to Milk Road. Play Epona's Song to call for Epona when you arrive, then ride her down the southeast trail to visit the Gorman Track.

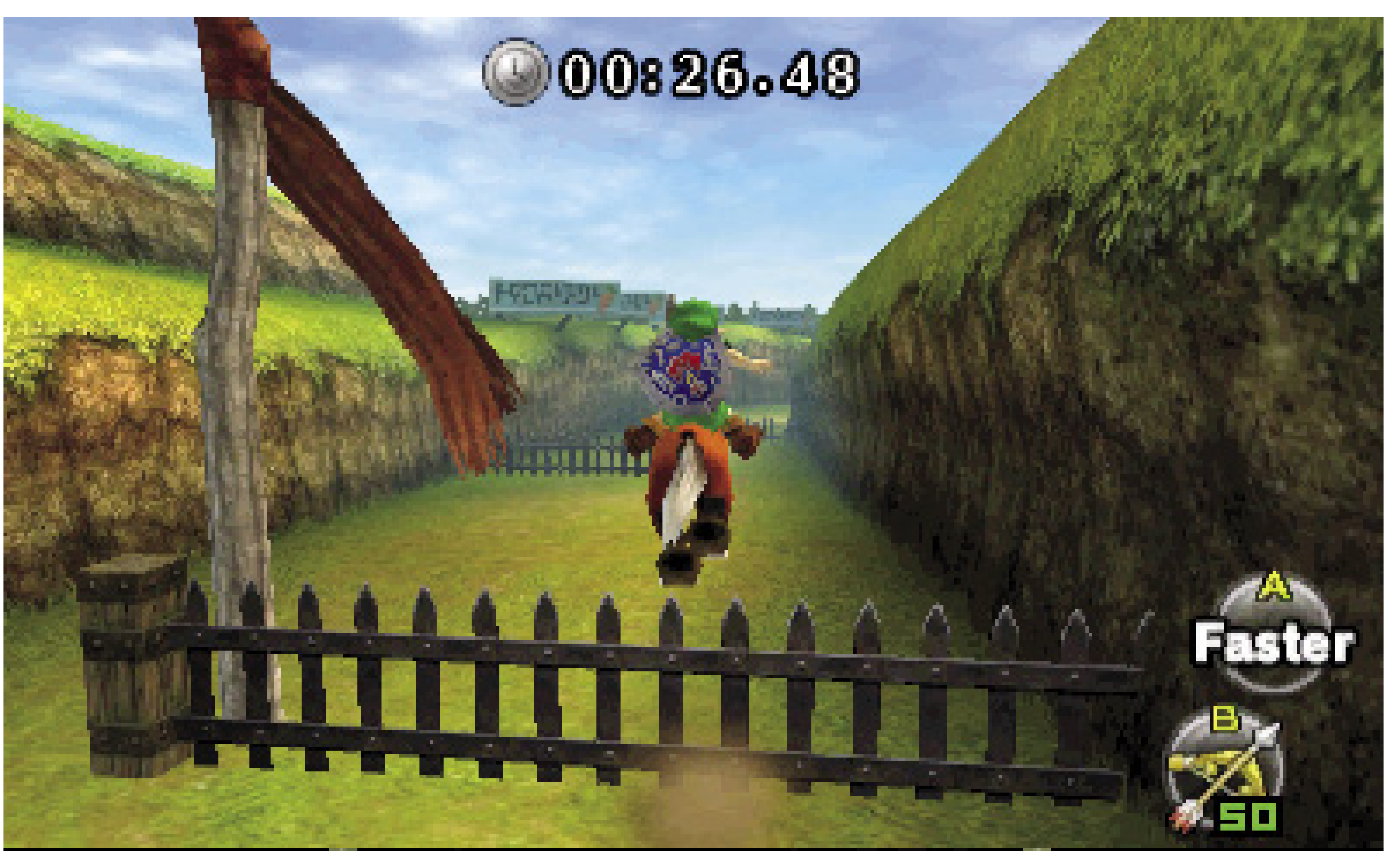
Epona by a Nose



Ready for another race? Remain on Epona, and approach the mustachioed man in the blue overalls. L -Target the man and speak with him from horseback, and he'll challenge you to a race around his track. Pay the man 10 Rupees to begin the race. (If you're a few Rupees short, return to Milk Road and use Deku Link's spin attack to chop down the tall grass along the road.)



The key to beating the Gorman Brothers lies in using Epona's sprint wisely. Tap Ⓐ every few seconds to make her sprint, and you'll maintain top speed for as long as possible. When moving at top speed, Epona automatically jumps over low fences, giving you a big advantage. Just make sure that you don't run out of carrots, or else you won't be able to sprint for quite some time. Always leave at least one carrot at the bottom of the screen, and they'll quickly come back so that you can keep on sprinting.



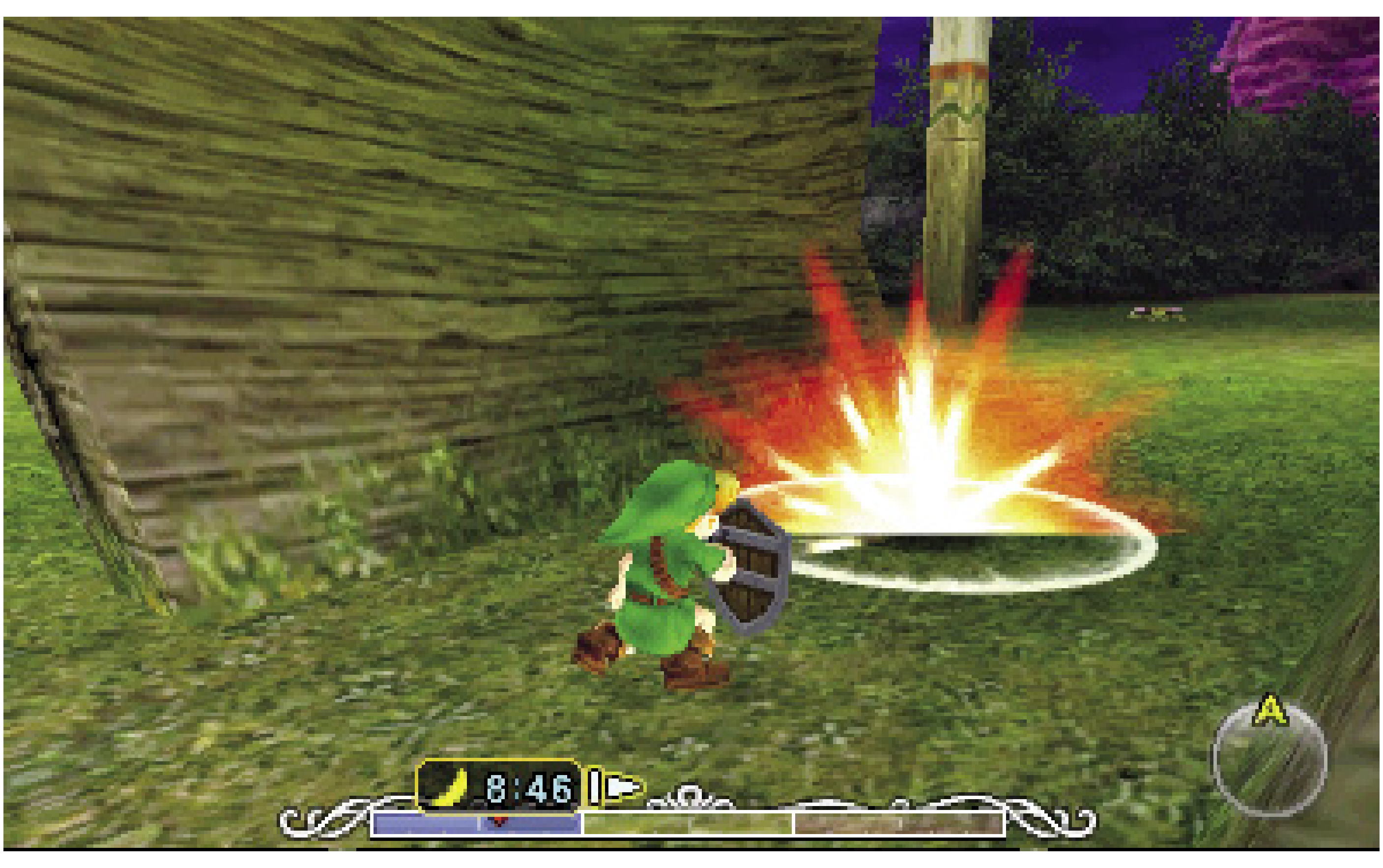
Keep to the inside of the track (close to the right wall) during the first turn, and then speed past the skinny trees. Stay to the right until you leap over a couple of fences. Avoid the trees and mud patches that follow, then get back over to the right and jump a few more fences down the final stretch. The finish line is just ahead, so spur Epona onward to victory.

Humbled by Epona's speed, the Gorman Brothers reward Link with a valuable mask. If you feel like racing the Gormans again, they'll reward you by filling one of your Empty Bottles with milk. This healthy beverage can be consumed twice, restoring up to five Hearts of life energy with each use. There's no need to go for the milk, however—the Garo's mask that the brothers give you is the real prize.

Garo's Mask

You got the Garo's Mask! The wandering ninja spirits who appear at Ikana once wore this.

Does a Body Good

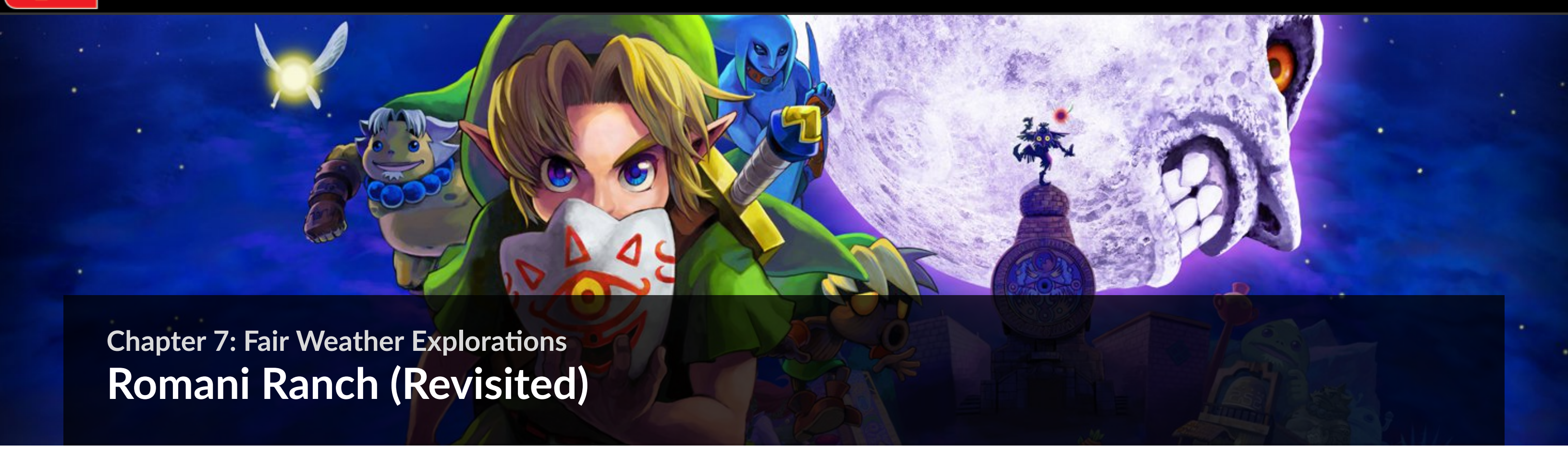


If you still have a little time left before 2 a.m. on the First Day (when you need to meet Romani), soar back to Clock Town, save your game, and then leave town through the south gate. Head directly south, moving into a big hollow log. Place a bomb on the ground directly in the middle of the hollow log (cut tall grass to find bombs if you need some), and you'll blast open a hole that leads to a secret cavern.

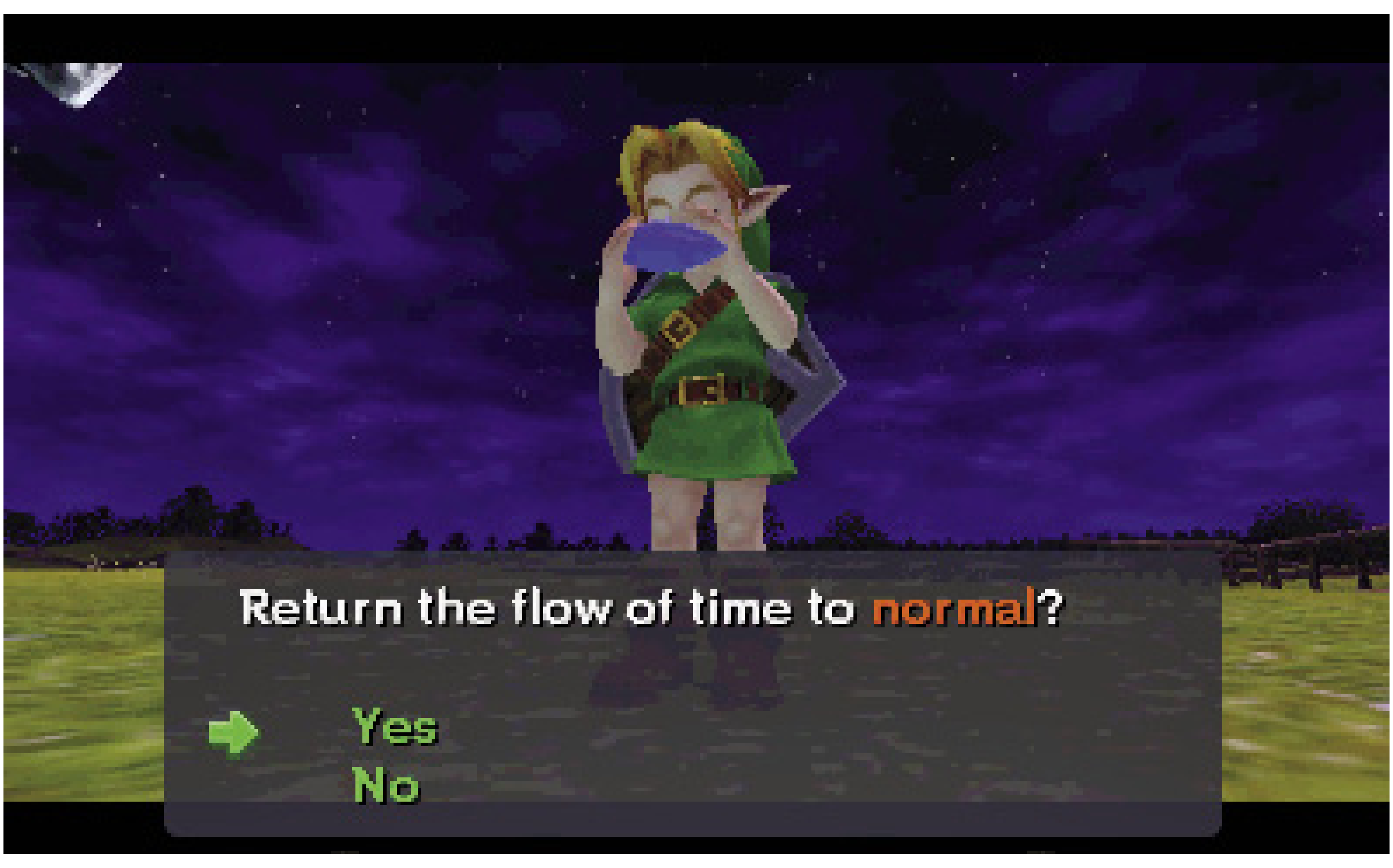
Drop into the cavern to find a couple of cows lazily grazing away. They're a long way from the ranch, so whip out your ocarina and play Epona's Song for them. The soothing sound reminds the cows of the pasture, and they happily fill one of your Empty Bottles full of nutritious milk. Get more milk by playing Epona's Song over and over again for the cows.

Milk

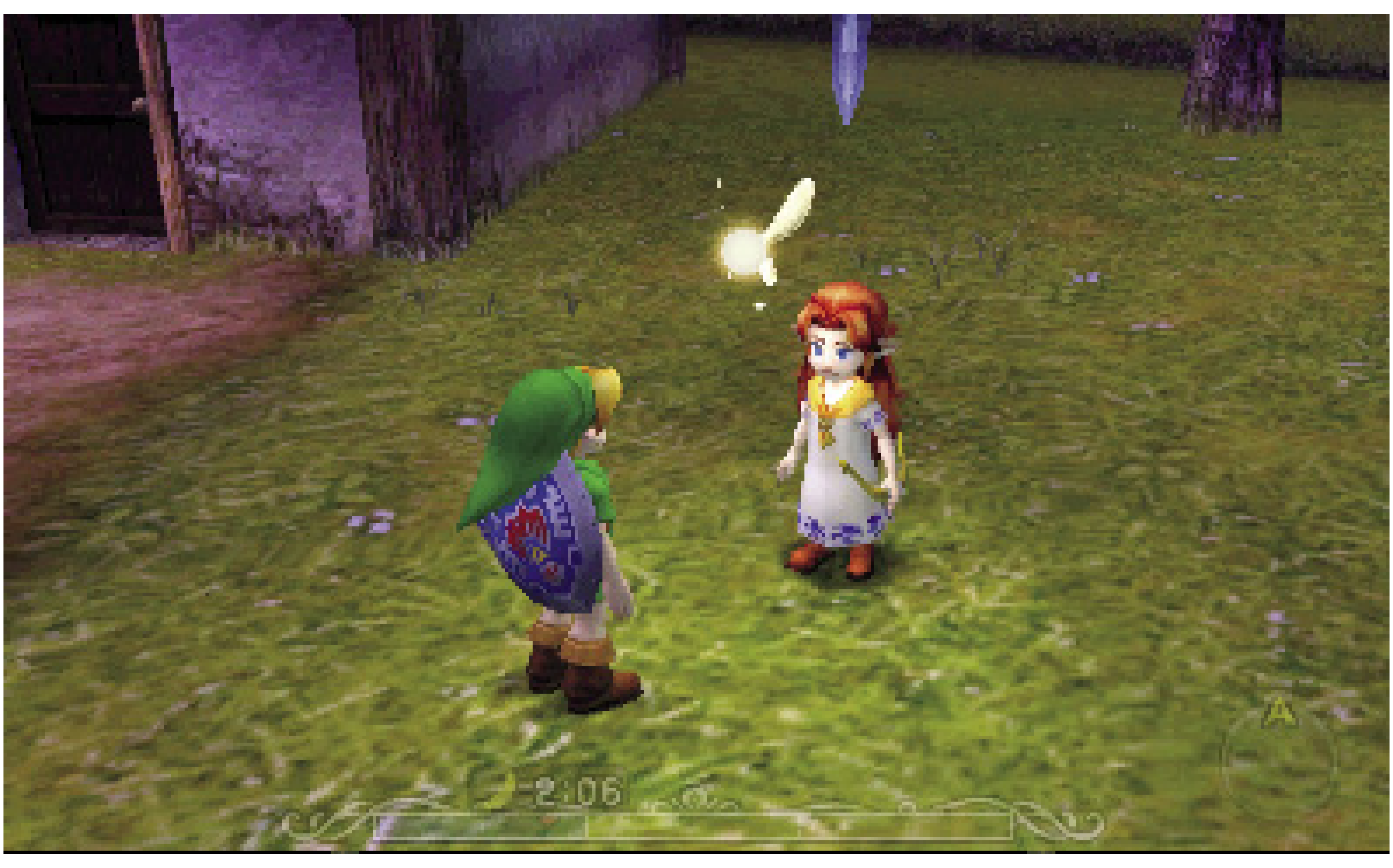
You had your bottle filled with milk! Drink up for health and long life. One gulp recovers five Hearts. Even better, one full bottle has enough for two helpings. Yum!



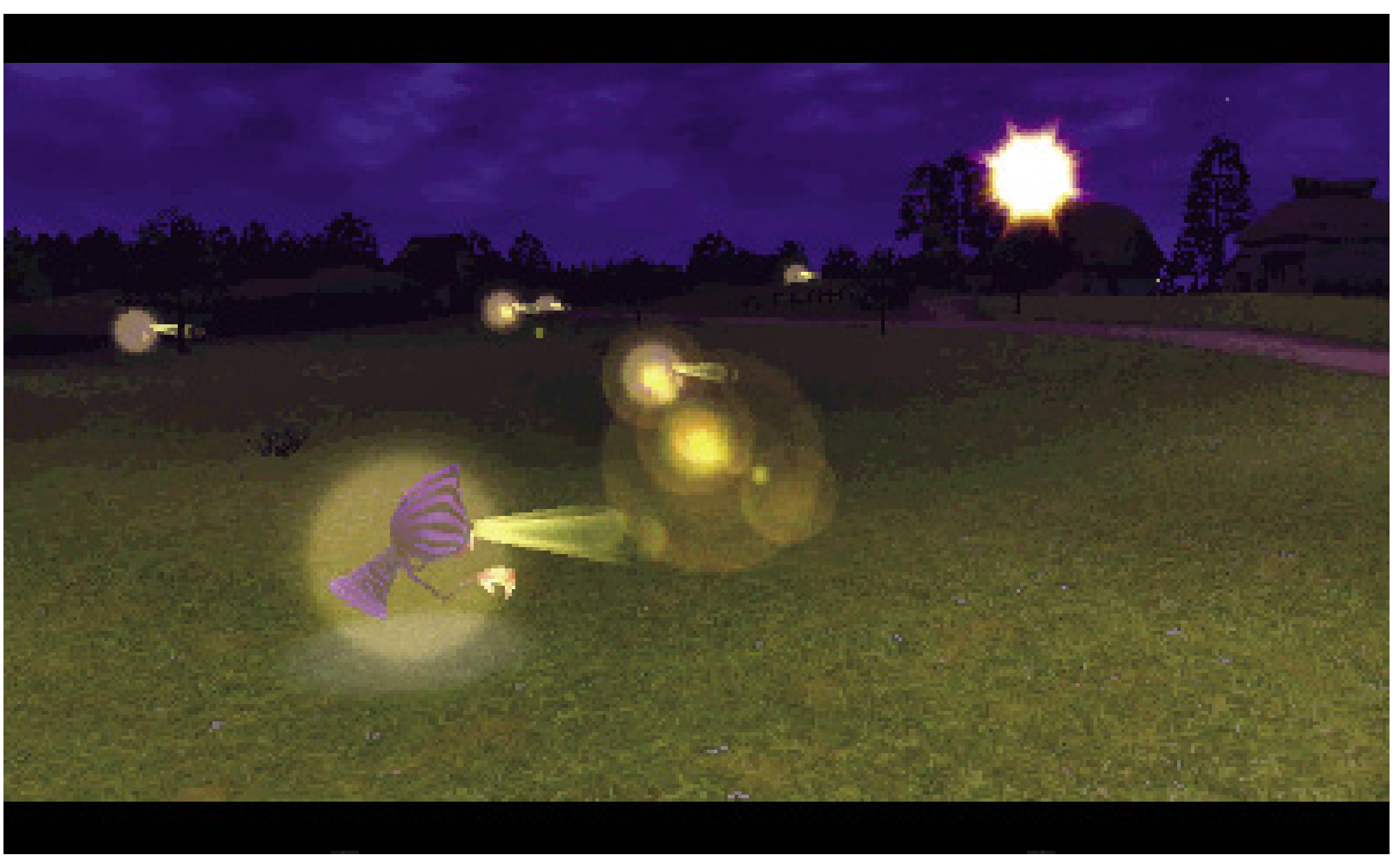
"They" Live



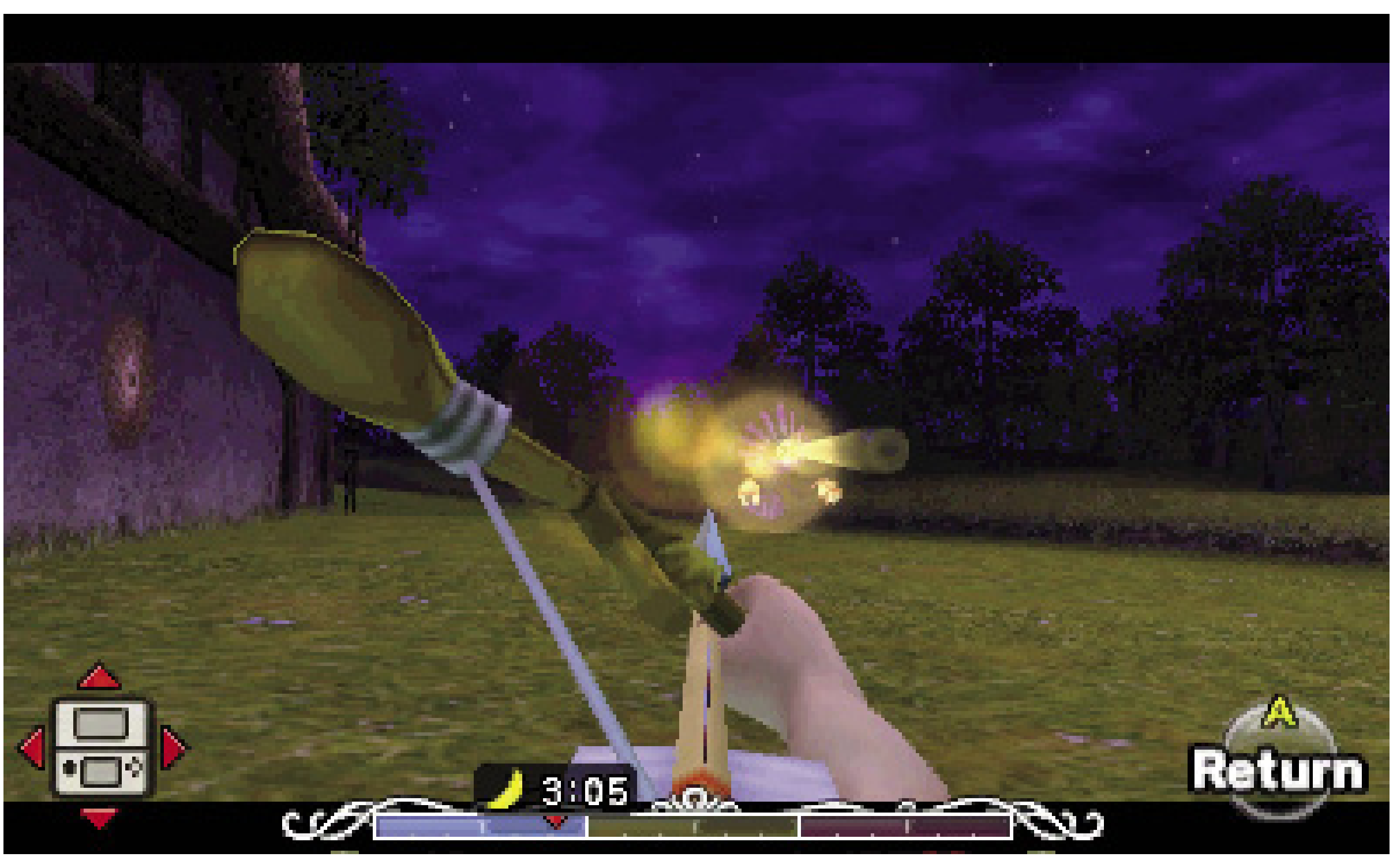
That's enough excitement for now—you don't want to be late for helping Romani. Soar to Milk Road and save your game, then play Epona's Song and ride Epona west into Romani Ranch. When you arrive, play the Song of Double Time to advance to 1 a.m. on the First Day, then play the Inverted Song of Time to revert the flow of time to normal. Smash the nearby crate to find some arrows, and then wait patiently near the ranch for Romani to walk out of her house (the building that Epona was stabled near).



Romani exits her house at exactly 2 a.m. on the First Day and walks to the barn. Speak to her outside (or in the barn) to learn that "they" are going to arrive at any minute. She tells you to watch for "them" on your map and not to let any of "them" into the barn. She warns you that "they'll" come from behind the barn and tells you that she has placed crates of arrows near the house if you need to stock up (you'll be using your own arrows during this mission, so your supply is limited).



If you went into the barn, leave, and then smash the crate outside again for more arrows. At precisely 2:30 a.m. on the First Day, "they" arrive. Check your map to find it full of pink dots. Each of these dots represents one of "them." Keep close to the barn, and shoot down every one of "them" with the Hero's Bow. You can do this from horseback or while running around with the Bunny Hood on for speed, whichever you prefer.



Keep the flow of time set to normal, for you must fight "them" off for a full three hours (until 5 a.m.). If even one of "them" reaches the barn, "they'll" succeed in abducting all of the cows, along with poor little Romani. Do everything in your power to shoot "them" all down and prevent this from happening.

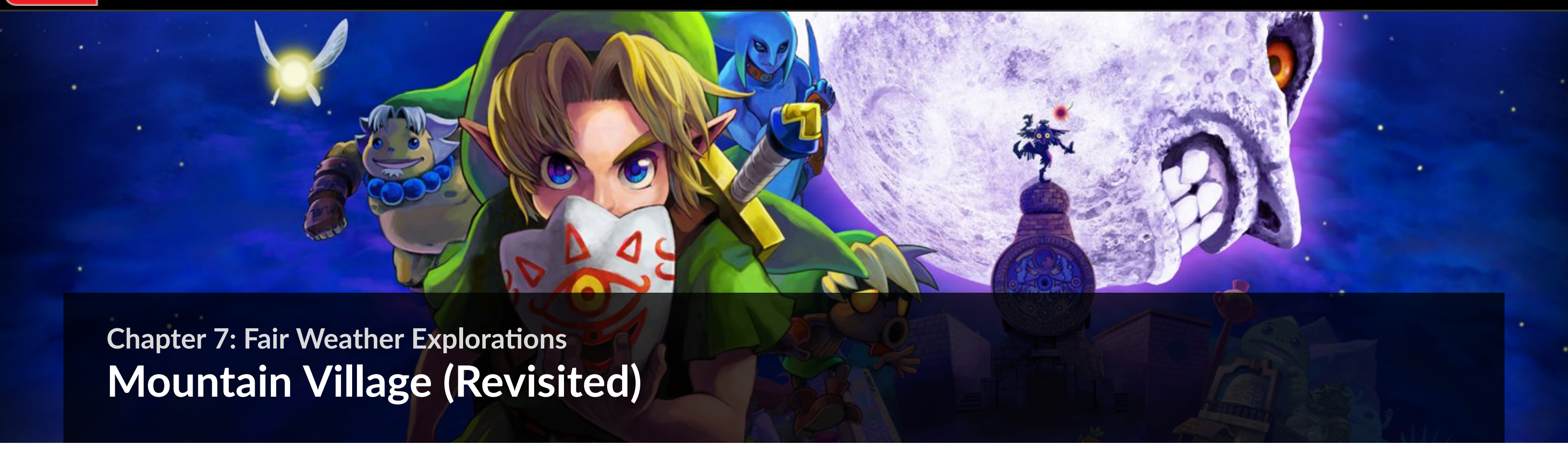
Succeed in keeping "them" away from the barn, and Romani becomes overjoyed. Before heading off to catch some much-needed rest, she rewards your heroic efforts with a bottle of her farm's freshest milk. Of course, the real prize is the Empty Bottle that you get to keep after you've enjoyed its nutritious contents. Well done, hero!

Milk Bottle

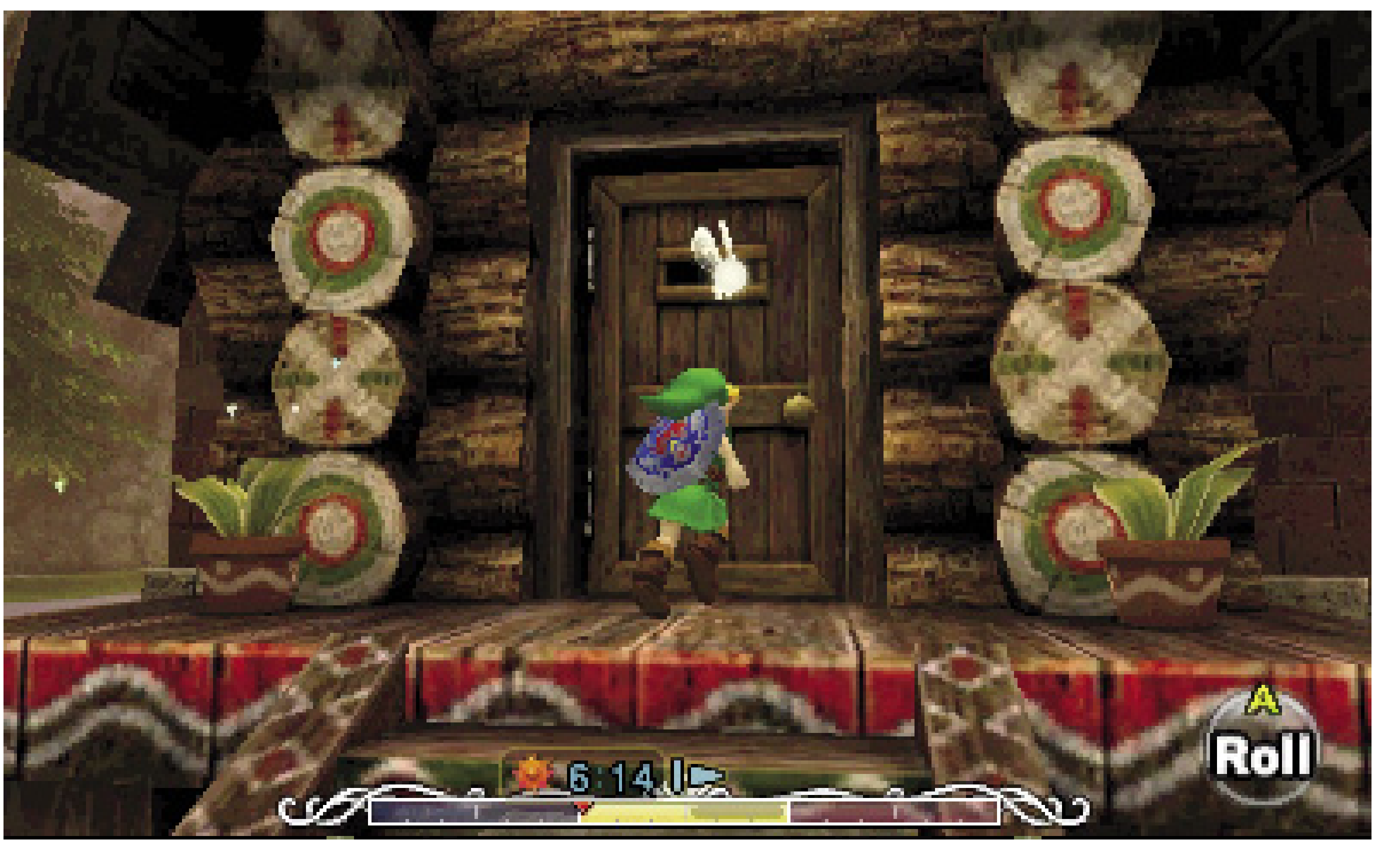
You got a Milk Bottle! Take one quick gulp to recover five Hearts. This bottle contains two helpings. When it's empty, reuse the bottle.

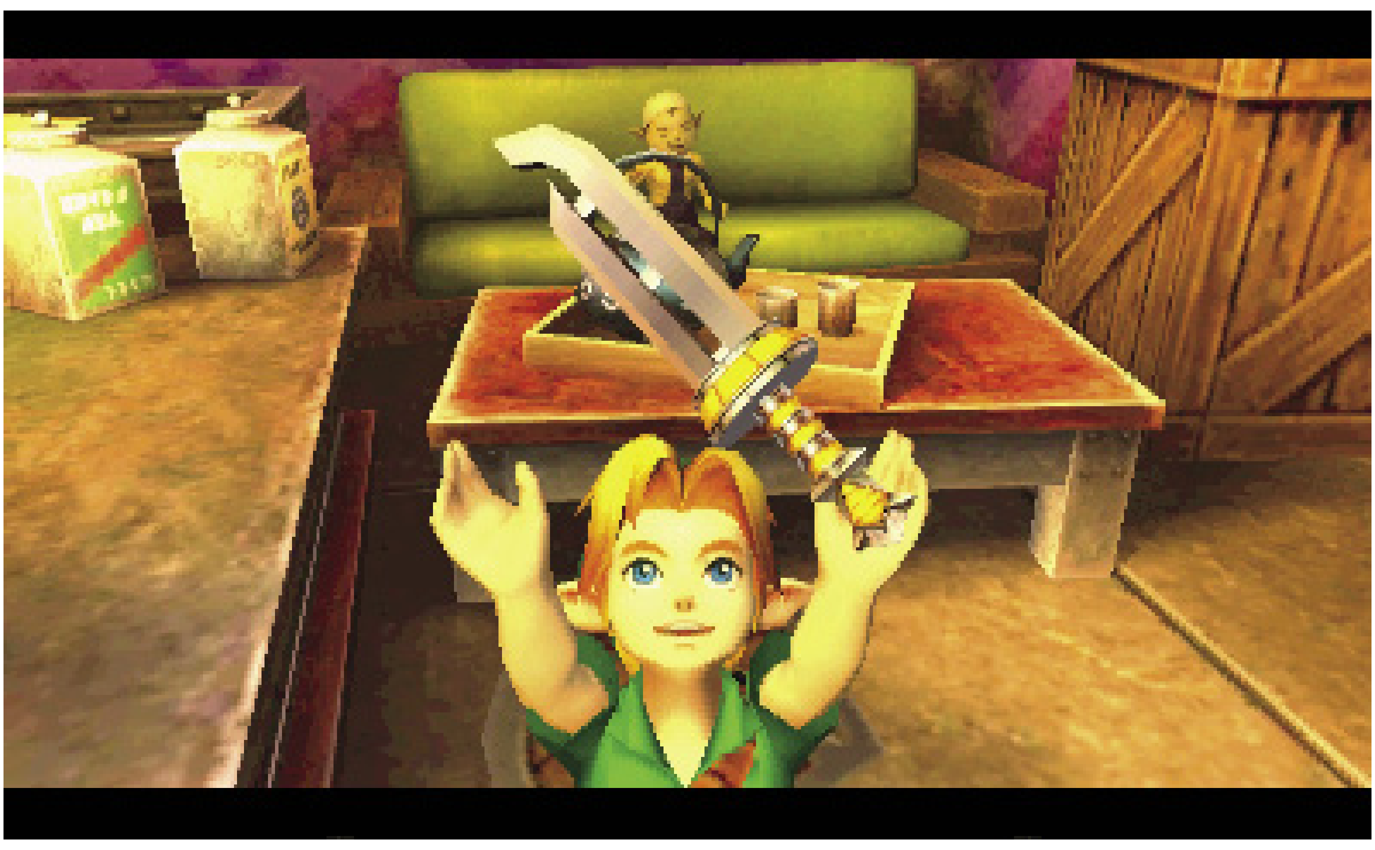
Empty Bottle #3

You got an Empty Bottle! You can carry various items in this. Equip the bottle, and use it to contain or release items.



Sharp as a Razor

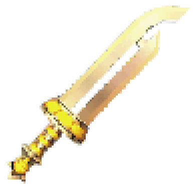




Well, look at the time! After you've succeeded in helping Romani, it is very close to the Dawn of the Second Day. Allow the dawn to come, then play the Inverted Song of Time to slow down time again. Soar to Mountain Village afterward, and enter the Mountain Smithy's shop. Your sword should be ready by now.

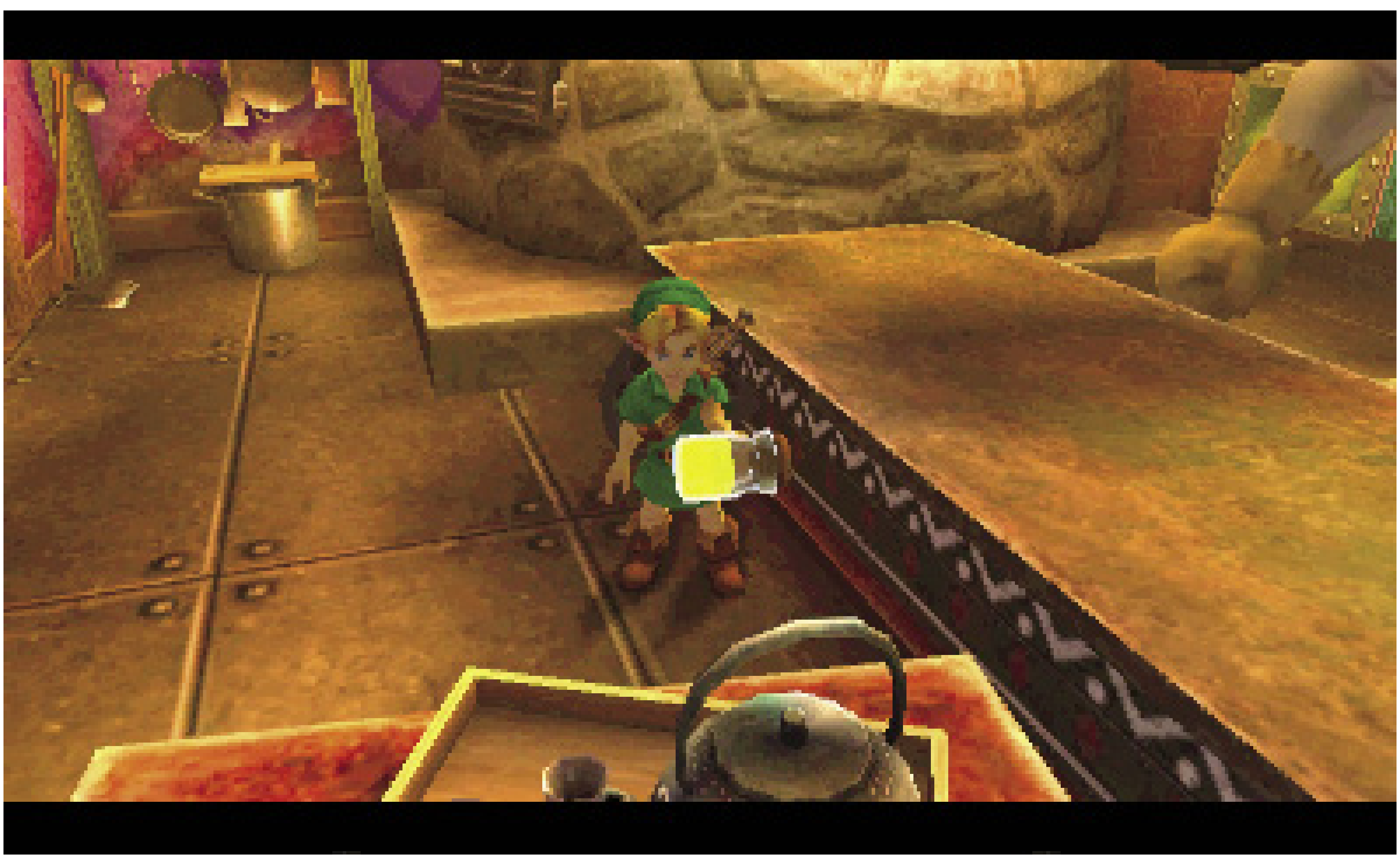
Sure enough, the Mountain Smithy has completed his work. The blacksmith proudly hands you an exceptional blade: the Razor Sword.

Razor Sword



Your Kokiri Sword has been strengthened into a Razor Sword! This new, sharper blade is a cut above the rest. Use it up to 100 times without dulling its superior edge.

Another Upgrade



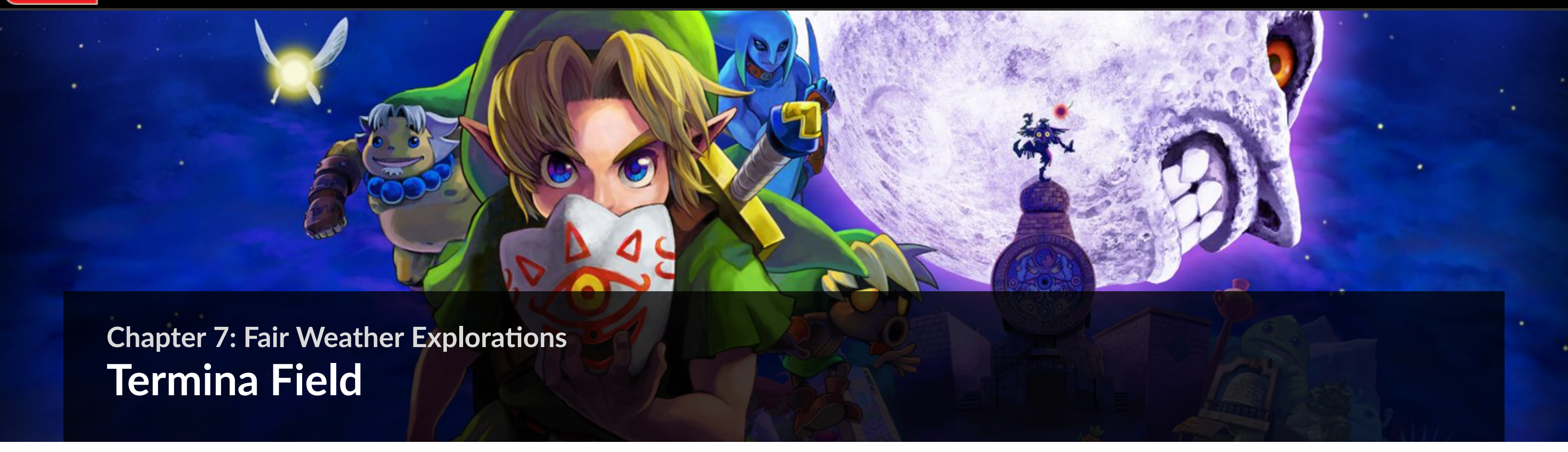
The Razor Sword sure is sharp, but it only lasts for 100 strikes before it dulls and reverts back to Link's plain-old Kokiri Sword. That just won't do. Speak to the blacksmith again, and this time, give him the Gold Dust that you won from the Goron Racetrack during the First Day. The blacksmith is wowed by the Gold Dust's fine quality, and since there will still be some Gold Dust left over, he agrees to reforge your sword again, free of charge. What a guy.

Still No Sword

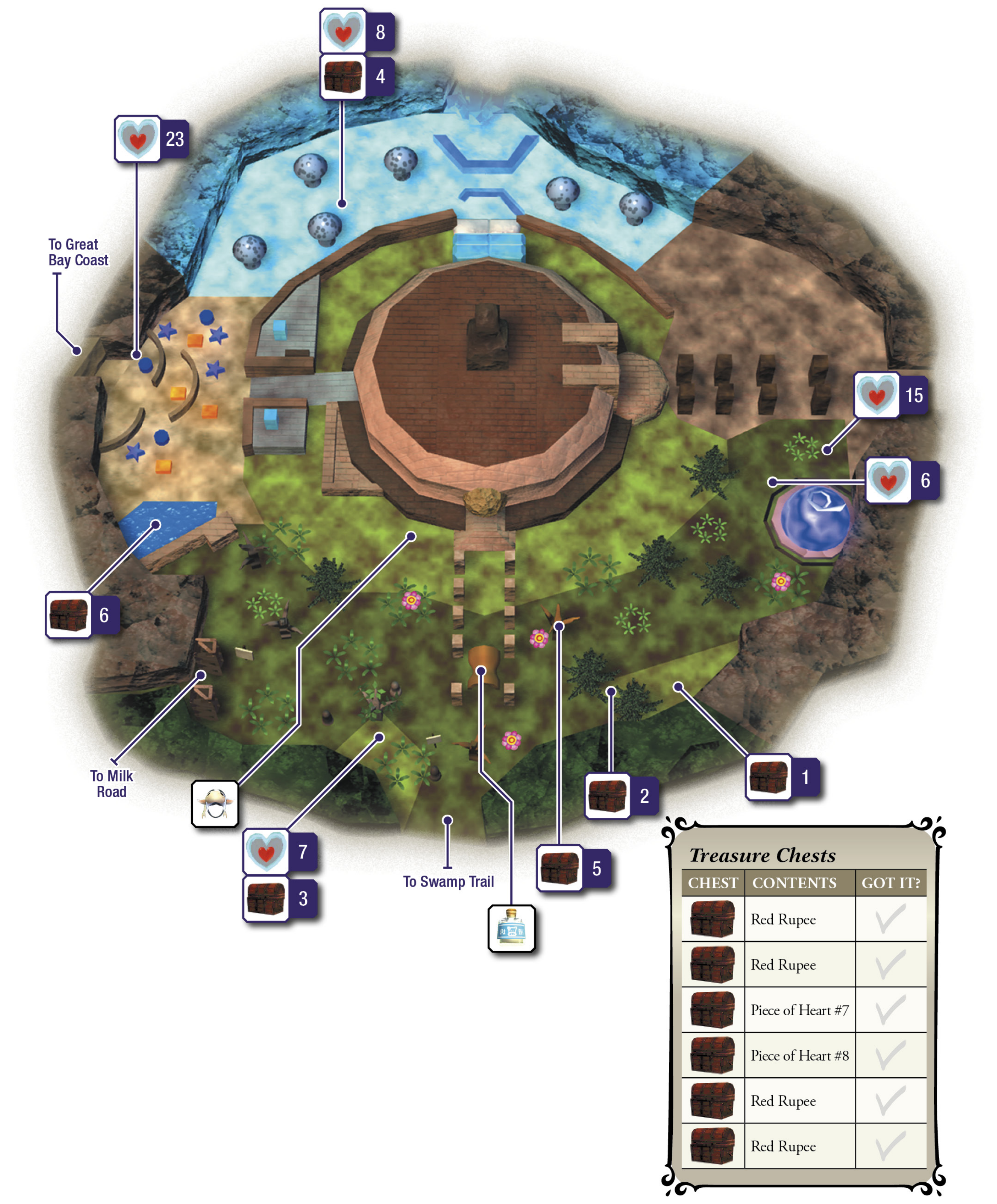
Link needs to go without his sword again for another whole day, but you're certain to enjoy the results come sunup. And now that you've used up your Gold Dust, you have another Empty Bottle to keep and use. Continue to use Link's Hero's Bow and Goron Link's attacks to best any enemies that he encounters during the Second Day.

Empty Bottle #4

You got an Empty Bottle! You can carry various items in this. Equip the bottle, and use it to contain or release items.



Termina Field



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Red Rupee	✓
	Piece of Heart #7	✓
	Piece of Heart #8	✓
	Red Rupee	✓
	Red Rupee	✓

Westward, Ho!

A
Faster
B
50
6:43

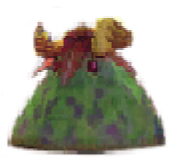
Although it always rains in Termina during the Second Day, this is still the perfect time to visit the land's western coastline. Soar to Clock Town, and ensure that you're carrying at least 20 Rupees (make a withdrawal if necessary) before leaving town through the west gate. Once you're out in the field, play Epona's Song, and then ride westward across the sands.

A
Faster
B
50
6:49

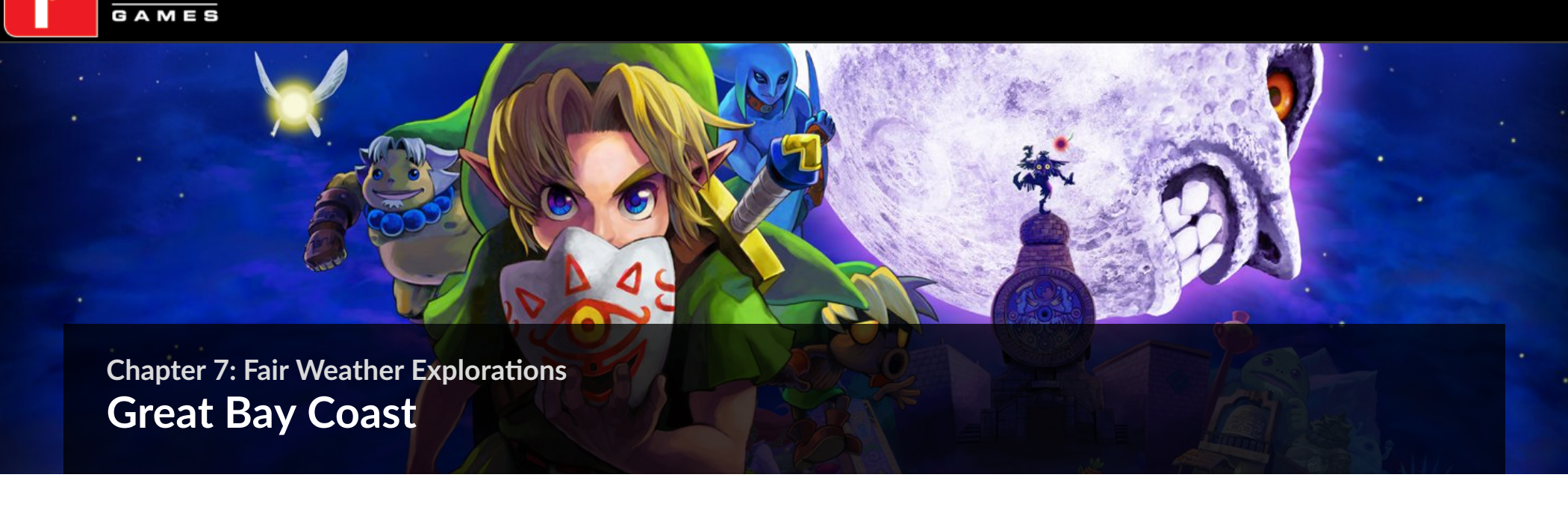
Leevers pop up from the dunes as you cross the beach, but don't worry—they can't harm you while you ride Epona. Just ride straight for the west fence, using carrots to spur Epona onward. Hit top speed and leap the west fence, then proceed down the west path to reach the coast.

Leever

Damage: 1/4 Heart

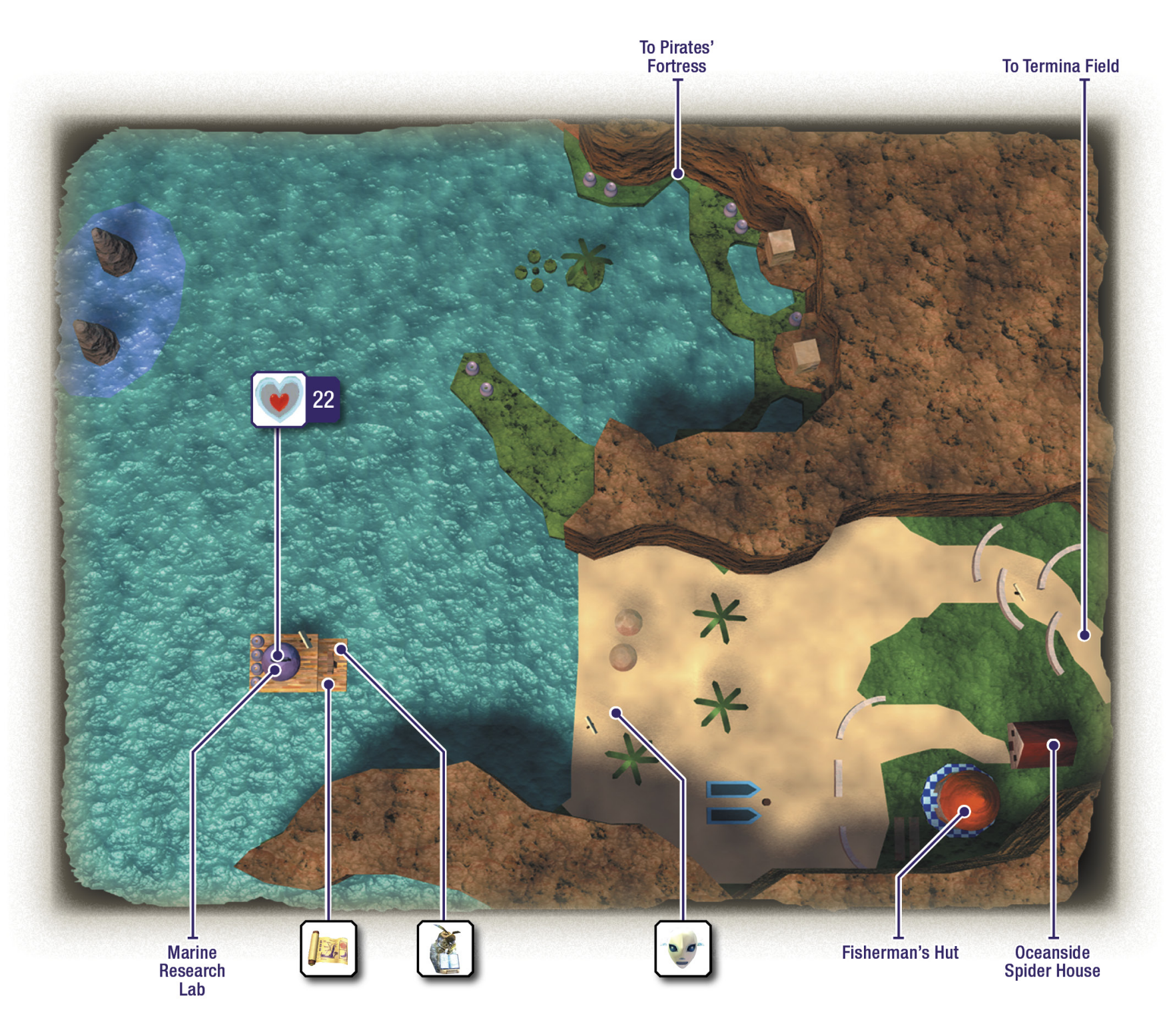


Take care when moving across sand, for Termina's dunes are home to dangerous Leevers. These swift foes pop up from sandy areas and speed after Link, aiming to ram him for damage. Leevers can't take much punishment, so block them with Link's shield, and then counter with the Hero's Bow or Link's blade.



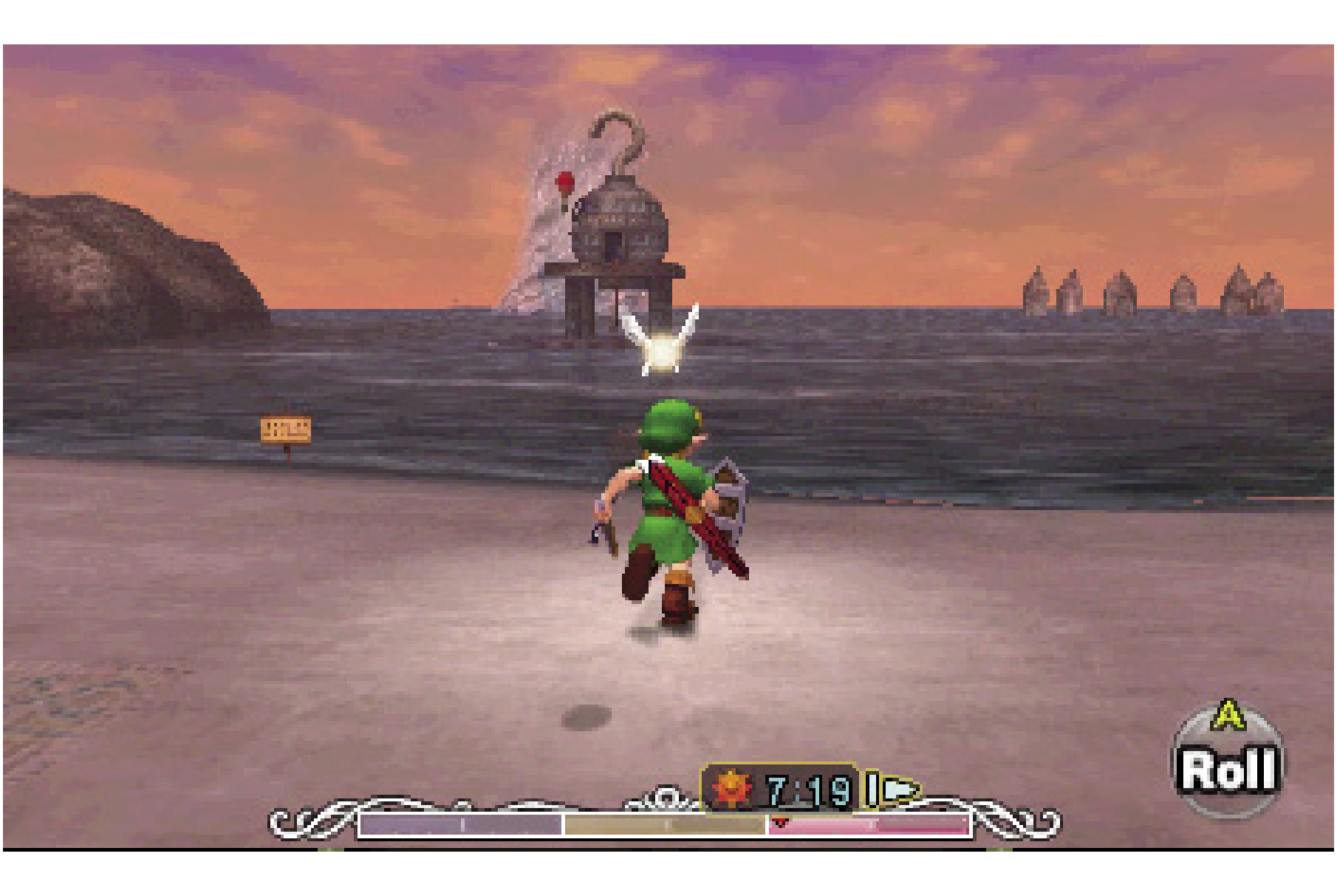
Chapter 7: Fair Weather Explorations

Great Bay Coast



Great Bay Owl Statue

More Leevers swarm the coast, but you're safe as long as you remain on Epona. Ride toward the water, then dismount from Epona and swim across the ocean, heading for the small hut that's built upon the water.



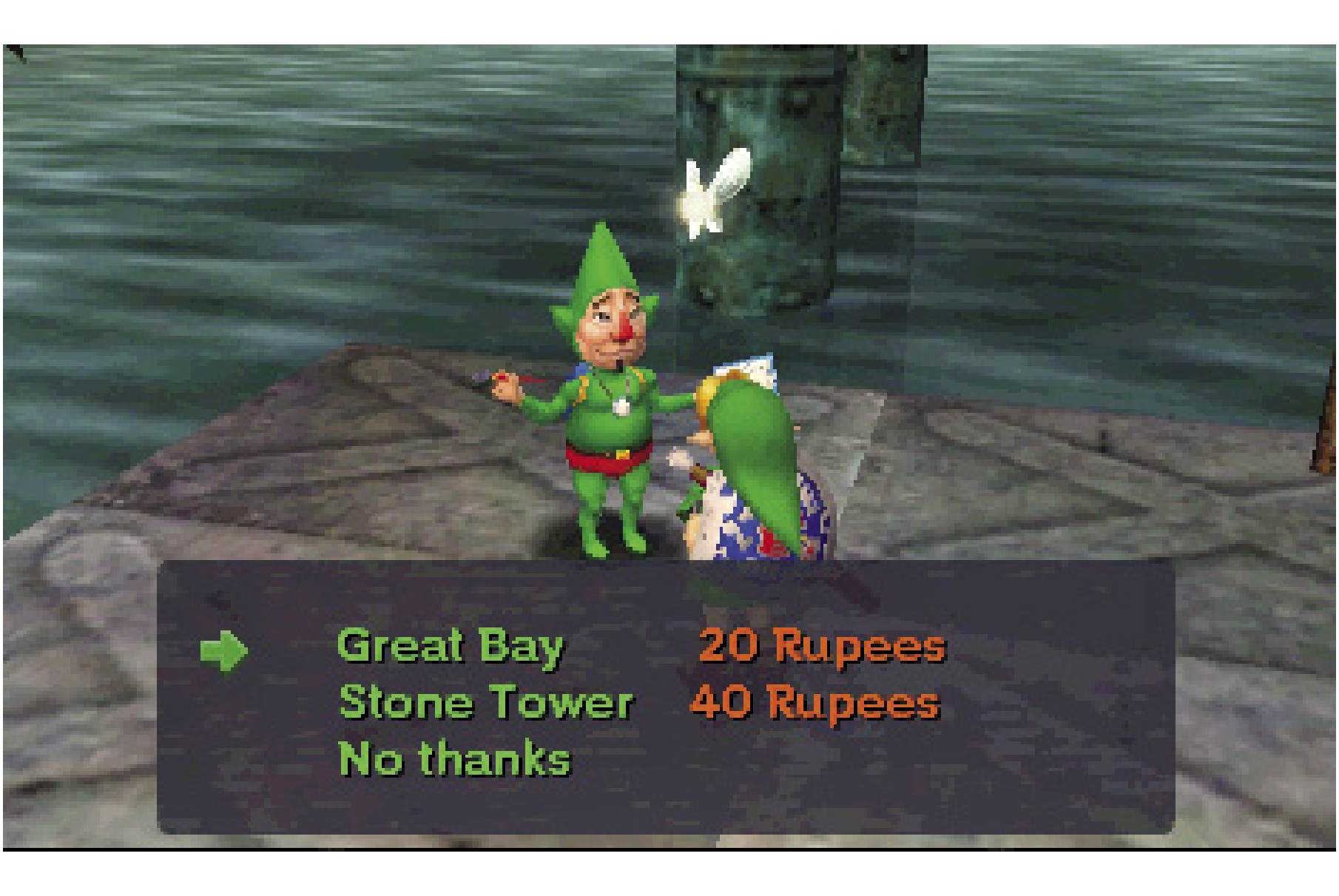
Climb onto the hut's dock, and activate the nearby owl statue. Now you can easily warp to the Great Bay Coast whenever you like.

Marine Research Lab

After activating the Great Bay owl statue, climb the nearby ladder to reach the hut above. The sign out front reads "Marine Research Lab." Cool! Head inside and check it out.

Speak to the old scientist who runs the Marine Research Lab to learn that something's amiss. The aquatic race known as the Zoras should have dropped off some of their eggs here by now, but they haven't yet arrived. It seems that the Zoras' eggs can only hatch in the research lab's special aquarium, where the conditions are just right. The old scientist wonders if something tragic might have happened at Zora Hall.

Charting the Waters



There isn't much you can do in the Marine Research Lab, so head back outside. Look up and notice your old pal Tingle floating around in his red balloon. Pop his balloon with an arrow to knock Tingle down, then descend the ladder and purchase his Great Bay map for 20 Rupees.

Great Bay Map

You got a map of Great Bay! Now you can find your way around the seashore. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.

A Friend in Need

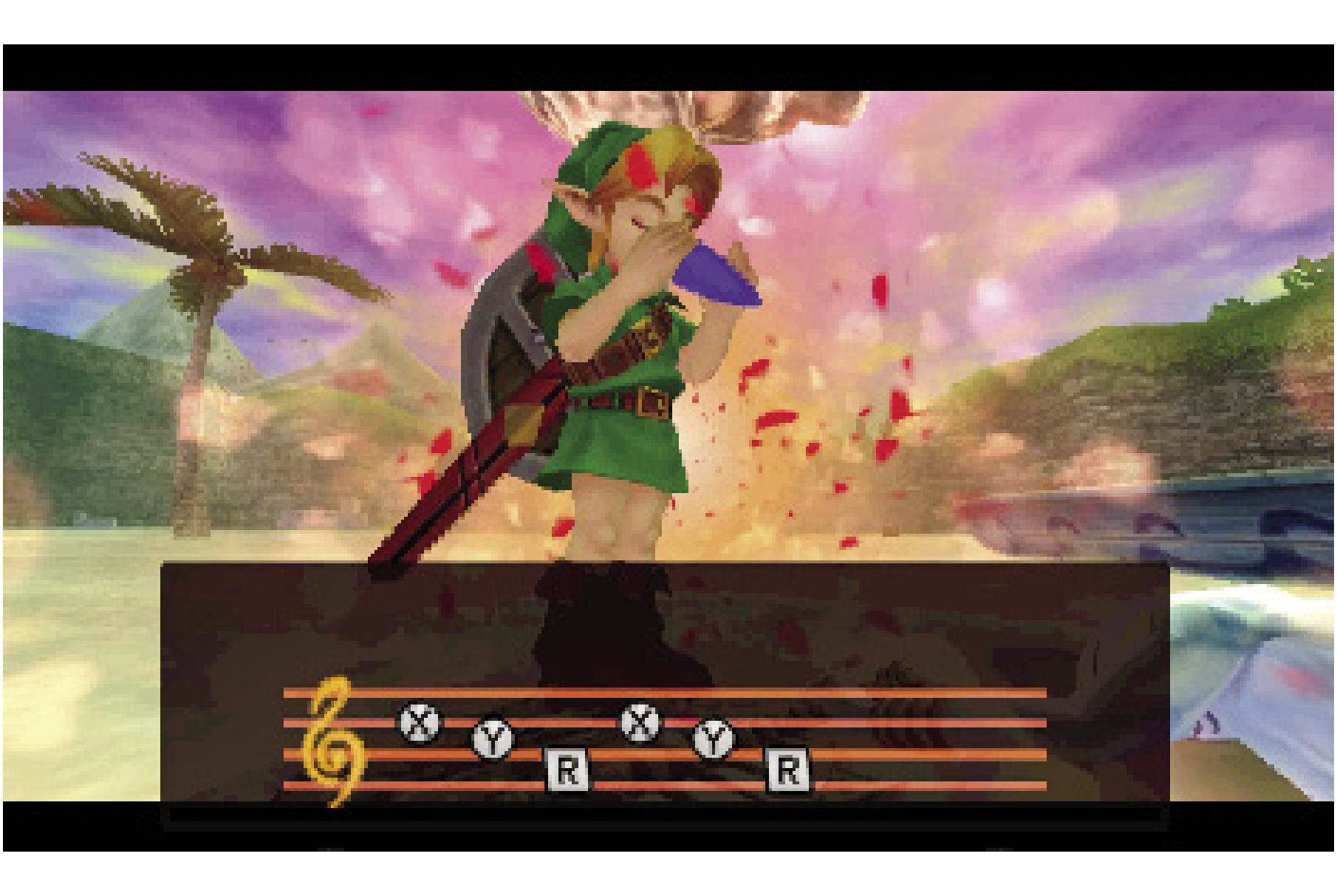
After purchasing Tingle's map, scan the nearby waters. Something's floating nearby! Tatl flies to the flotsam; lock on and check it to discover that it's a Zora.

The Zora's in distress and asks that you help him to shore. Jump into the water, move behind the Zora, and you'll be able to grab him. Press and hold Ⓐ to grab the Zora from behind, then swim him to shore.

Mikau's Mask

When you finally reach the beach, the Zora struggles to his feet and stumbles away from the water. Approach the Zora and speak to him. The Zora then tells you that his name is Mikau and that he's a guitarist in the Zora band.

Tell the Zora that you'll listen to his message, and he'll suddenly find the strength to play his fishbone guitar. The Zora sings an unusual tale that sheds some light on recent events around the coast. It seems that the Zora band's female vocalist has laid some eggs and lost her voice in the process. Worse, though, Gerudo Pirates have stolen that poor Zora girl's eggs. Mikau tried to stop the Gerudo Pirates, but he got himself beaten up pretty badly. That's why he was in such a state when you found him.



Mikau's song ends with a hint that he wishes someone would rescue the Zora girl's eggs and heal his soul. You know what to do. Whip out your ocarina, and play the Song of Healing. The magical melody sooths Mikau's soul and allows him to find peace. After Mikau fades away, a special mask is left behind.

Zora Mask

You got the Zora Mask! This mask contains the spirit of a legendary guitarist. Wear the mask to inhabit the body of a Zora. Take it off to return to normal.

Mikau's spirit appears before Link after he picks up the Zora Mask. He tells Link that he's depending on him to help the Zora singer girl, and then he fades away.

Mikau's Grave

After Mikau's spirt departs, Link comes out of his trance and finds a grave before him. Inspect the grave to learn the lyrical advice that Mikau has left behind. Mikau's lyrics inform you that the Zoras possess sharp fins that allow them to speed through the water. Hold Ⓐ to swim quickly, and hold Ⓐ + R to swim even faster and shield yourself with magic power. To explore the sea floor, press Ⓑ to dive all the way to the bottom and walk around. Whenever you're walking underwater (or on dry land), you can tap Ⓑ to unleash a fast flurry of attacks. You can also hold Ⓑ for a moment and then release it to throw your fins in a powerful, long-range double-cutter attack. Press Ⓑ + R to bring up Zora Link's magic barrier while walking around.

Fishing for a Heart

8:27
A
Swim
B
Dive

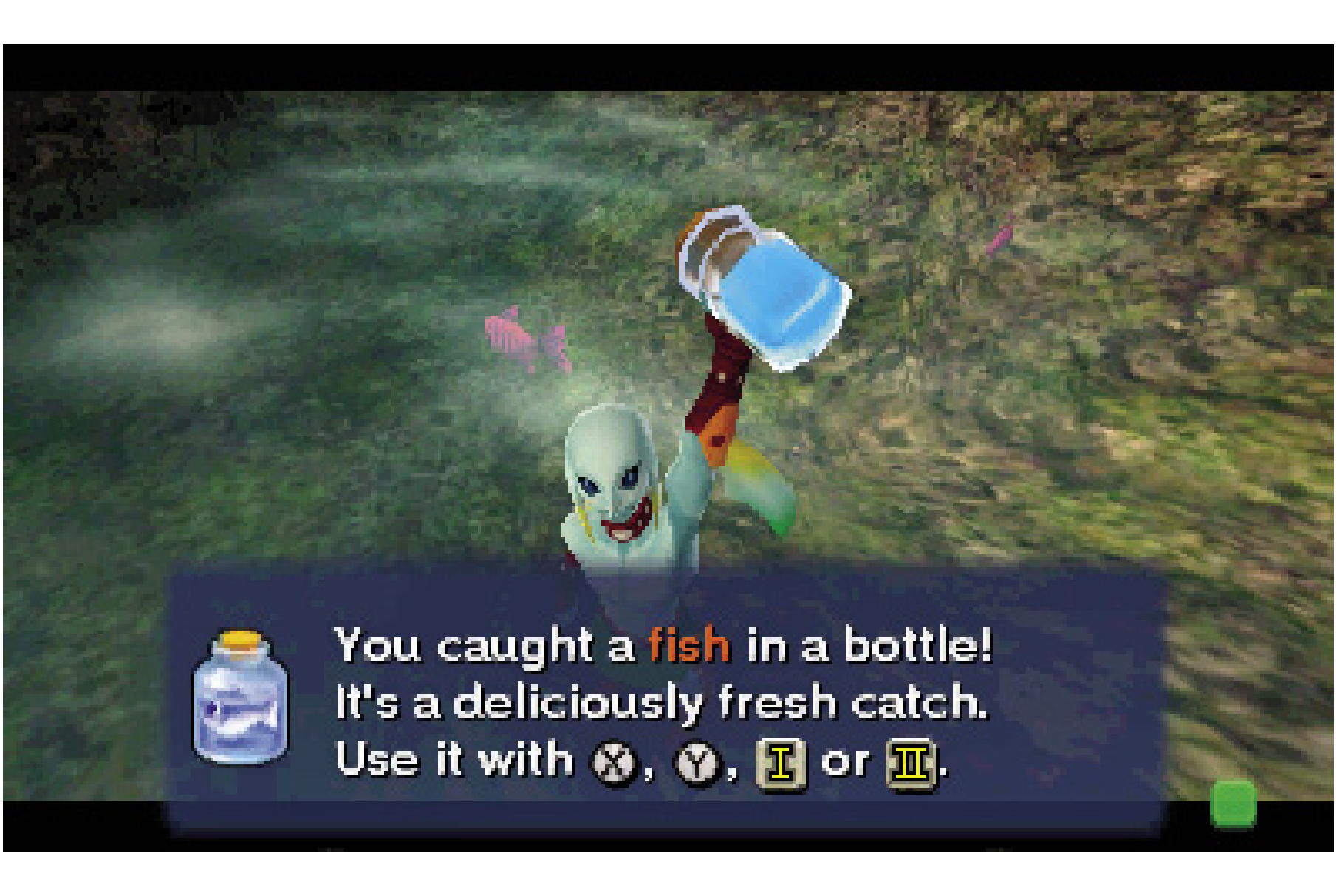
You just got a new mask, so try it out! Slap on the Zora Mask, return to the ocean waves, and hold Ⓐ to swim north, heading for a lagoon. Beware of the creepy Like Likes that lurk on the ocean floor. Once you're past the rocks, turn right, and swim east into the lagoon.

Like Like

Damage: 1 Heart

Like Likes are always hungry for items and can devour just about anything Link might be carrying, including his shield. Avoiding these aquatic monsters is best, but Zora Link can defeat Like Likes if you… um, like. Just hold Ⓐ + R while swimming or Ⓑ + R while walking to bring up his magic barrier, which makes short work of Like Likes. You can also hold Ⓑ and toss Zora Link's fins to stun a Like Like, letting you close in for a quick fin strike. Slay a Like Like to reclaim any items it may have stolen. When battled on the surface, Link can defeat Like Likes more easily with bombs or the Hero's Bow.

Surface on the lagoon's rocky eastern shore, and search for a small pond near the east wall. This pond is filled with little fish; fill all four of your bottles with fish by standing in the pond and scooping them up. (Dump out any Fairies or other items you might be carrying in bottles to make room.)


You caught a fish in a bottle!
It's a deliciously fresh catch.
Use it with X, Y, I or II.

Soar back to the Great Bay Coast owl statue, and climb the nearby ladder to reach the Marine Research Lab. Enter the lab and climb onto the top of the fish tank near the door, which features two mean-looking fish.

9:19
A
B
Punch

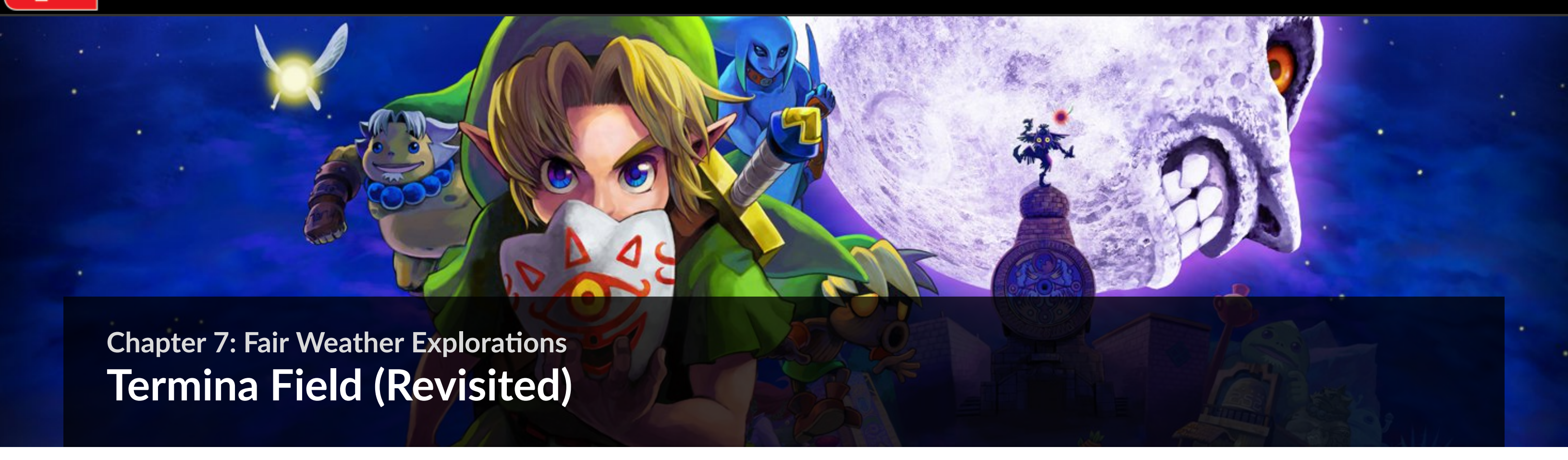
While standing atop the tank, dump out the four fish that you've bottled. The fish in the tank gobble them up, growing larger after each snack.

If necessary, return to the fish pond and fill your bottles with more fish, then soar back to the research lab. Continue to dump more fish into the tank to continue the feeding frenzy.

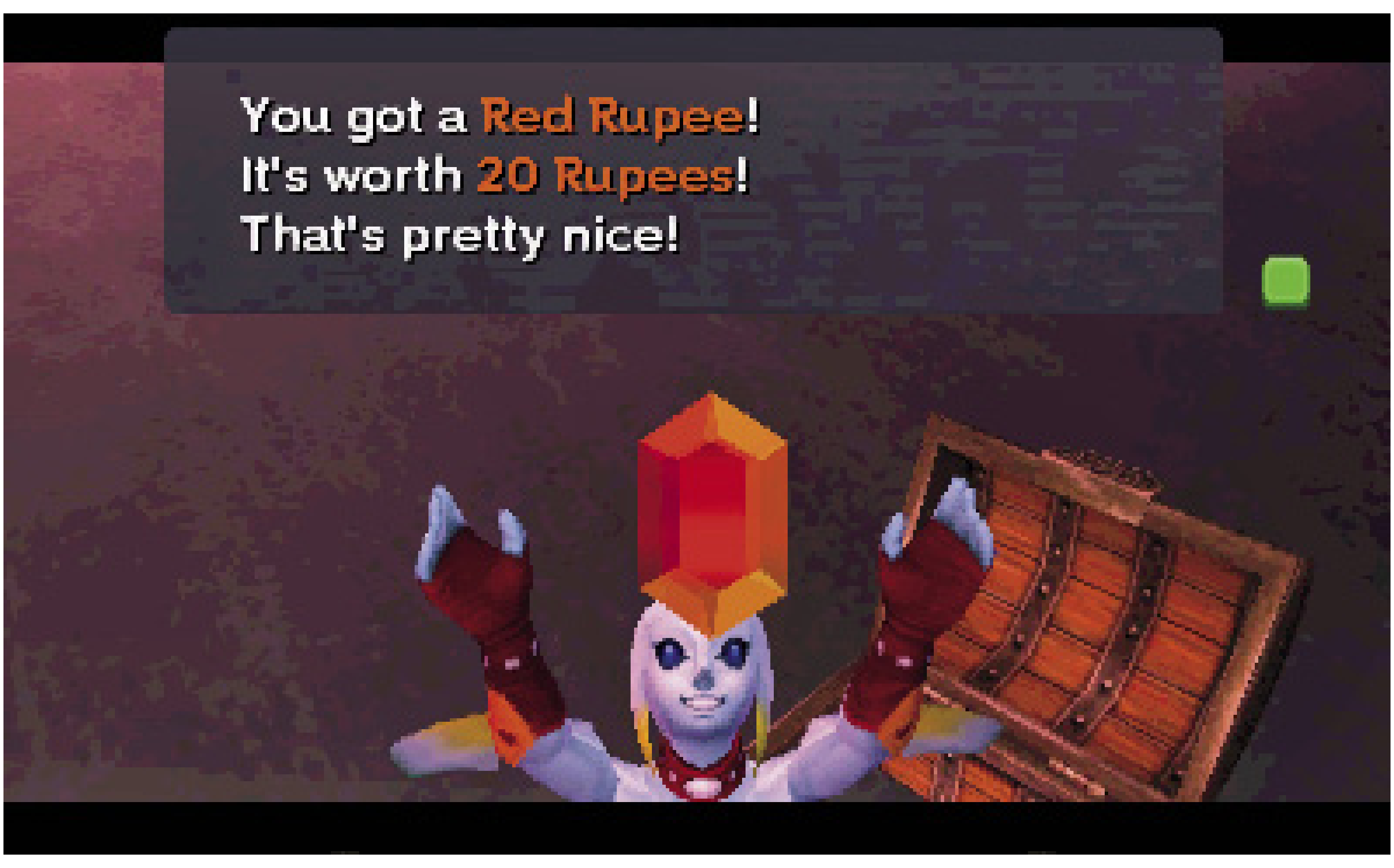
After feeding between four and seven fish to the fish in the tank, one of them grows large enough to gobble up the other. As thanks for all the tasty treats, the fat fish spits up a Piece of Heart.

Piece of Heart #22

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

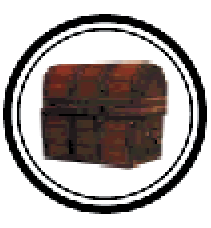


Sunken Chest



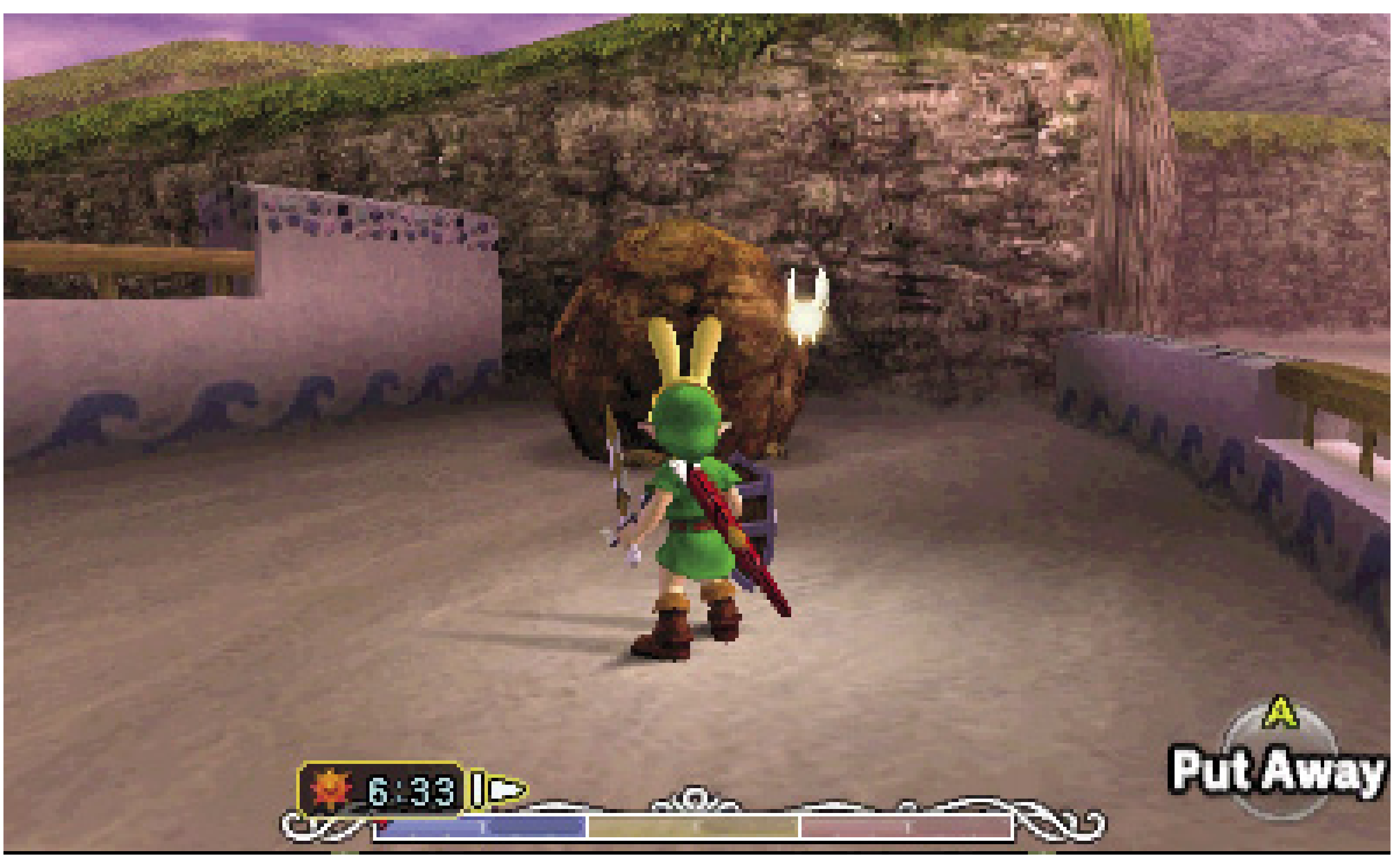
You got a Red Rupee!
It's worth 20 Rupees!
That's pretty nice!

There's lots more to do around the Great Bay Coast, but now that you've got the Zora Mask, you should briefly return to previous locations for fun and profit. Soar to Milk Road, and then go east into Termina Field. Avoid the item-stealing Takkuri bird as you head for the Termina Field's west chest, which has sunk to the bottom of a pond. Put on the Zora Mask, dive to the bottom, and open the chest to obtain a Red Rupee.

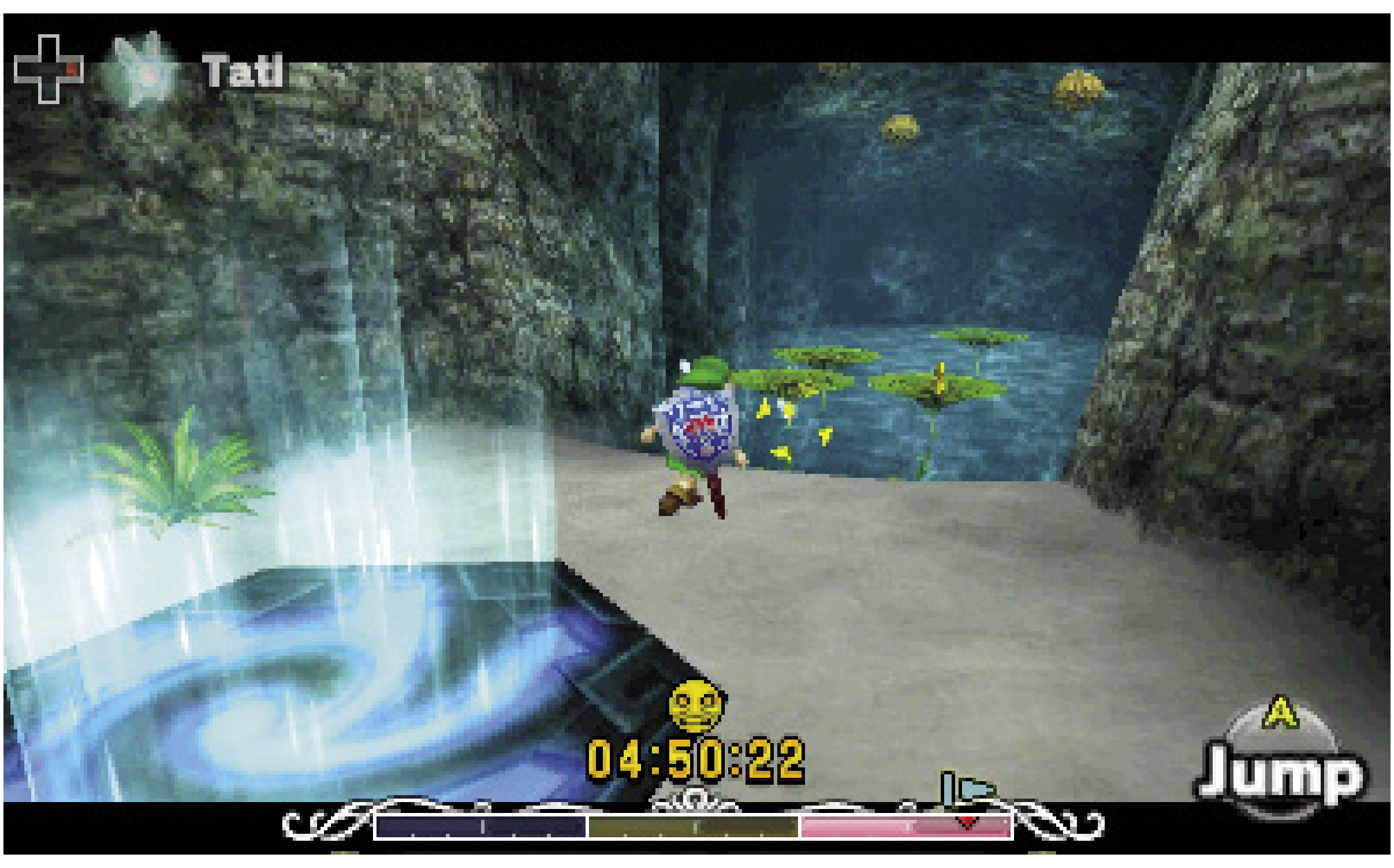


Termina Field Chest #6: Red Rupee

Heart down Under



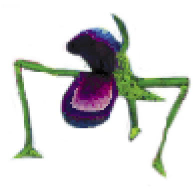
Time to quickly get another goodie here in Termina Field. Go west toward the sandy path that leads to the Great Bay Coast. Keep an eye out for a big boulder near the west fence that you recently jumped with Epona. Use the Blast Mask or a bomb to destroy the boulder and uncover a hole.



Drop into the hole to visit a secret underground cavern that's filled with water, along with dangerous Bio Deku Babas. Use the Hero's Bow to safely cut the Bio Deku Babas from their lily pads, then aim at the ceiling and notice three beehives. Shoot another arrow, and knock down the hive on the right.

Bio Deku Baba

Damage: 1/2 Heart

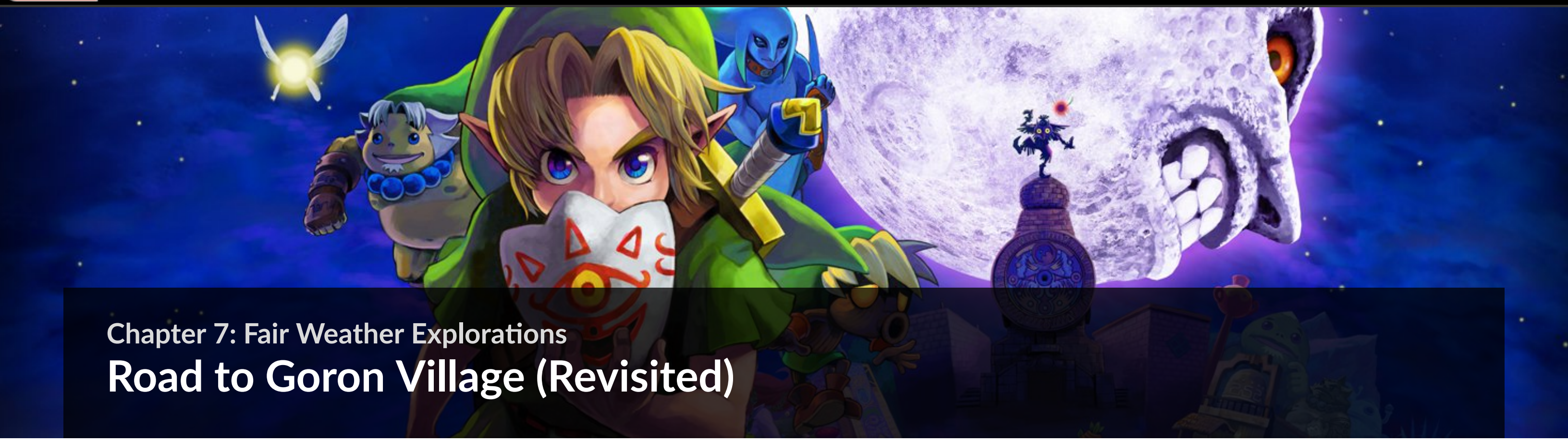


These bad plants reside in deep water and often hang down from long stalks attached to the bottoms of lily pads. Like regular Deku Babas, they strike out at Link whenever he approaches, and they're easy prey for the Hero's Bow. However, once struck by an arrow, Bio Deku Babas are cut from their lily pads and begin to stalk the sea floor, becoming mobile and even more dangerous. Hit Bio Deku Babas with a second ranged attack for good measure.

The beehive splashes into the water and breaks at the bottom, freeing a Piece of Heart. Put on the Zora Mask, and dive after your prize. Touch the floor, and then press Ⓑ + R to wipe out the two Bio Deku Babas that you recently cut down from the lily pads. Scoop up the Piece of Heart afterward, and then return to the surface.

Piece of Heart #23

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

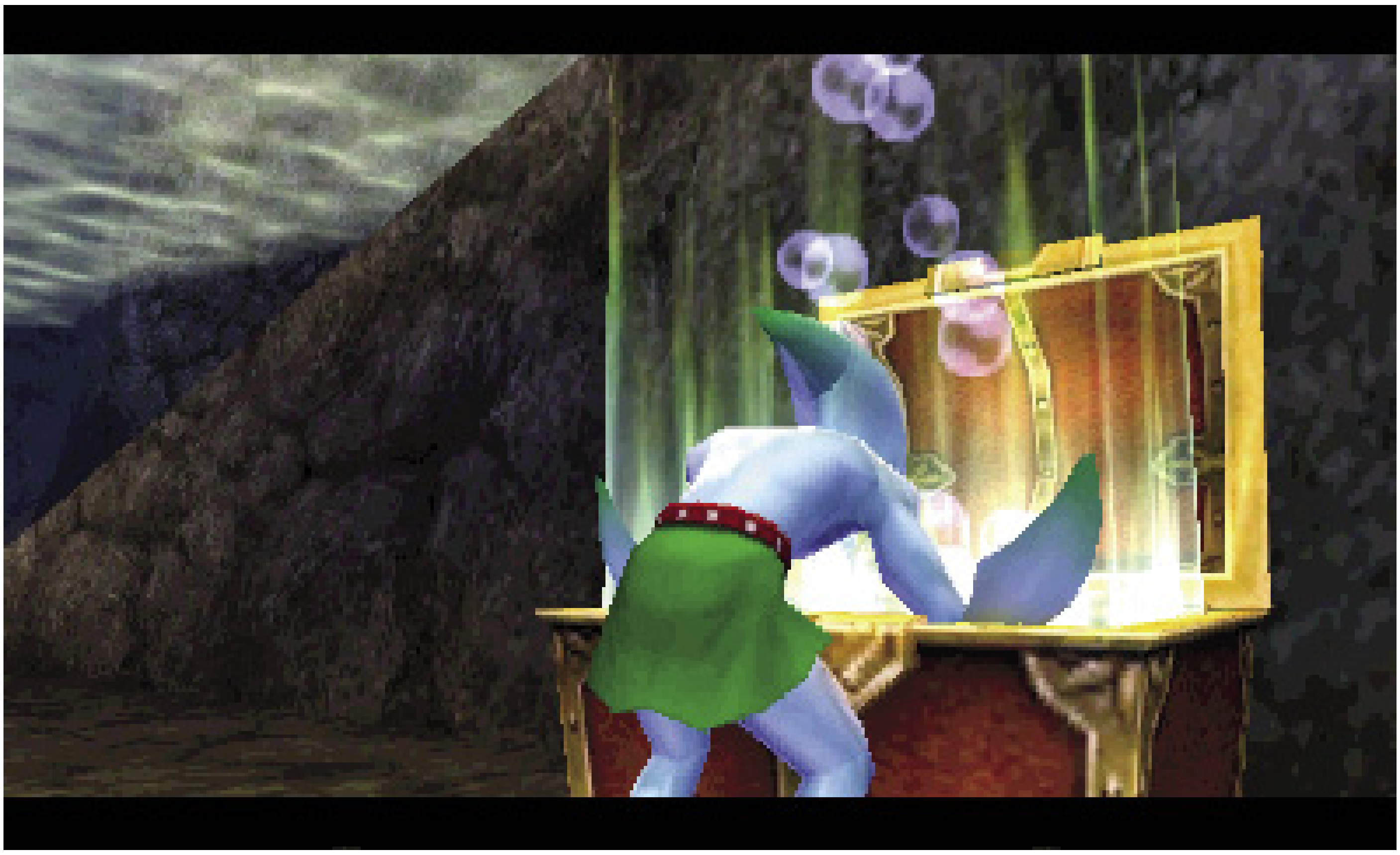


Chapter 7: Fair Weather Explorations

Road to Goron Village (Revisited)

That about wraps up Termina Field. A quick visit to Road to Goron Village is next on your list. Soar to Mountain Village, and then go east to get there.

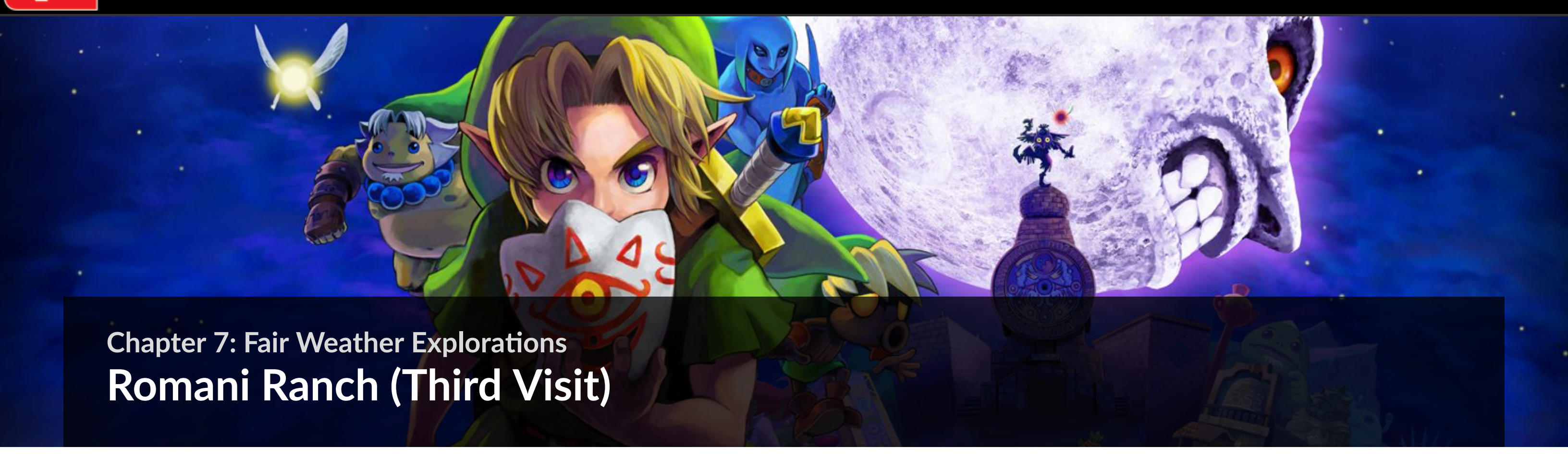
Sunken Heart



Once you reach the Road to Goron Village, check your mini-map to spot a sunken chest down south. The frozen lake kept you from reaching this chest before, but now that you defeated Goht and obtained the Zora Mask, you've thawed out the mountain and can dive down to the chest. Slap on the Zora Mask, dive underwater, and then open the sunken chest to claim another Piece of Heart.

Piece of Heart #24

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

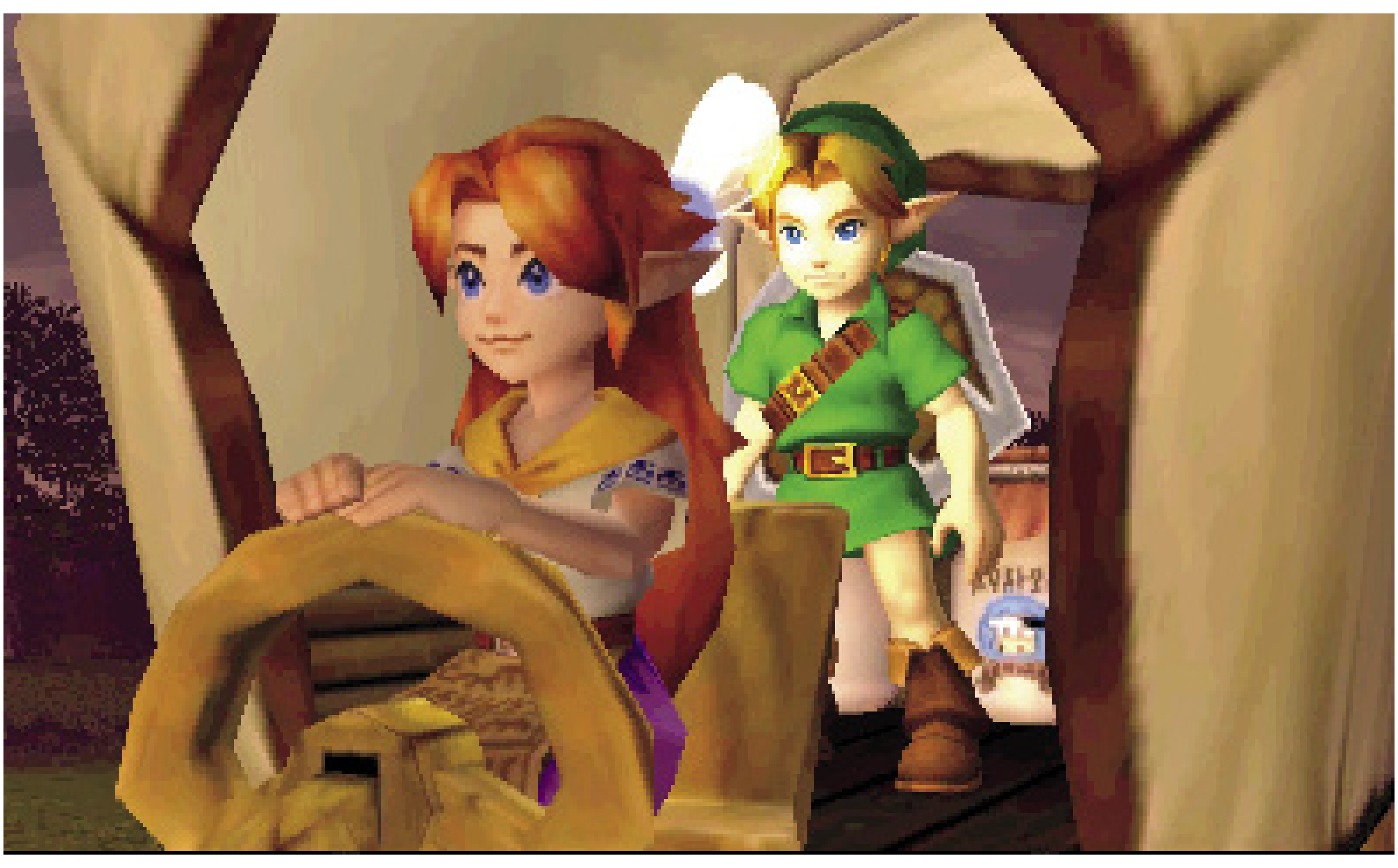


Romani Ranch (Third Visit)

If you succeed in fending "them" off during the Night of the First Day, then you can accomplish something special at Romani Ranch during the Night of the Second Day. Soar to Milk Road, save your game, and then go west into the ranch. Head for Romani's house, and then play the Song of Double Time to advance to the Night of the Second Day (6 p.m. on the Second Day).

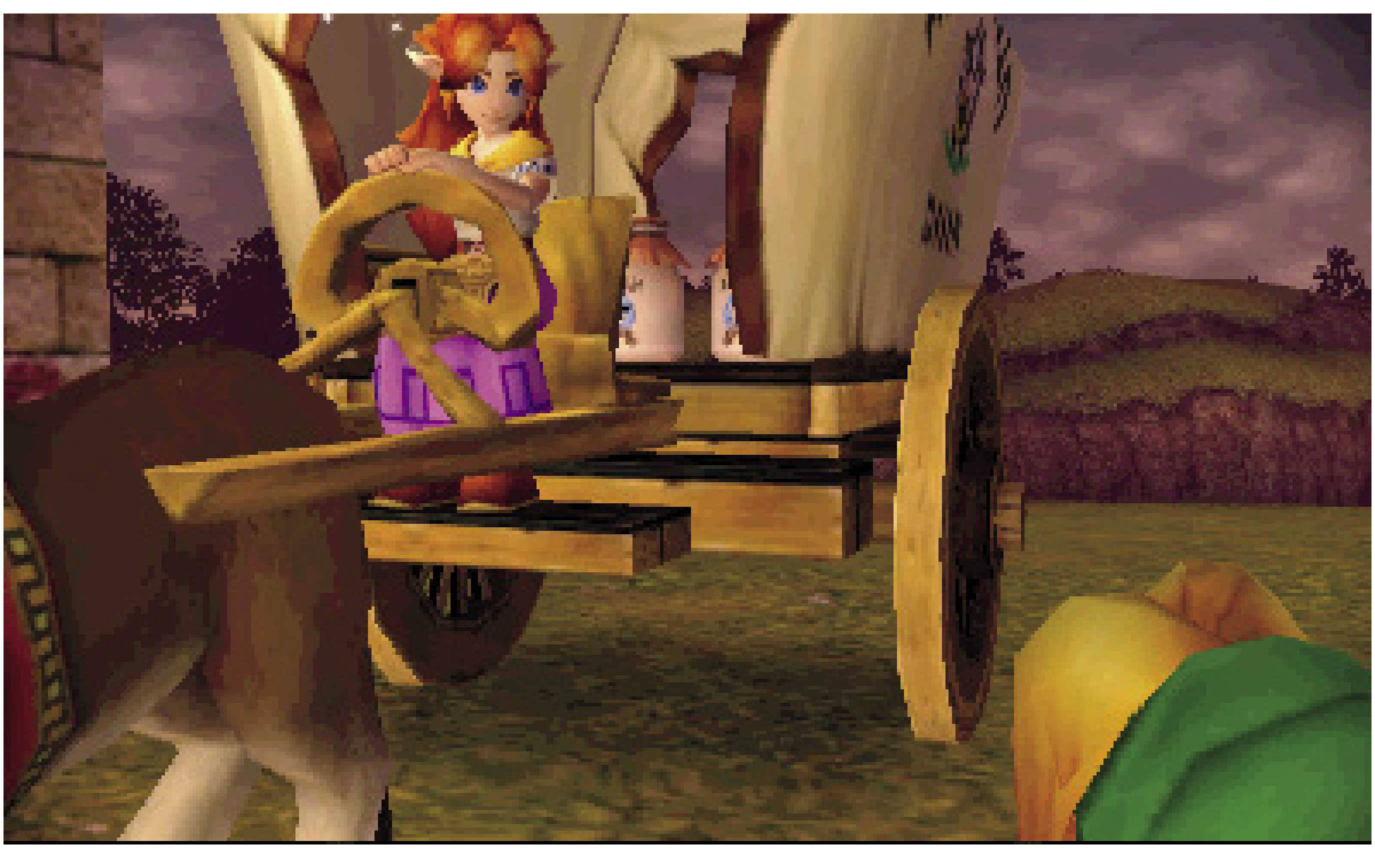
Link, the Professional Escort

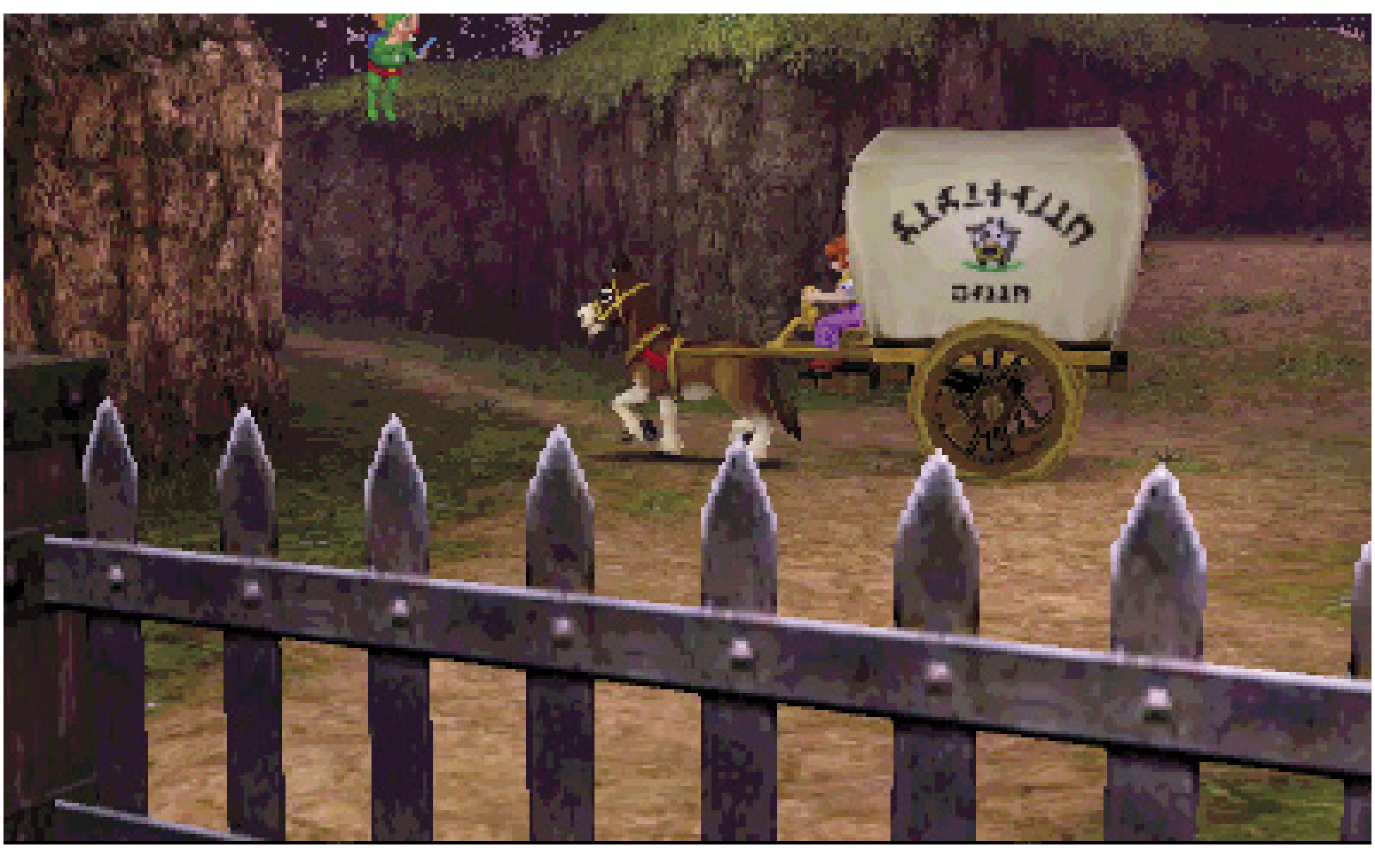
If you saved Romani's cows from "them" during the Night of the First Day, then during the Night of the Second Day, you'll find Romani's sister, Cremia, readying a wagon full of Chateau Romani for a special delivery to Clock Town. Speak with Cremia near the barn and agree to go with her. After all, it's dangerous to go alone.

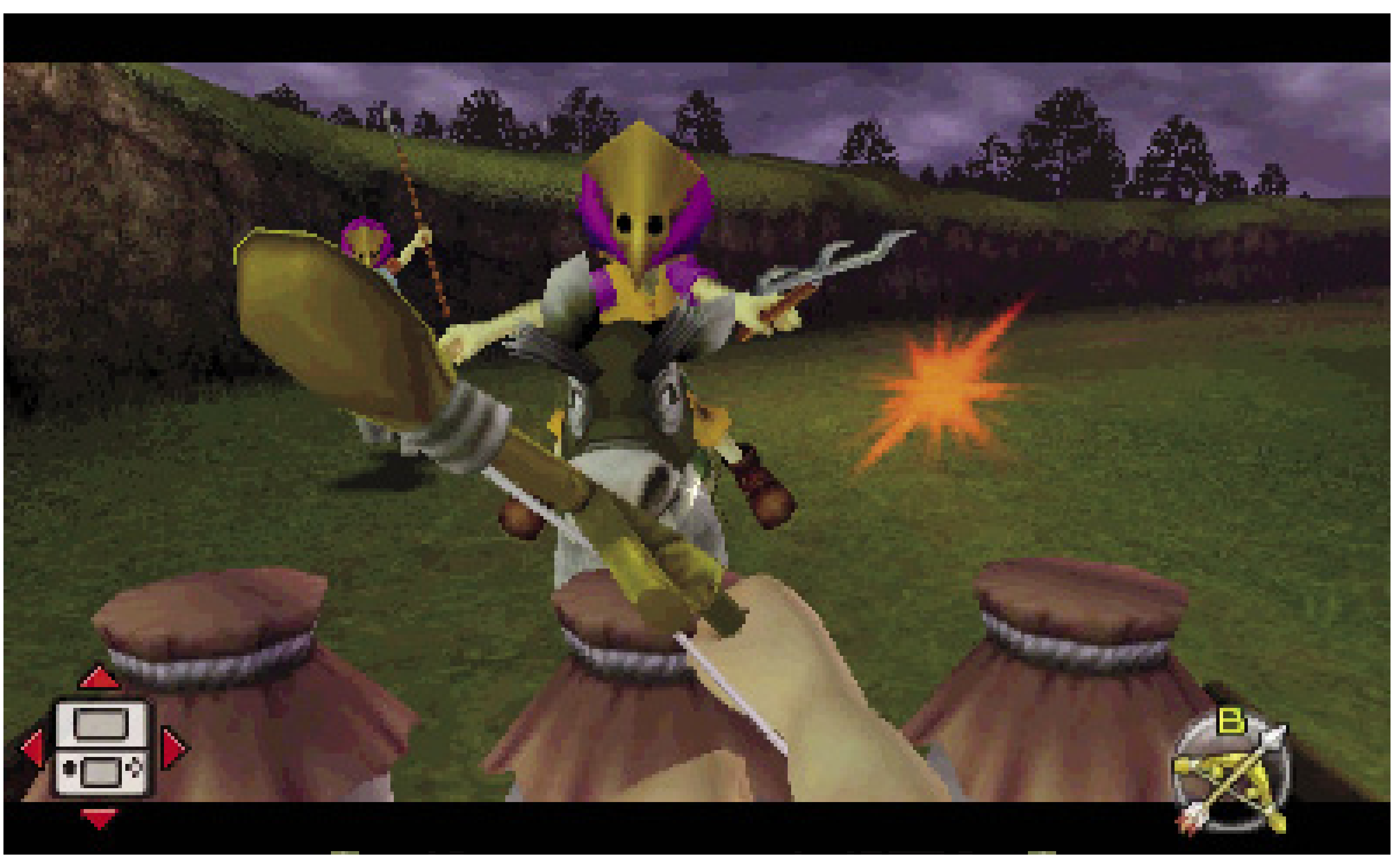


As you travel through the ranch, Cremia fills you in on the trouble that she and her sister, Romani, are having around the farm. She also gives you a bit of insight about her friend Anju, who's getting married soon. But Cremia's joy for her friend is dampened by the sight of the looming moon.

When you reach Milk Road, Cremia suddenly brings her wagon to a halt. That's funny... there's a fence in the road! Seeing no other alternative, Cremia steers her wagon onto the nearby Gorman Track, taking a little detour. She has a funny feeling, and she tells Link to ready his bow.

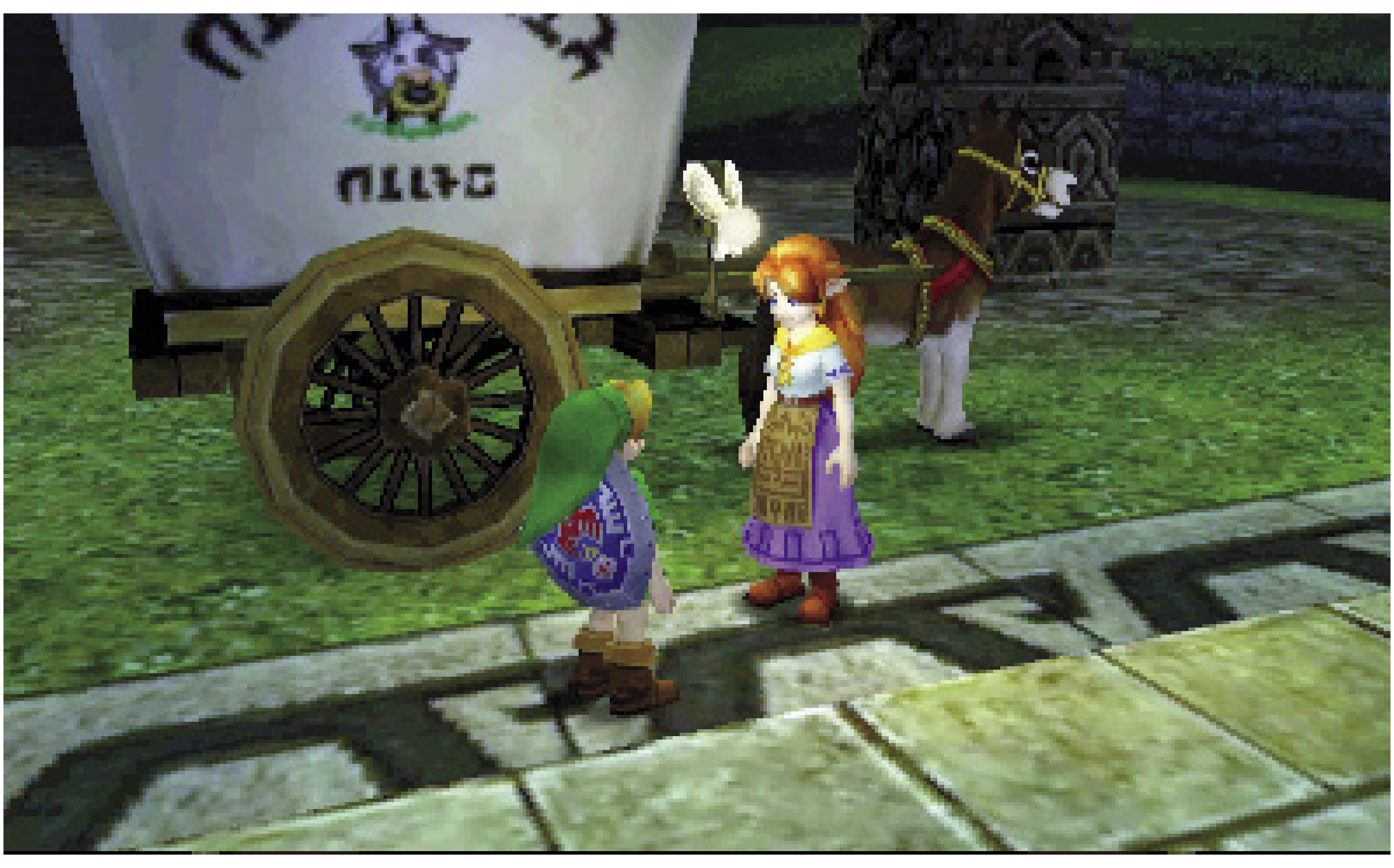




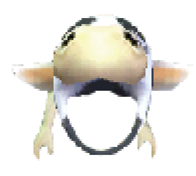


Cremia's trepidation is spot-on, as you're soon pursued by evil thieves! (Hey, the masks those guys are wearing look awfully familiar...) Use your bow to fend off the thieves by shooting them with arrows. You have unlimited arrows, so just keep tapping Ⓑ to shoot the thieves each time they draw near.

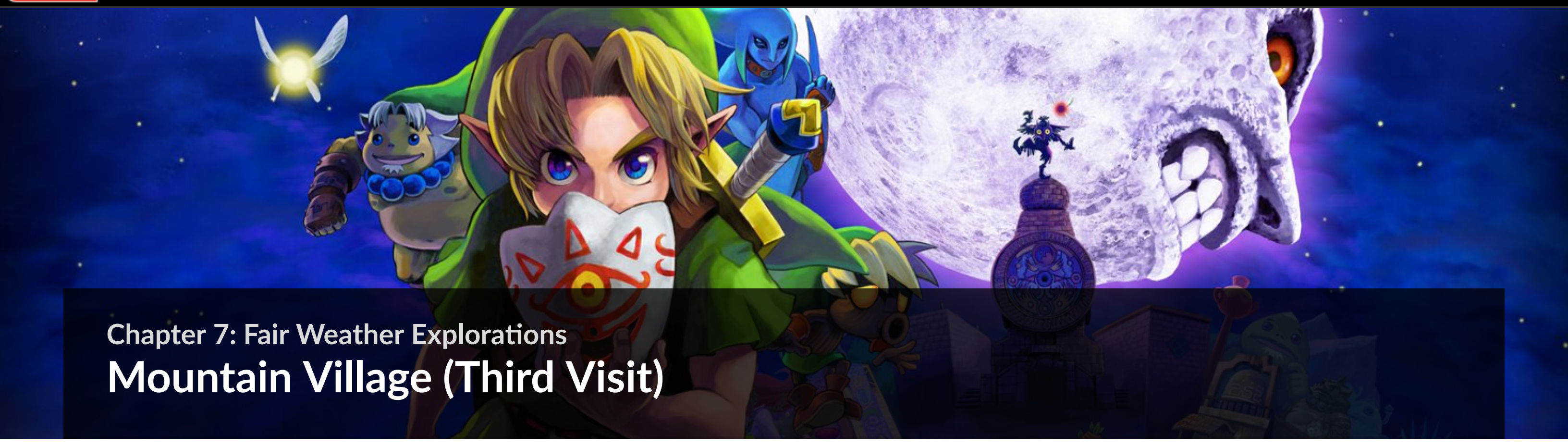
Keep firing arrows at the thieves until you're finally through the detour. Once you're out of danger, Cremia thanks you with a special reward: Romani's Mask. With this special mask, you can finally enter the Latte Milk Bar in East Clock Town when it's open during the evenings. Most excellent!



Romani's Mask

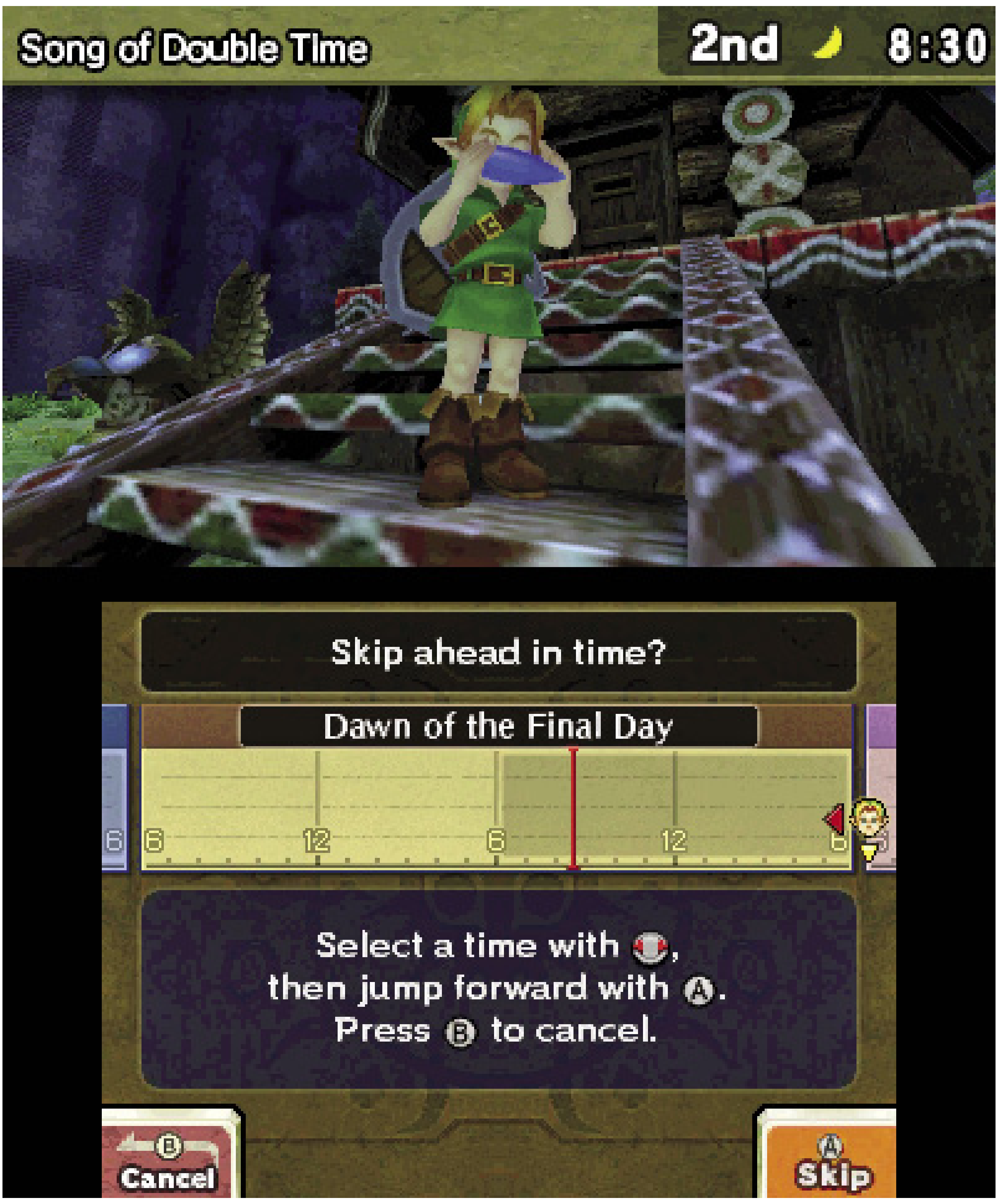


You got Romani's Mask! Wear it to show you're a member of Latte, the exclusive Milk Bar.



Mountain Village (Third Visit)

The Ultimate Weapon



Skip ahead in time?

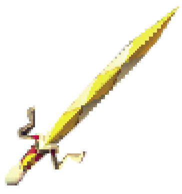
Dawn of the Final Day

Select a time with ⓞ,
then jump forward with Ⓐ.
Press Ⓑ to cancel.

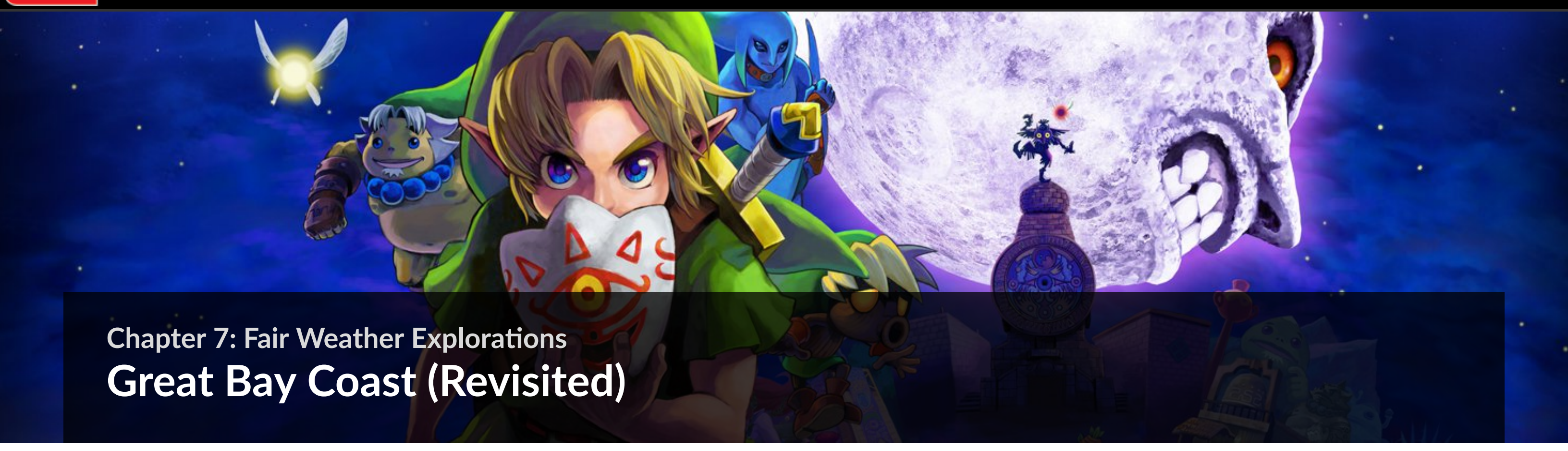
At long last, the time has come to reclaim your sword. Play the Song of Soaring and warp to Mountain Village, then play the Song of Double Time to advance to the Dawn of the Final Day. Enter the Mountain Smithy's shop to check on your blade.

Good as his word, the blacksmith hands you a superior weapon: the Gilded Sword. This is the best blade that the blacksmith can forge; it inflicts more damage than the Razor Sword, but it never dulls. Now that you've got the Gilded Sword, you'll never lose it, even after you reset time.

Gilded Sword



Your Razor Sword has been strengthened. Now it's a Gilded Sword! Newly forged, your sword is better than ever and will never break.



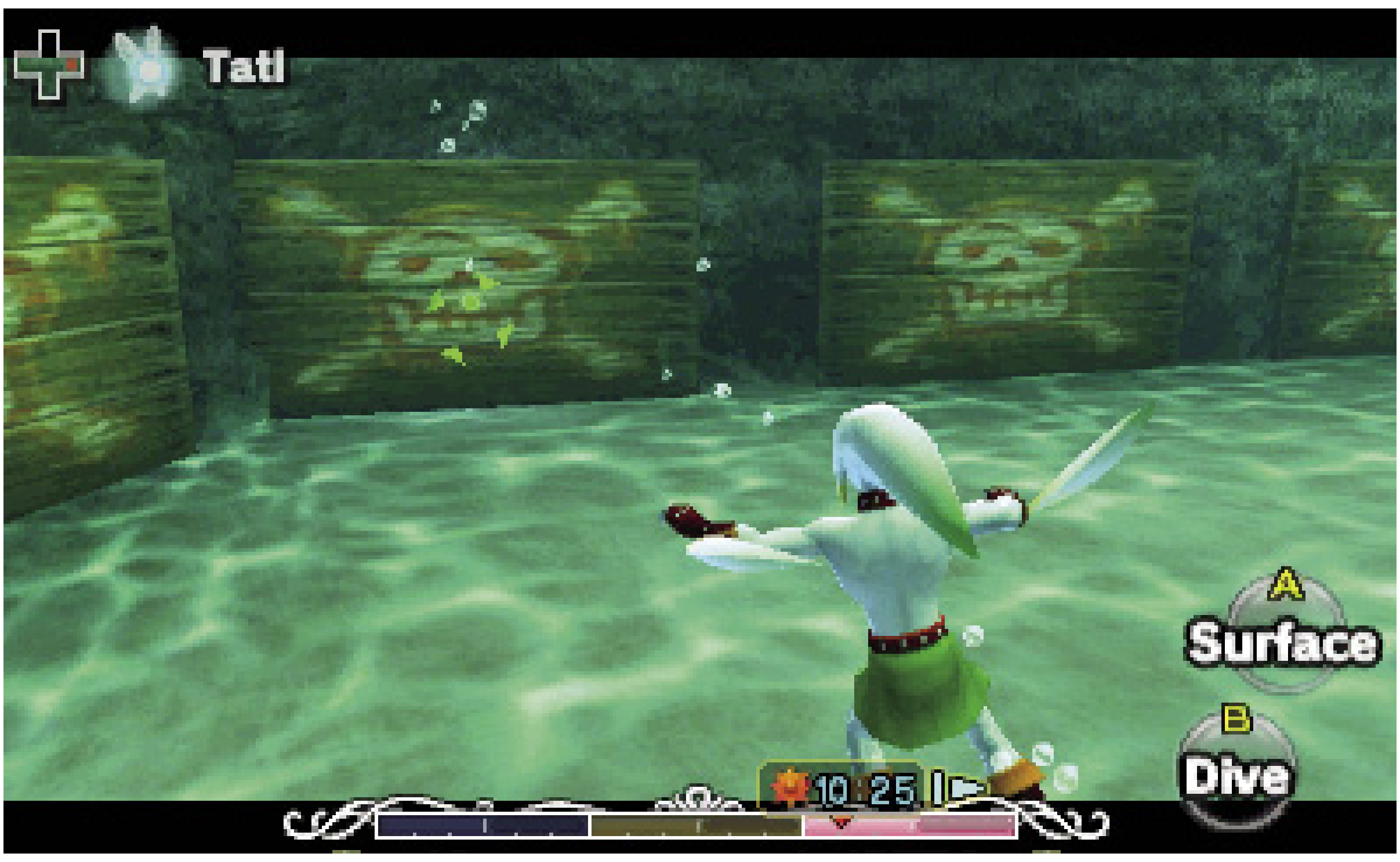
Time for a Swim

A
Swim
B
Dive
9:02

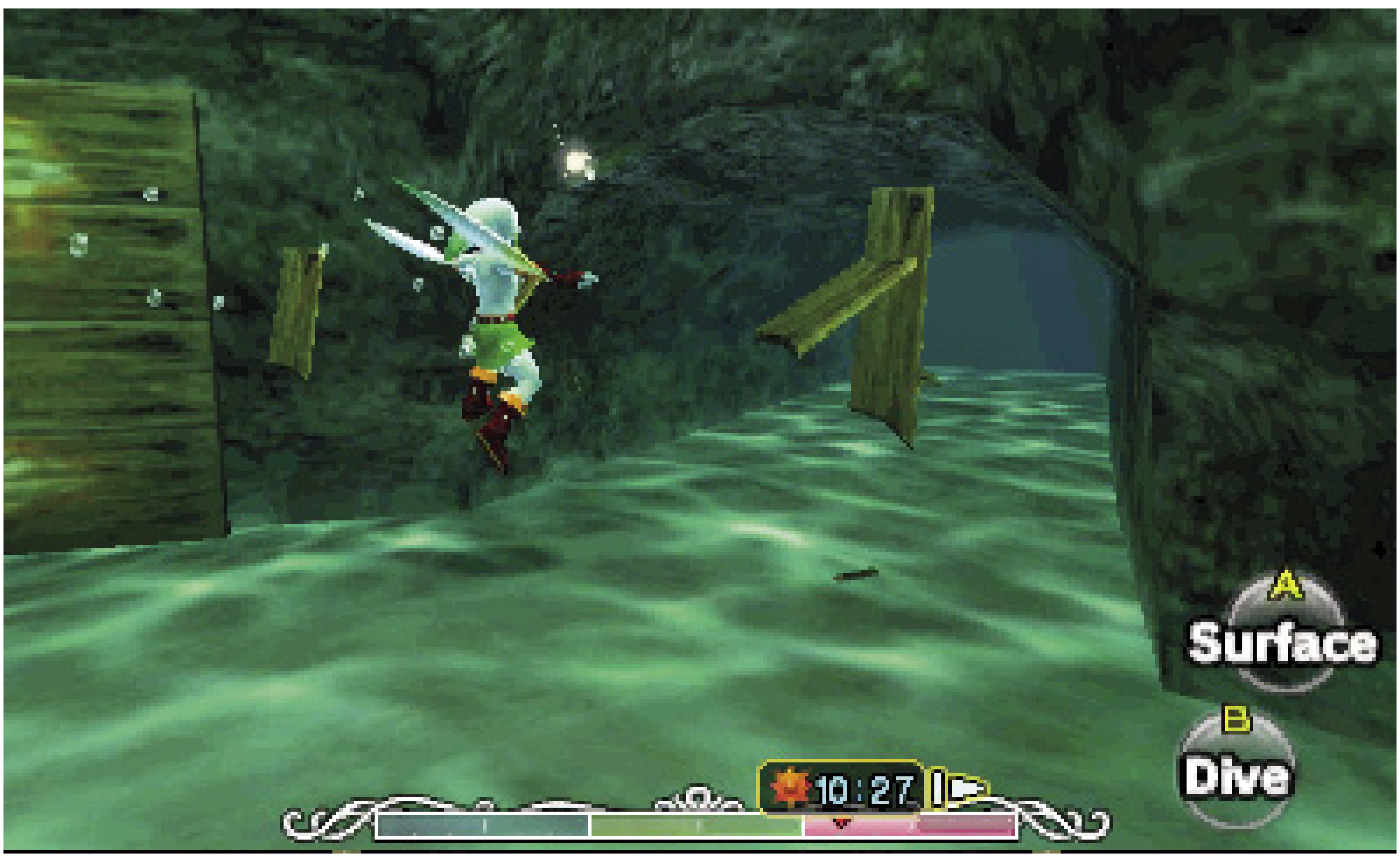
It's the Final Day now, but you've just obtained a mighty sword and the Zora Mask. Time to get a little more use out of them. First, soar to Clock Town and visit the Trading Post in West Clock Town. Spend 30 Rupees to fill one of your Empty Bottles with Red Potion, then soar to the Great Bay Coast and put on the Zora Mask. Hold Ⓐ to swim north from the Marine Research Lab, heading for a lagoon.

Save That Potion

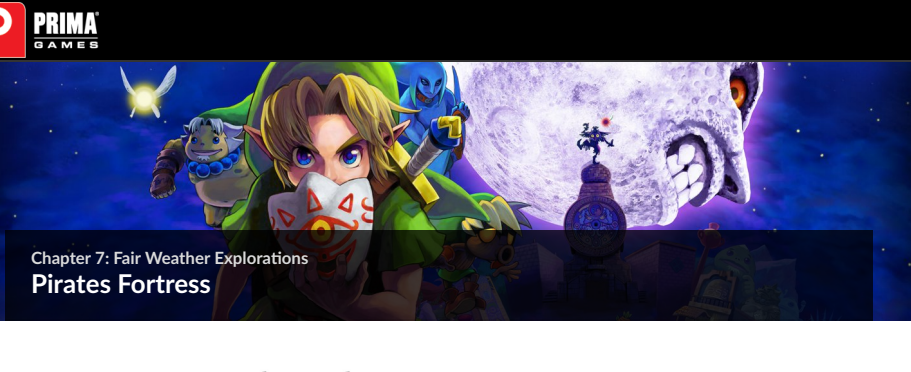
You'll need to use the Red Potion for something special eventually, so don't drink it, no matter what. If all else fails and you need to drink the Red Potion to recover, be sure to buy another one.



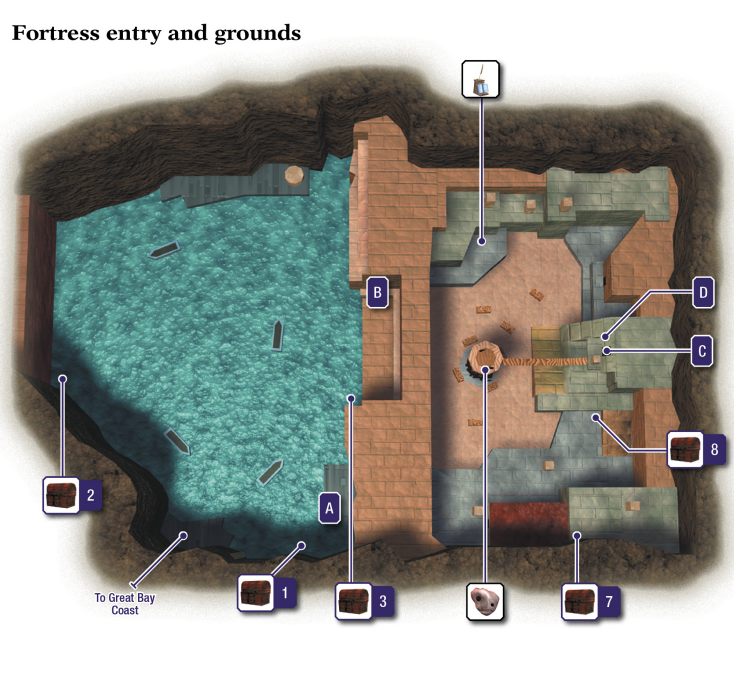
Steer clear of the underwater Like Likes as you swim north and then east, into the lagoon. Swim down underwater, and examine the lagoon's north wall to find four wooden panels, which Tatl flies over and inspects. Speak with Tatl, and she'll hint that the wooden panels seem a bit out of place.



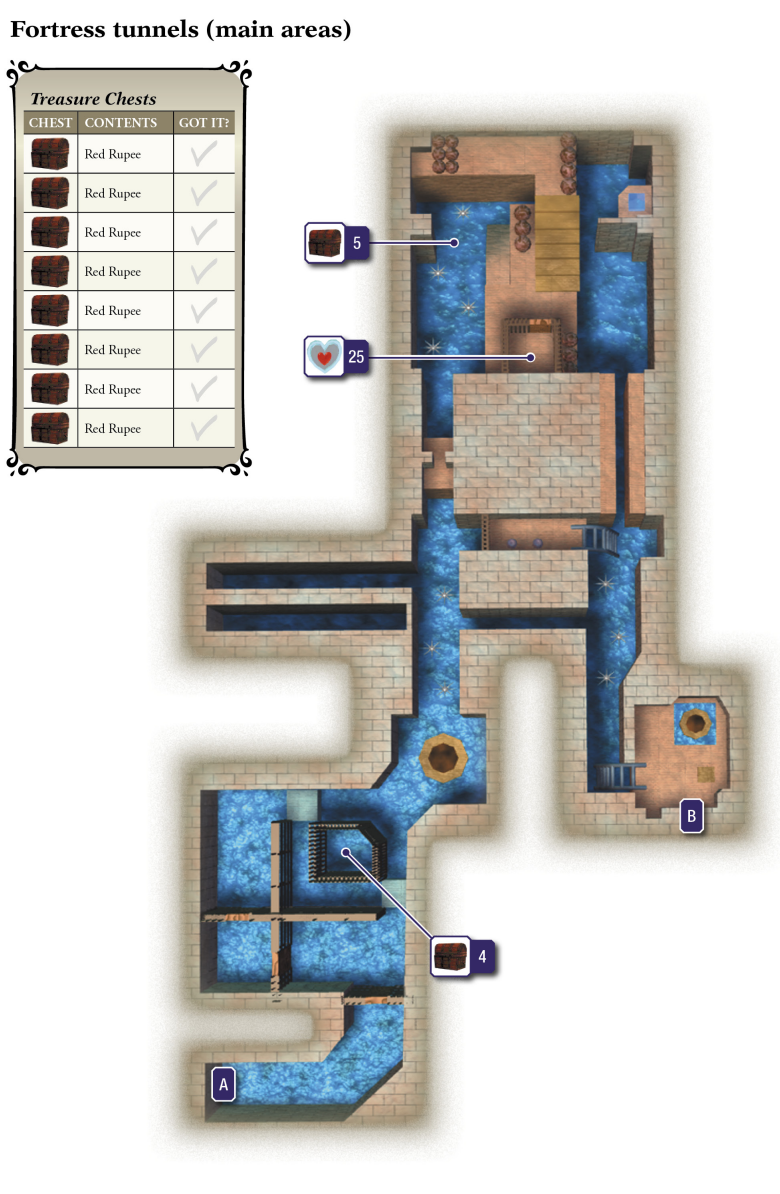
Back up and make some room, then hold Ⓐ + R and use magic power to swim toward the wooden sections at top speed. Ram into the second wooden section from the left to smash it apart, revealing a secret tunnel in the wall. Swim through the tunnel to begin your infiltration of a freaky pirate fortress.



Fortress entry and grounds



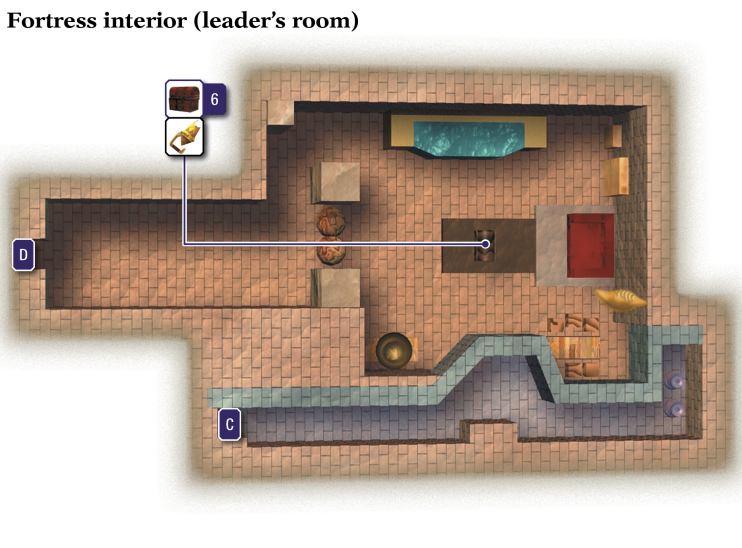
Fortress tunnels (main areas)



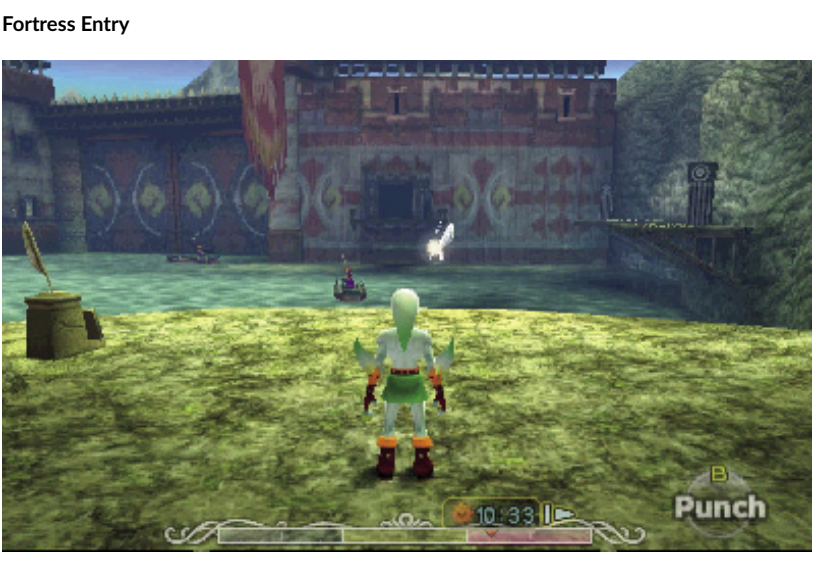
Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	
	Red Rupee	
	Red Rupee	
	Red Rupee	
	Red Rupee	
	Red Rupee	
	Red Rupee	
	Red Rupee	

Fortress interior (leader's room)



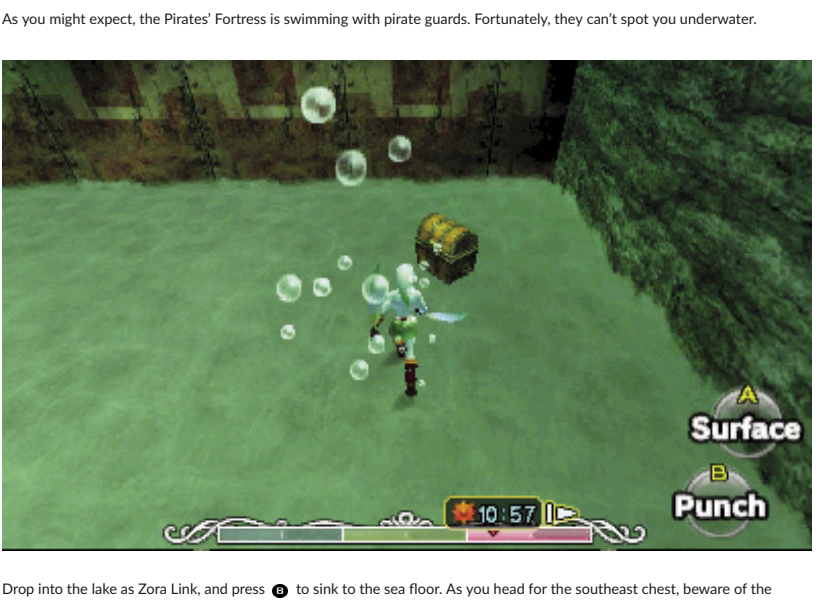
Fortress Entry



Getting Caught by the Gerudos

If the guards spot you, you'll be promptly tossed out of their fortress, finding yourself back in the Great Bay. Swim back through the lagoon's secret tunnel to reenter the fortress, and try to be more careful next time.

As you might expect, the Pirates' Fortress is swimming with pirate guards. Fortunately, they can't spot you underwater.



Drop into the lake as Zora Link, and press R to sink to the sea floor. As you head for the southeast chest, beware of the underwater Skullfish. Open the chest to claim a Red Rupee.

Pirates' Fortress Chest #1:Red Rupee

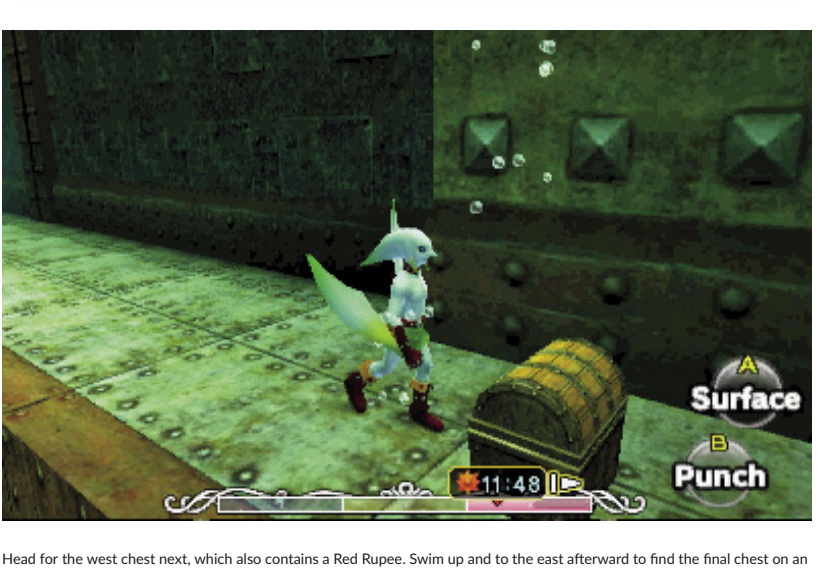
Skullfish

Damage: 1/4 Heart

These freaky fish inhabit areas of deep water where Link can swim. Once they spot Link, they race toward him, aiming to take a bite out of his hide. Zora Link can slay them quite easily by holding A + R while swimming or A + R while walking to raise his magic shield. To conserve magic power, sink to the sea floor, and then use Zora Link's normal fin attacks to defeat Skullfish that draw near.

Conserve Your Magic Power

You're going to need a bit of magic power once you've reach the interior of the Pirates' Fortress, so don't spend it all by holding A + R just to swim faster. Only use A to swim, saving plenty of magic power for later.

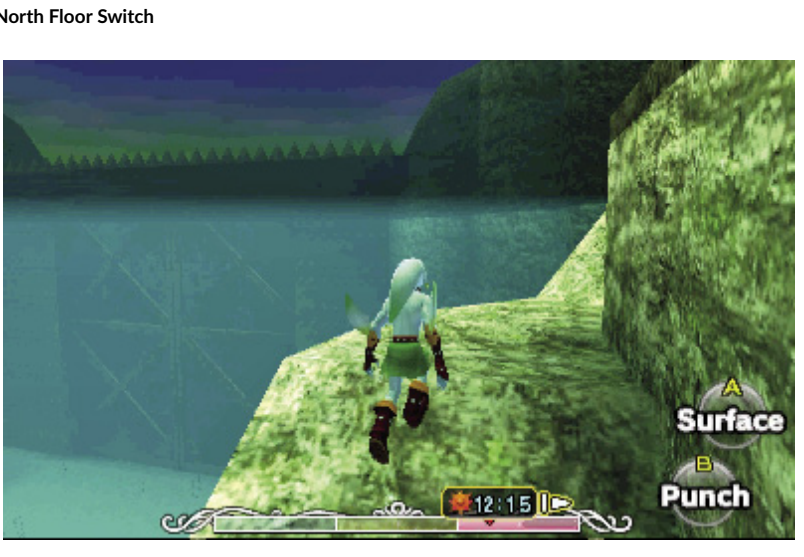


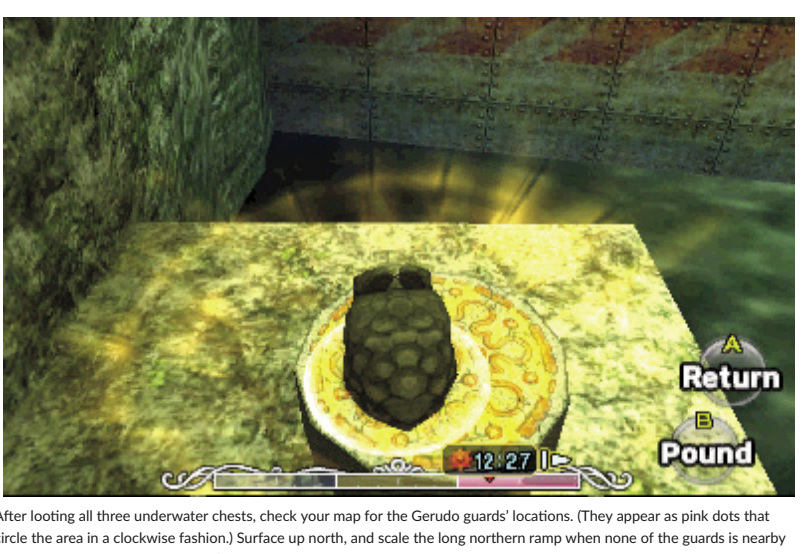
Head for the west chest next, which also contains a Red Rupee. Swim up and to the east afterward to find the final chest on an underwater ledge. Crack it open for a third Red Rupee. Cha-ching!

Pirates' Fortress Chest #2: Red Rupee

Pirates' Fortress Chest #3: Red Rupee

North Floor Switch

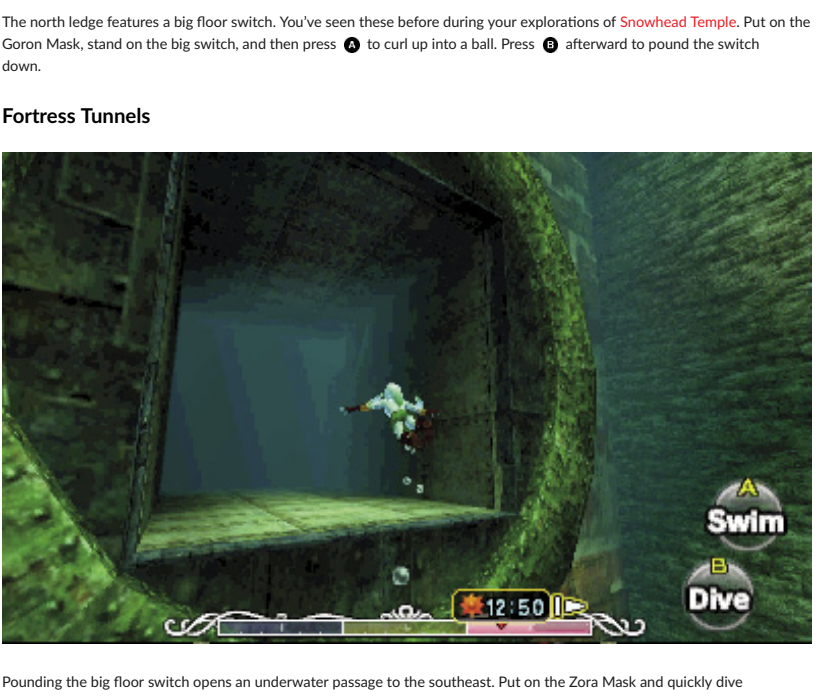




After looting all three underwater chests, check your map for the Gerudo guards' locations. (They appear as pink dots that circle the area in a clockwise fashion.) Surface up north, and scale the long northern ramp when none of the guards is nearby (wait for the big gap between them).

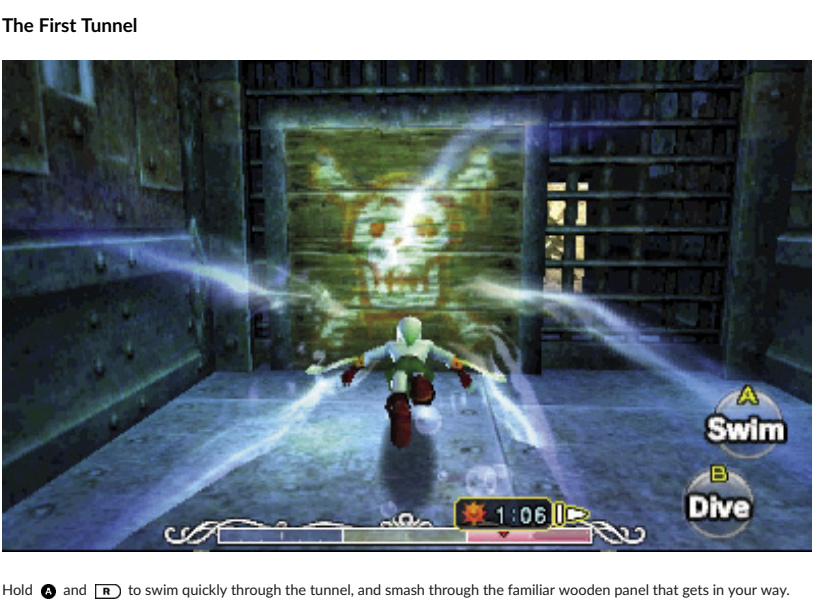
The north ledge features a big floor switch. You've seen these before during your explorations of Snowhead Temple. Put on the Goron Mask, stand on the big switch, and then press A to curl up into a ball. Press B afterward to pound the switch down.

Fortress Tunnels

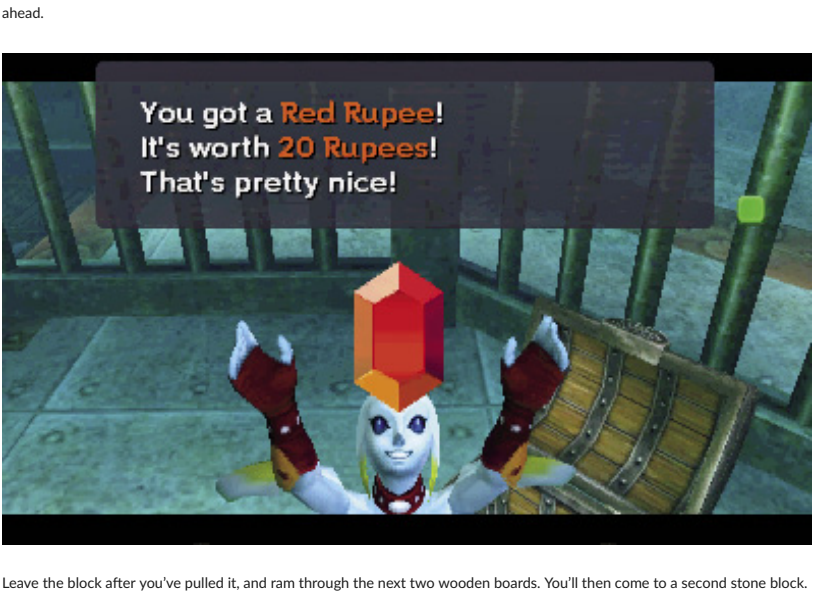


Pounding the big floor switch opens an underwater passage to the southeast. Put on the Zora Mask and quickly dive underwater before the pirates return, then swim into the southeast tunnel.

The First Tunnel



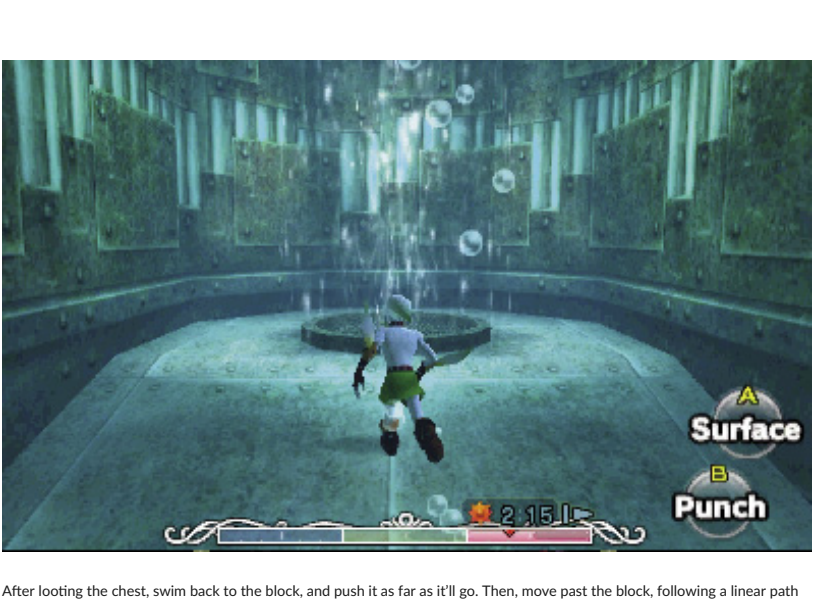
Hold A and R to swim quickly through the tunnel, and smash through the familiar wooden panel that gets in your way. Walk up to the stone block beyond the board afterward, and hold A to grab the block. Pull the block out from the cage ahead.



You got a Red Rupee!
It's worth 20 Rupees!
That's pretty nice!

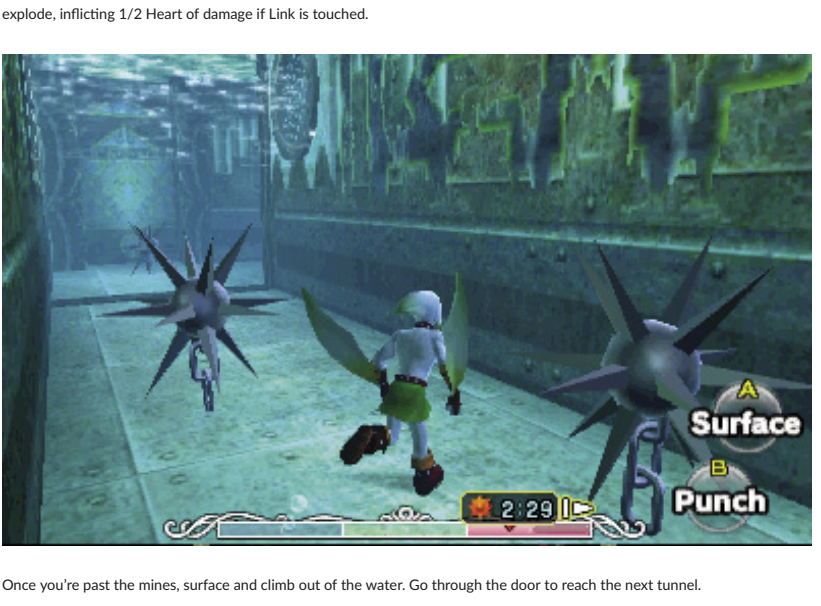
Leave the block after you've pulled it, and ram through the next two wooden boards. You'll then come to a second stone block. Before doing anything with it, tap A to surface, and then swim over to the nearby chest (follow the icon on your map). Open the chest for a Red Rupee.

Pirates' Fortress Chest #4: Red Rupee

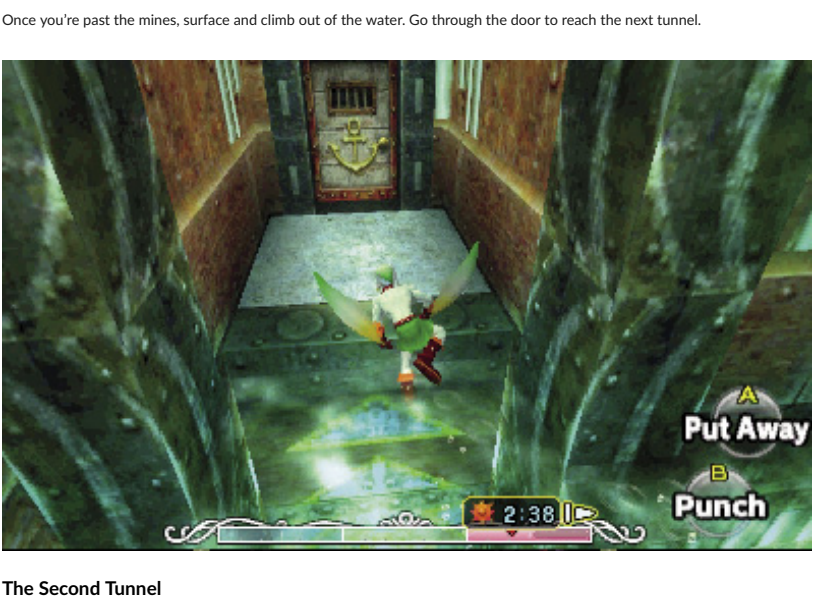


After looting the chest, swim back to the block, and push it as far as it'll go. Then, move past the block, following a linear path around to an updraft.

Move into the updraft to reach a higher passage. Carefully maneuver past the spiky mines without touching them. The mines explode, inflicting 1/2 Heart of damage if Link is touched.

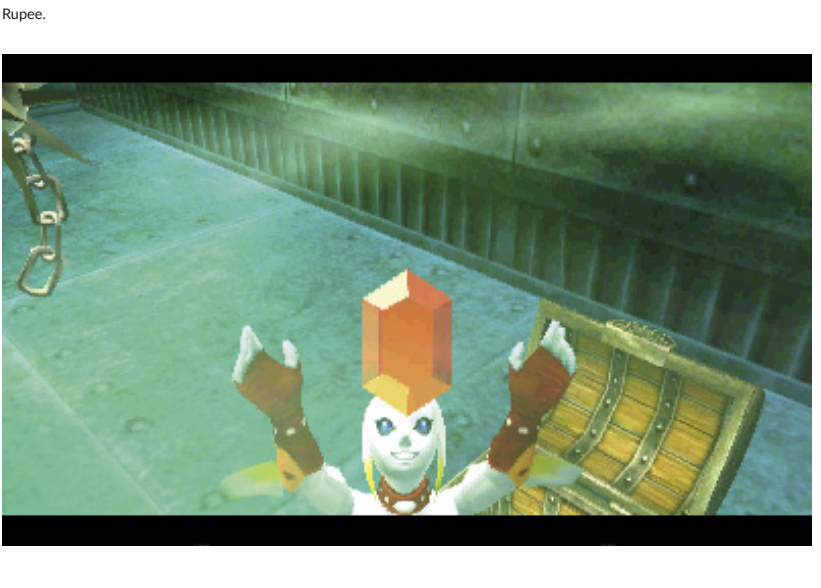


Once you're past the mines, surface and climb out of the water. Go through the door to reach the next tunnel.



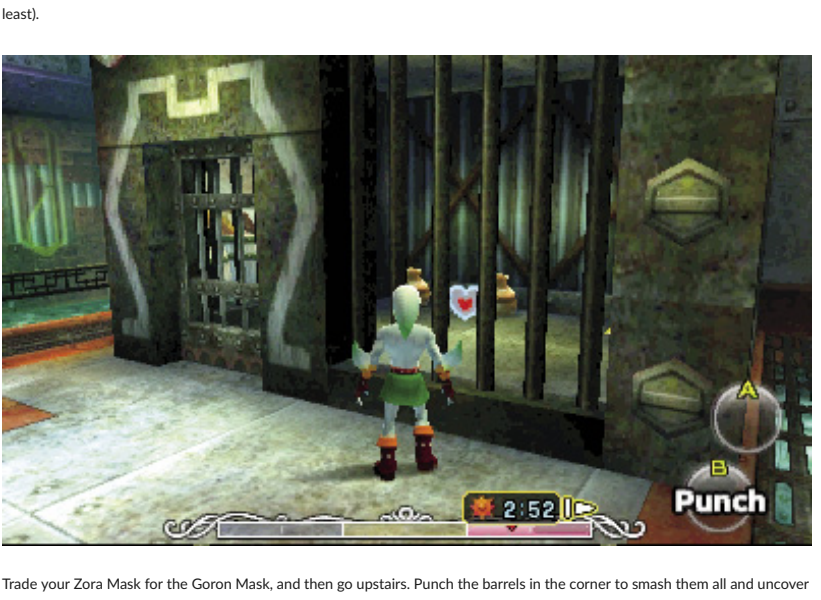
The Second Tunnel

Dive and carefully walk past the floating mines in the second tunnel, heading for another chest. Big surprise: it contains a Red Rupee.

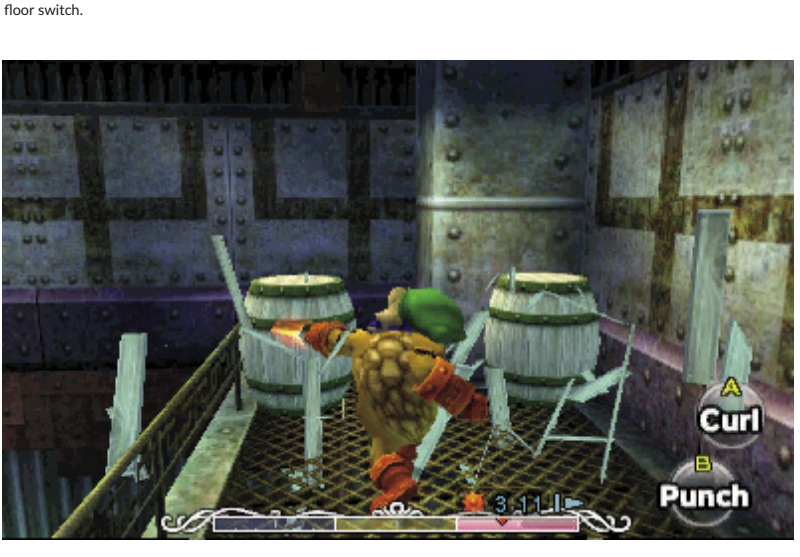


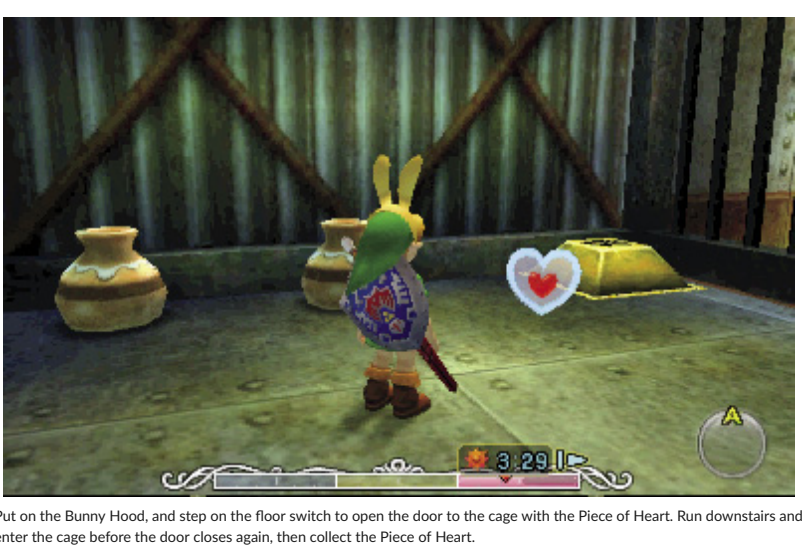
Pirates' Fortress Chest #5: Red Rupee

Scale the nearby ramp to climb out of the water. The nearby cage features a Piece of Heart, but you can't reach it (not yet, at least).



Trade your Zora Mask for the Goron Mask, and then go upstairs. Punch the barrels in the corner to smash them all and uncover a floor switch.





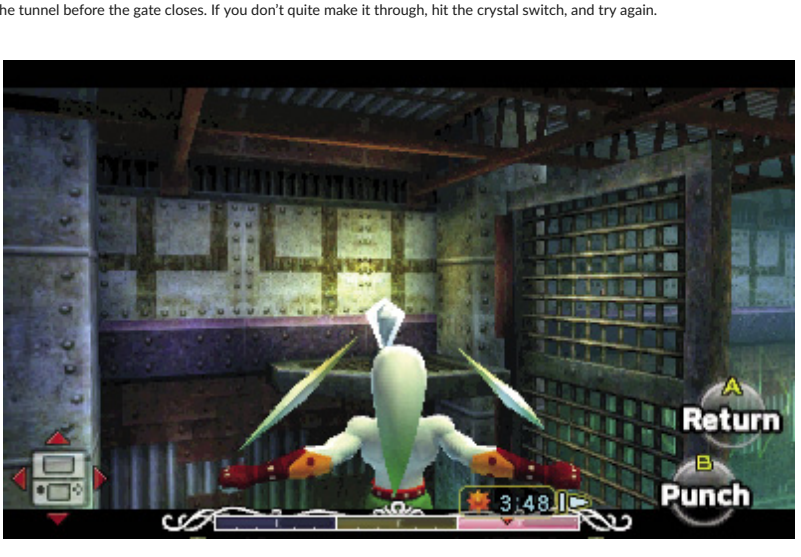
Put on the Bunny Hood, and step on the floor switch to open the door to the cage with the Piece of Heart. Run downstairs and enter the cage before the door closes again, then collect the Piece of Heart.

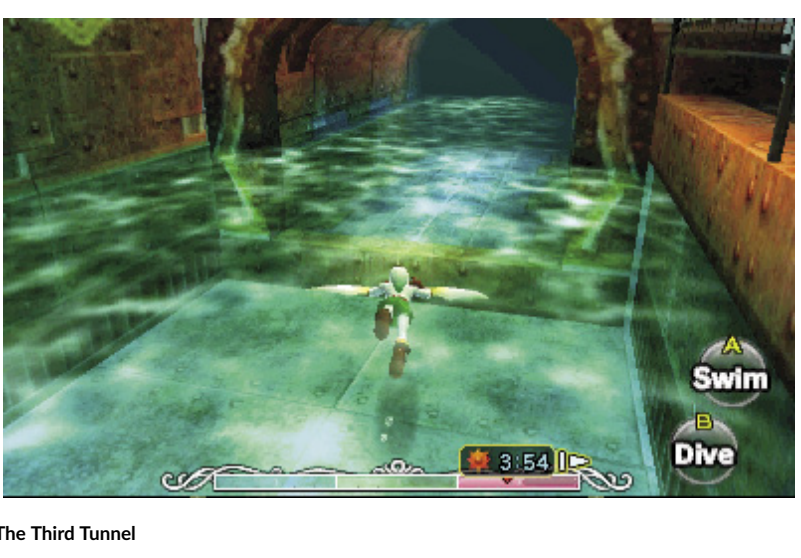
Piece of Heart #25

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

After collecting the Piece of Heart, use the nearby floor switch to reopen the cage door, then go back upstairs. Put on the Zora Mask, hold B, and aim the crystal switch on the far ledge. Release B to throw your fins at the crystal switch and strike it.

Striking the crystal switch opens the nearby gate for a brief time. Run back downstairs, jump into the water, and swim through the tunnel before the gate closes. If you don't quite make it through, hit the crystal switch, and try again.

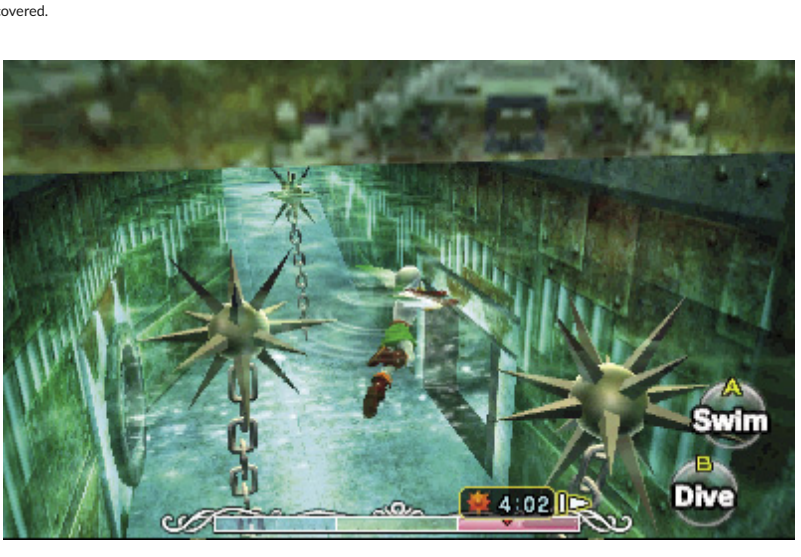


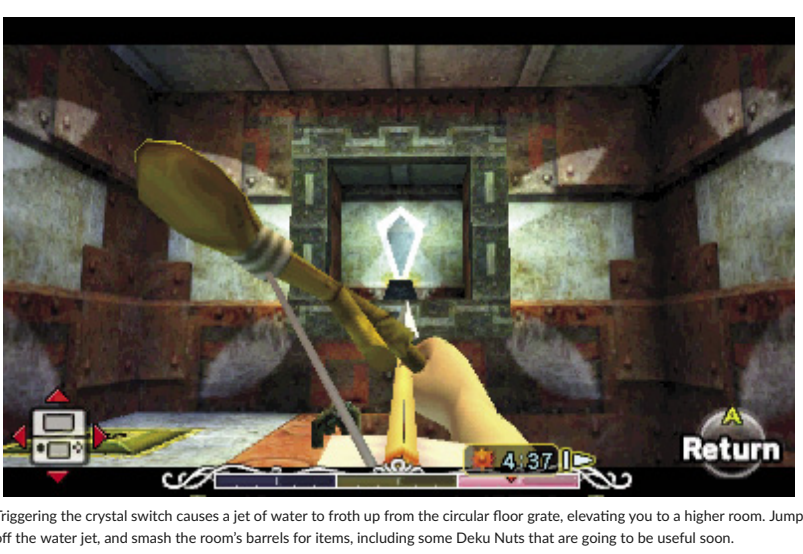


The Third Tunnel

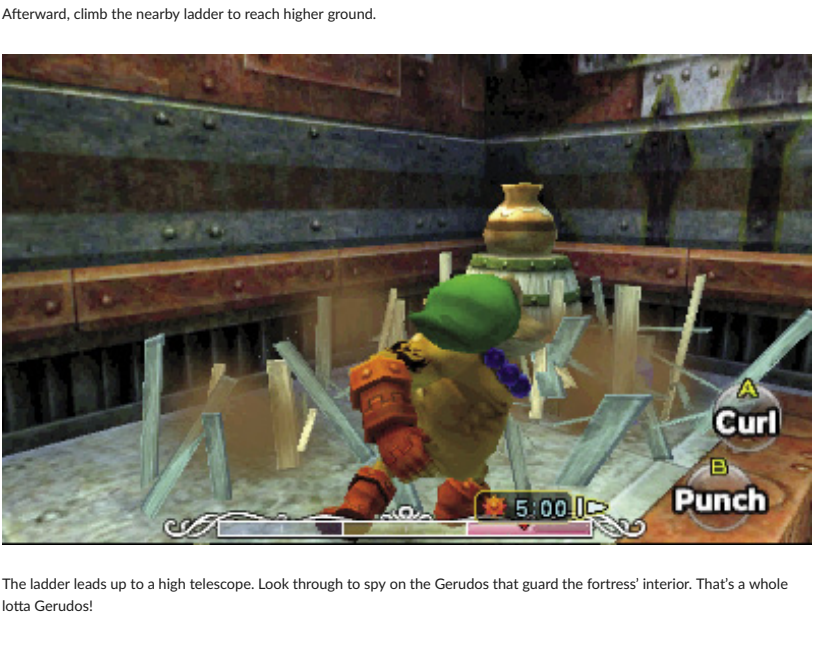
Carefully avoid the floating mines and the lower current as you navigate this tunnel. Keep going until you reach a ladder, then climb up to dry land.

Step on the floor switch that you discover above the ladder to briefly expose a crystal switch in the nearby wall. Quickly move onto the nearby circular floor grate, then toss Zora Link's fins (or fire an arrow) at the crystal switch before it becomes covered.

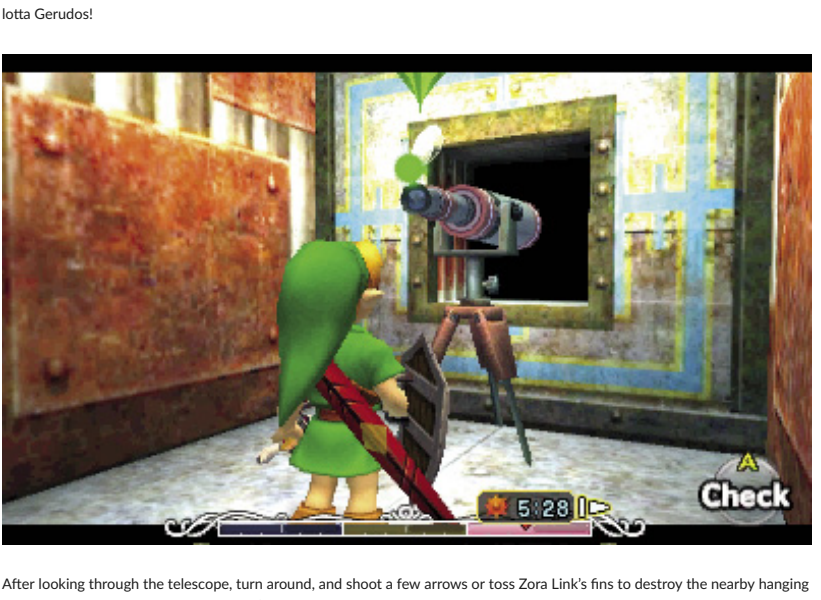




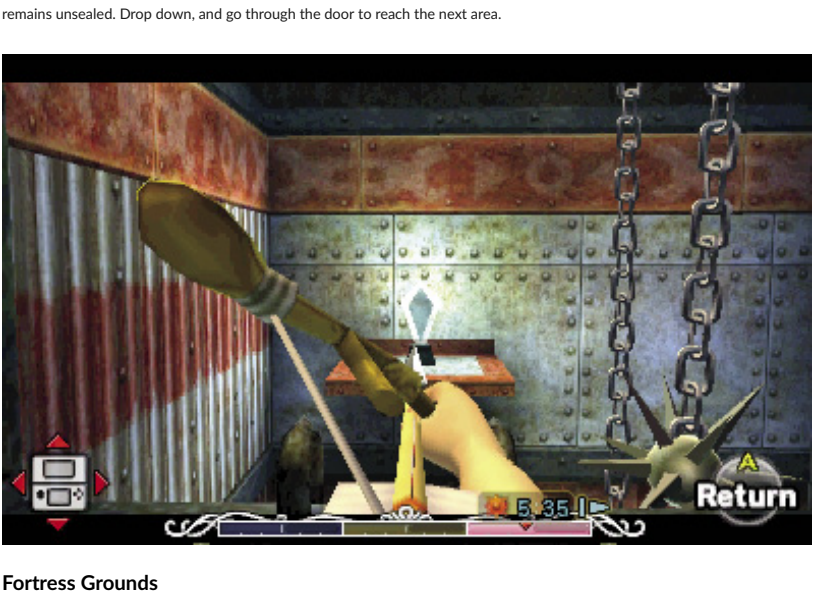
Triggering the crystal switch causes a jet of water to froth up from the circular floor grate, elevating you to a higher room. Jump off the water jet, and smash the room's barrels for items, including some Deku Nuts that are going to be useful soon. Afterward, climb the nearby ladder to reach higher ground.



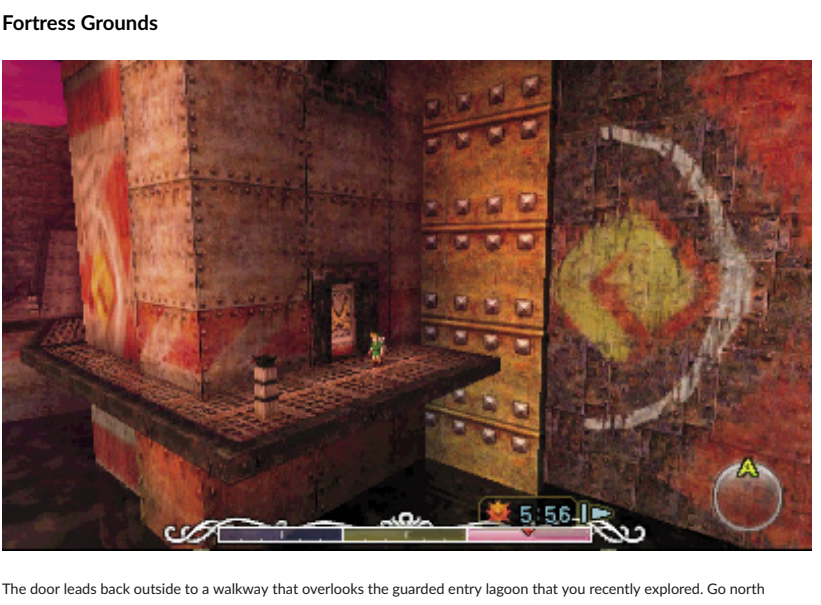
The ladder leads up to a high telescope. Look through to spy on the Gerudos that guard the fortress' interior. That's a whole lotta Gerudos!



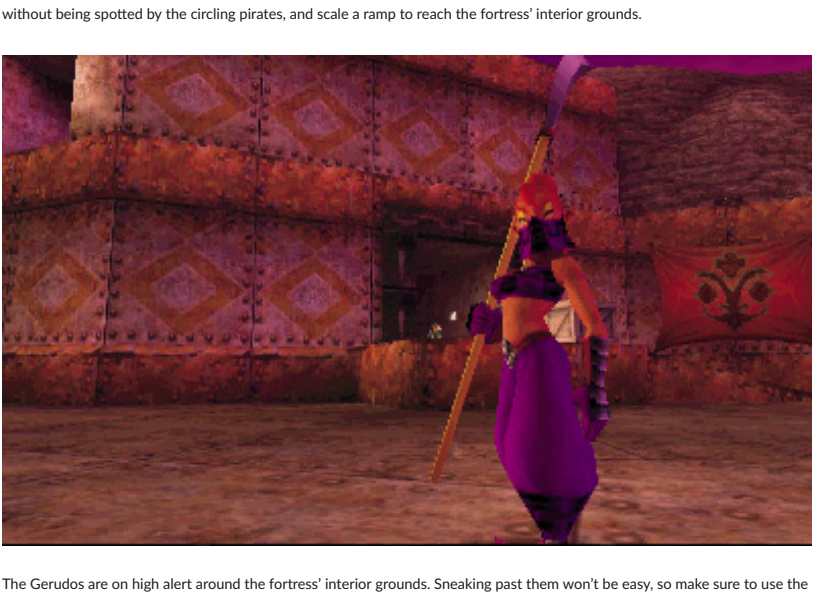
After looking through the telescope, turn around, and shoot a few arrows or toss Zora Link's fins to destroy the nearby hanging mines. Once the mines are no more, you'll have a clear shot at another crystal switch. Hit it to unseal a lower door, which remains unsealed. Drop down, and go through the door to reach the next area.



Fortress Grounds

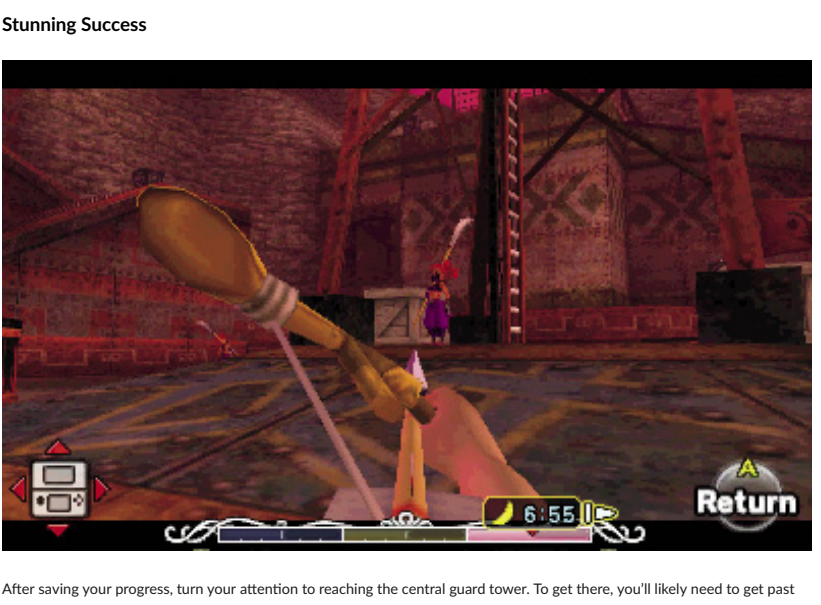


The door leads back outside to a walkway that overlooks the guarded entry lagoon that you recently explored. Go north without being spotted by the circling pirates, and scale a ramp to reach the fortress' interior grounds.



The Gerudos are on high alert around the fortress' interior grounds. Sneaking past them won't be easy, so make sure to use the nearby save statue and mark your progress in case anything goes wrong.

Stunning Success

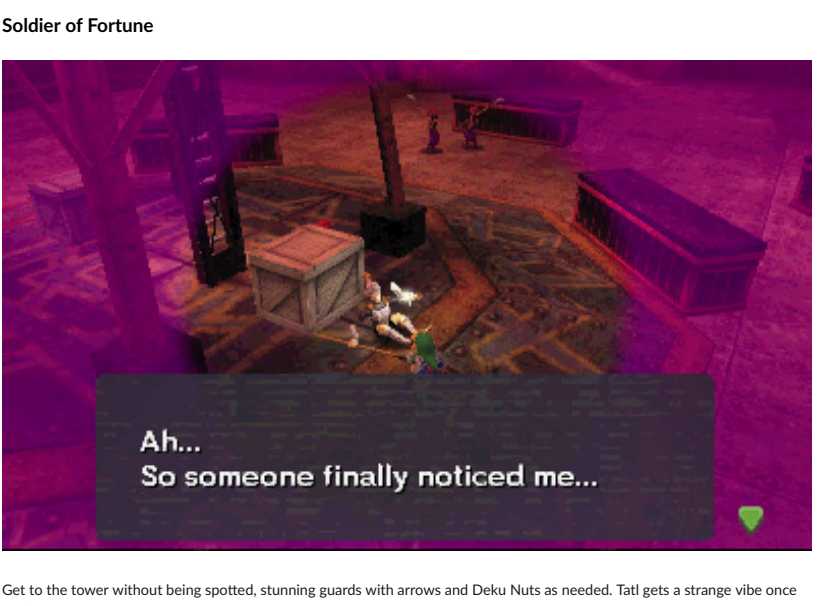


After saving your progress, turn your attention to reaching the central guard tower. To get there, you'll likely need to get past one or more guards. You'll be thrown out if they spot you, so you must avoid being seen. Slip behind the guards, or better yet, shoot them with arrows to stun them for a brief time.

This is Nuts!

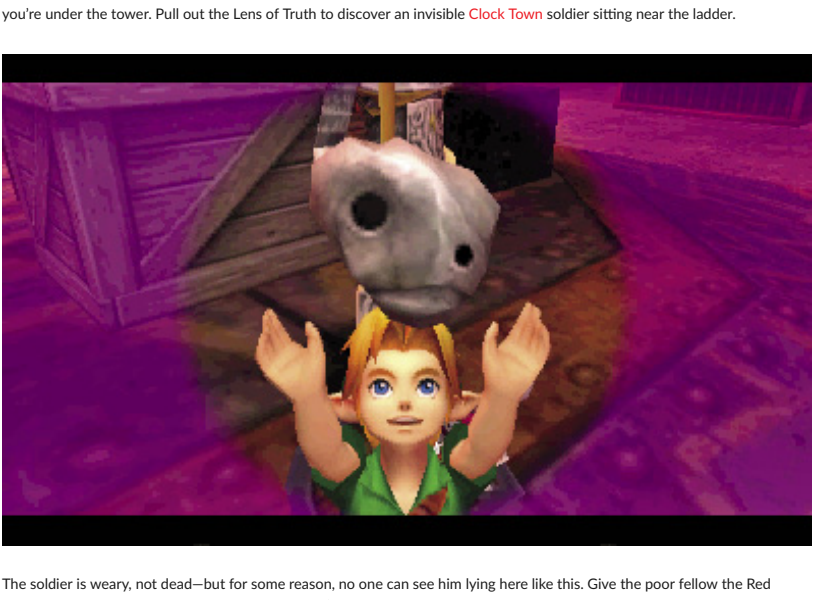
In a pinch, you can also stun nearby pirate guards by quickly tossing down a Deku Nut.

Soldier of Fortune



Ah...
So someone finally noticed me...

Get to the tower without being spotted, stunning guards with arrows and Deku Nuts as needed. Tatl gets a strange vibe once you're under the tower. Pull out the Lens of Truth to discover an invisible Clock Town soldier sitting near the ladder.

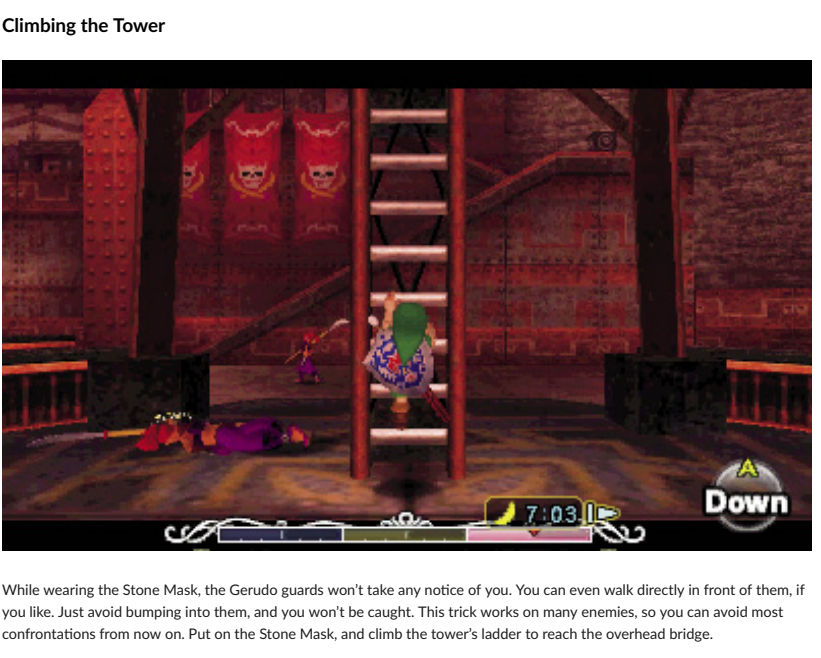


The soldier is weary, not dead—but for some reason, no one can see him lying here like this. Give the poor fellow the Red Potion that you bought back in Clock Town, and he'll perk right up. The soldier then gives you a special mask as a reward, one that you'll get plenty of use out of.

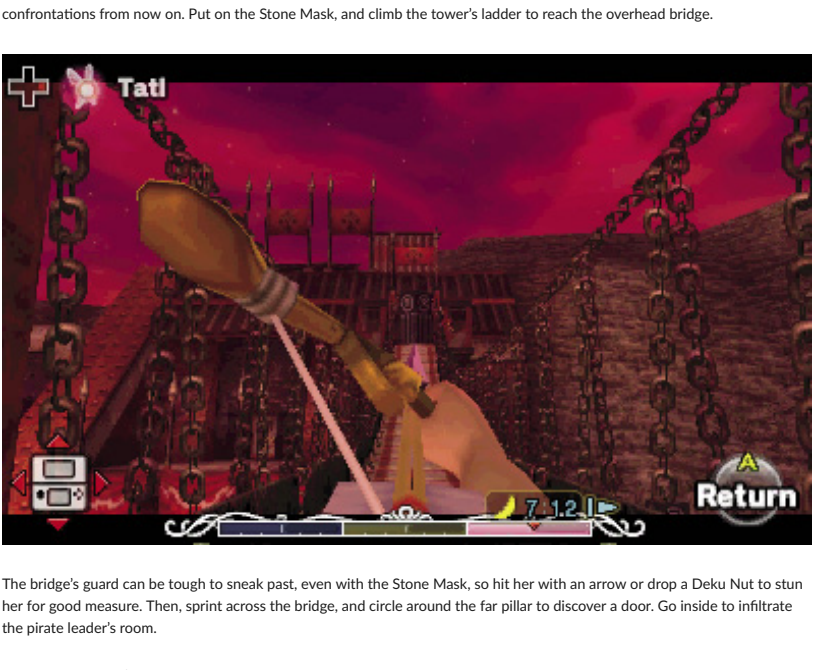
Stone Mask

You got the Stone Mask! Wear it to become as plain and inconspicuous as stone.

Climbing the Tower



While wearing the Stone Mask, the Gerudo guards won't take any notice of you. You can even walk directly in front of them, if you like. Just avoid bumping into them, and you won't be caught. This trick works on many enemies, so you can avoid most confrontations from now on. Put on the Stone Mask, and climb the tower's ladder to reach the overhead bridge.

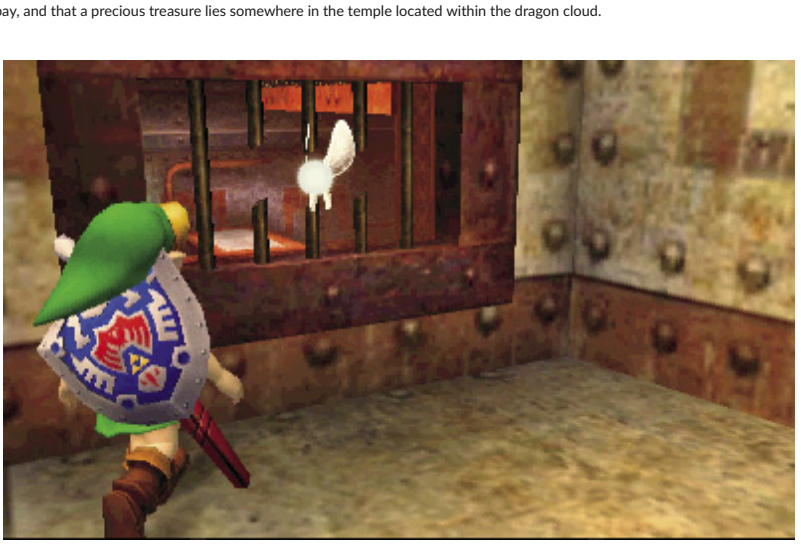


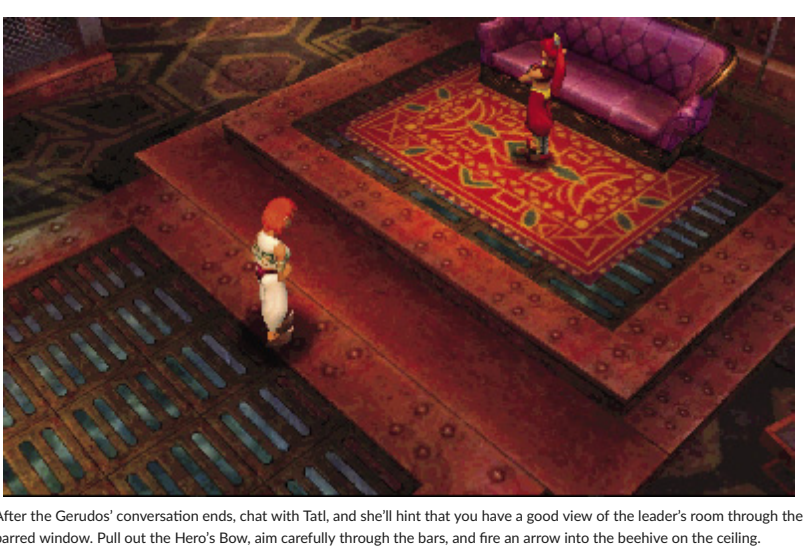
The bridge's guard can be tough to sneak past, even with the Stone Mask, so hit her with an arrow or drop a Deku Nut to stun her for good measure. Then, sprint across the bridge, and circle around the far pillar to discover a door. Go inside to infiltrate the pirate leader's room.

Fortress Interior

Inside the fortress, Link and Tatl eavesdrop on a pair of high-ranking Gerudos. One of them is identified as Aveil. It seems that the pirates have somehow lost the Zora Eggs that they've stolen due to an unexpected sea snake ambush.

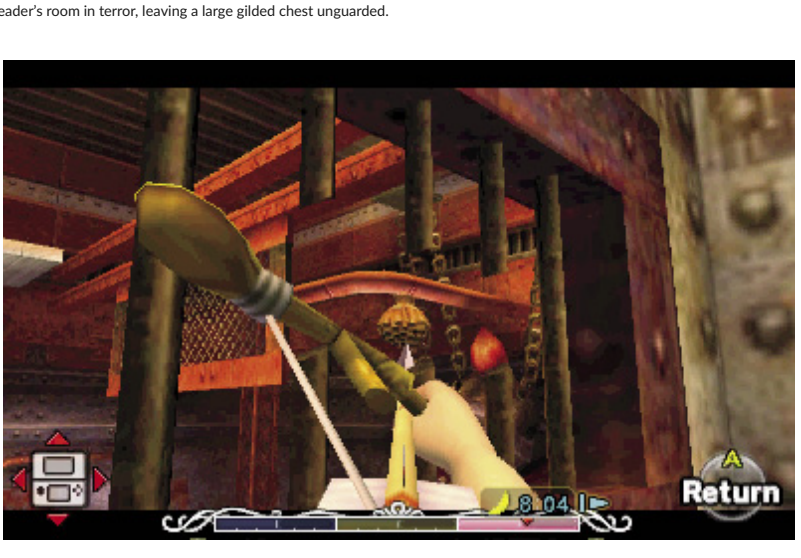
The Gerudo identified as Aveil seems to be in charge. Unaware of Link's presence, she lets slip that there are four Zora Eggs in the fortress, and that three more Zora Eggs have been lost. Aveil orders the other Gerudo to hurry and find the missing eggs. She goes on to say that the Zora Eggs are the only clues they have about the mysterious "dragon cloud" that's floating over the bay, and that a precious treasure lies somewhere in the temple located within the dragon cloud.

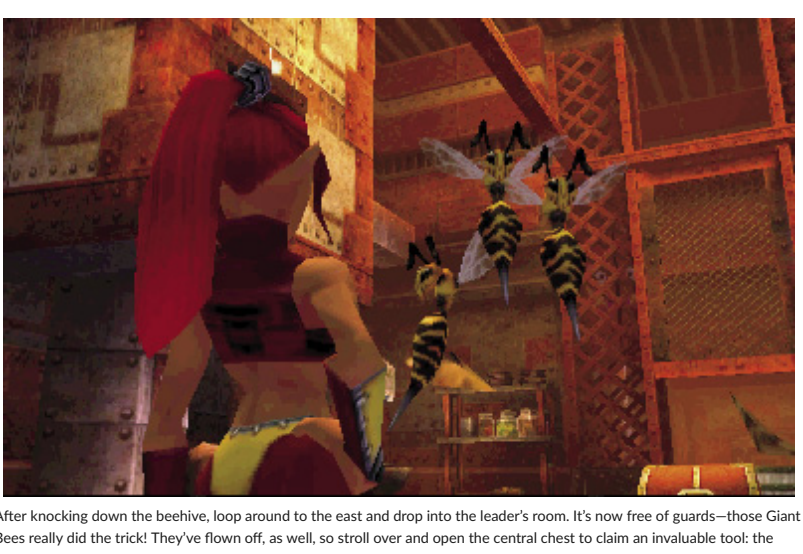




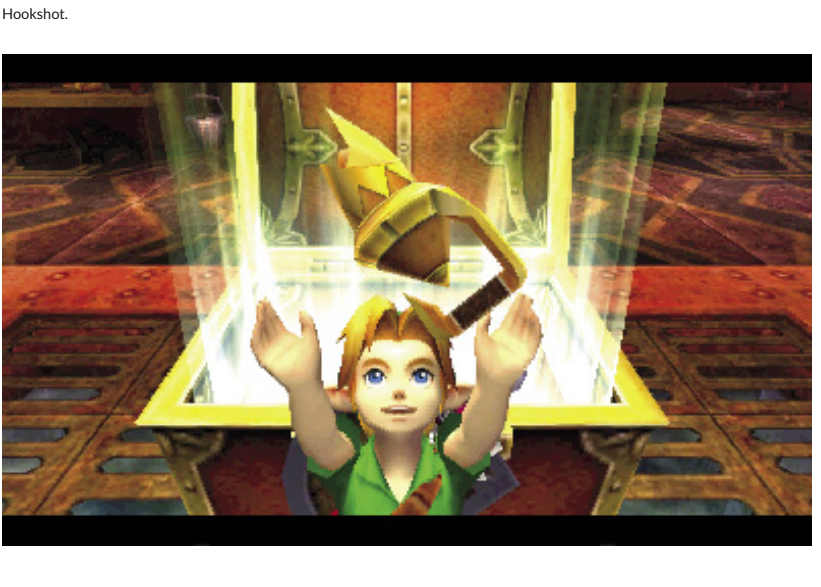
After the Gerudos' conversation ends, chat with Tatl, and she'll hint that you have a good view of the leader's room through the barred window. Pull out the Hero's Bow, aim carefully through the bars, and fire an arrow into the beehive on the ceiling.

Your arrow knocks down the beehive, which smashes on the ground, freeing a swarm of Giant Bees. The Gerudos flee the leader's room in terror, leaving a large gilded chest unguarded.





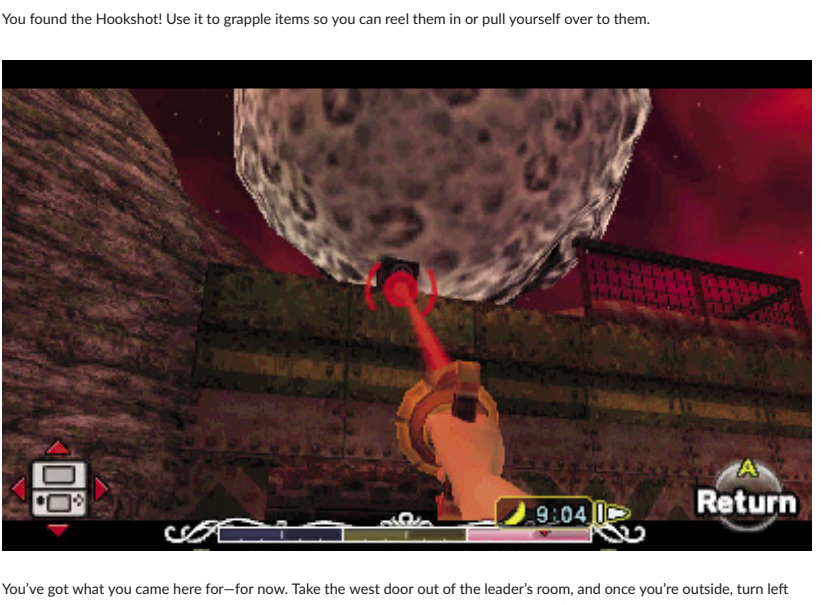
After knocking down the beehive, loop around to the east and drop into the leader's room. It's now free of guards—those Giant Bees really did the trick! They've flown off, as well, so stroll over and open the central chest to claim an invaluable tool: the Hookshot.



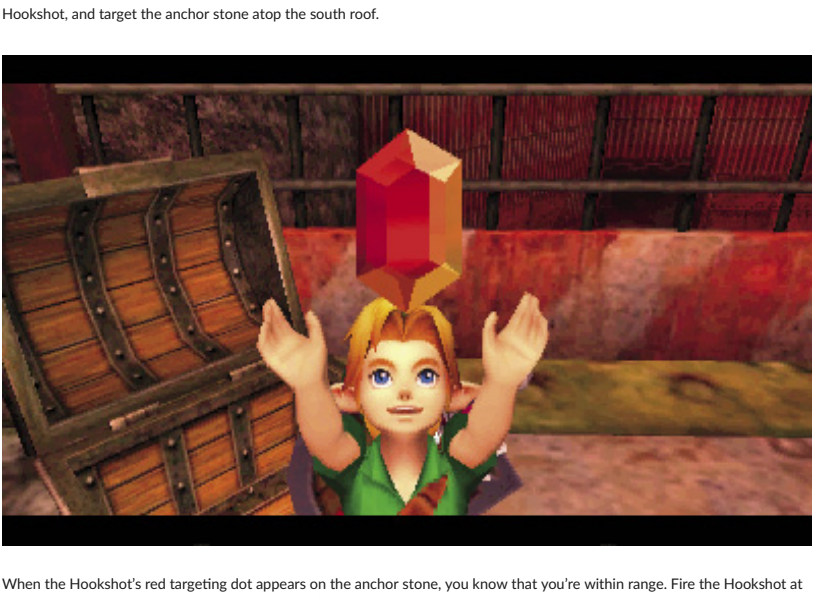
Pirates' Fortress Chest #6: Hookshot

Hookshot

You found the Hookshot! Use it to grapple items so you can reel them in or pull yourself over to them.

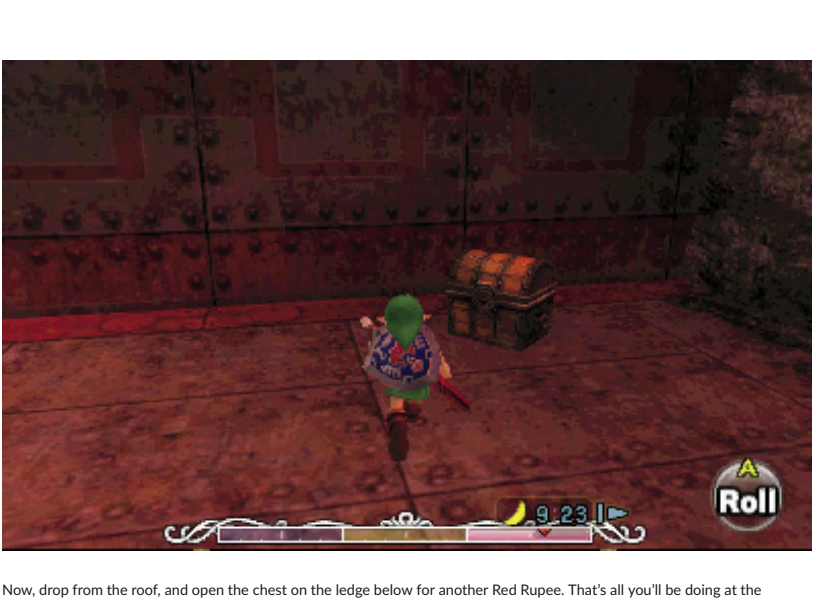


You've got what you came here for—for now. Take the west door out of the leader's room, and once you're outside, turn left and go down the south stairs. Move to the south edge of the ledge that follows, but don't jump off. Instead, pull out the Hookshot, and target the anchor stone atop the south roof.



When the Hookshot's red targeting dot appears on the anchor stone, you know that you're within range. Fire the Hookshot at the pillar to zip up onto the south roof. Hey, there's a chest in the corner way up there! Open it for a Red Rupee.

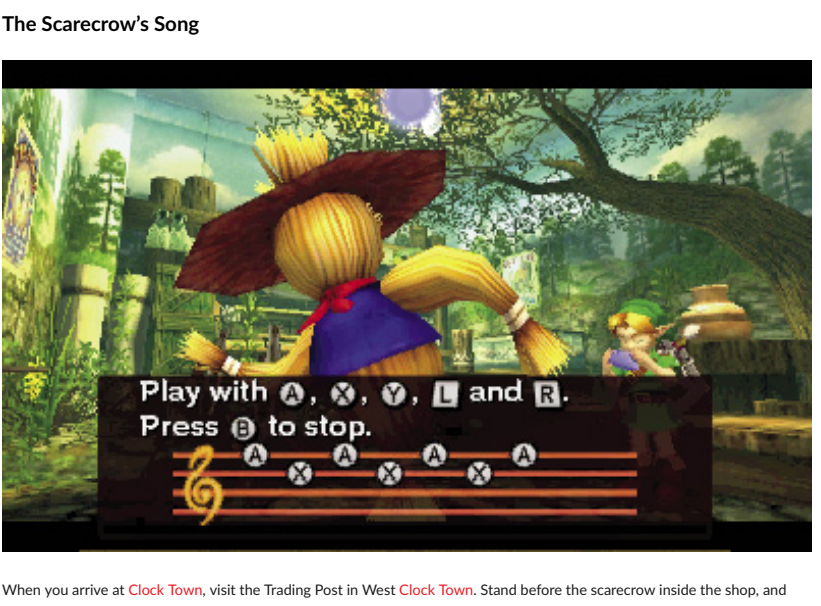
Pirates' Fortress Chest #7: Red Rupee



Now, drop from the roof, and open the chest on the ledge below for another Red Rupee. That's all you'll be doing at the Pirates' Fortress for now, for time is running out, and there are many profitable ventures to undertake around Termina now that you have the Hookshot. You can also easily return to the Pirate's Fortress using your Hookshot, so there's no harm in stopping here. Play the Song of Soaring and soar to Clock Town.

Pirates' Fortress Chest #8: Red Rupee

The Scarecrow's Song



Play with A, X, Y, L and R.
Press B to stop.

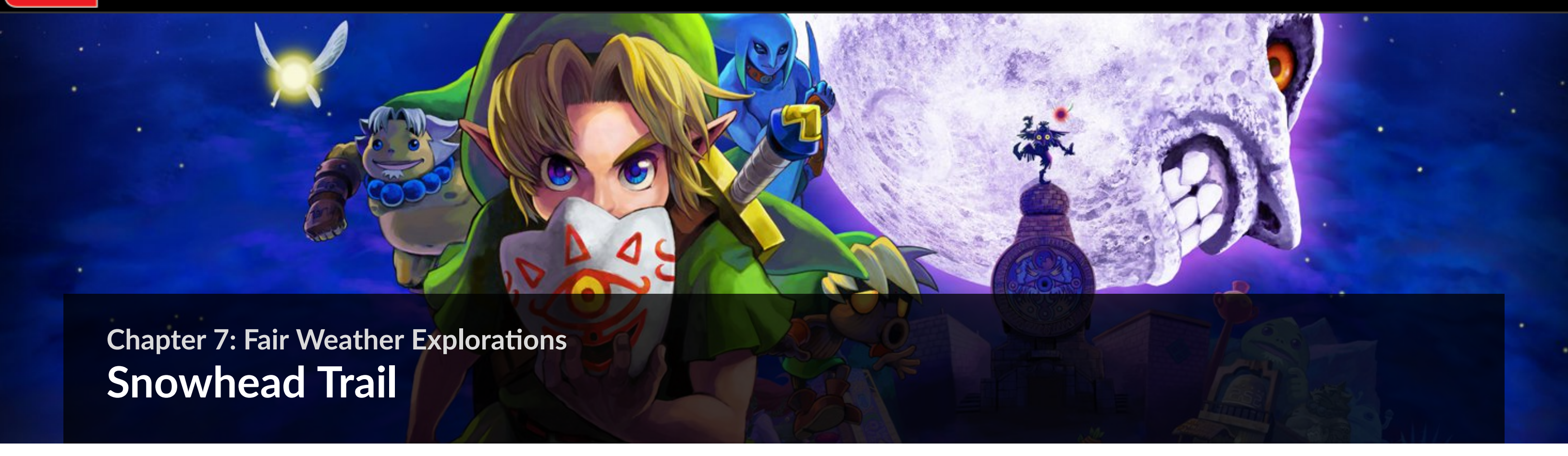
When you arrive at Clock Town, visit the Trading Post in West Clock Town. Stand before the scarecrow inside the shop, and pull out the Ocarina of Time. The scarecrow gets excited and asks you to play it a song. Play any eight notes for the scarecrow (a simple pattern of two different notes is easiest), and you'll create a special song:

The Scarecrow's Song:

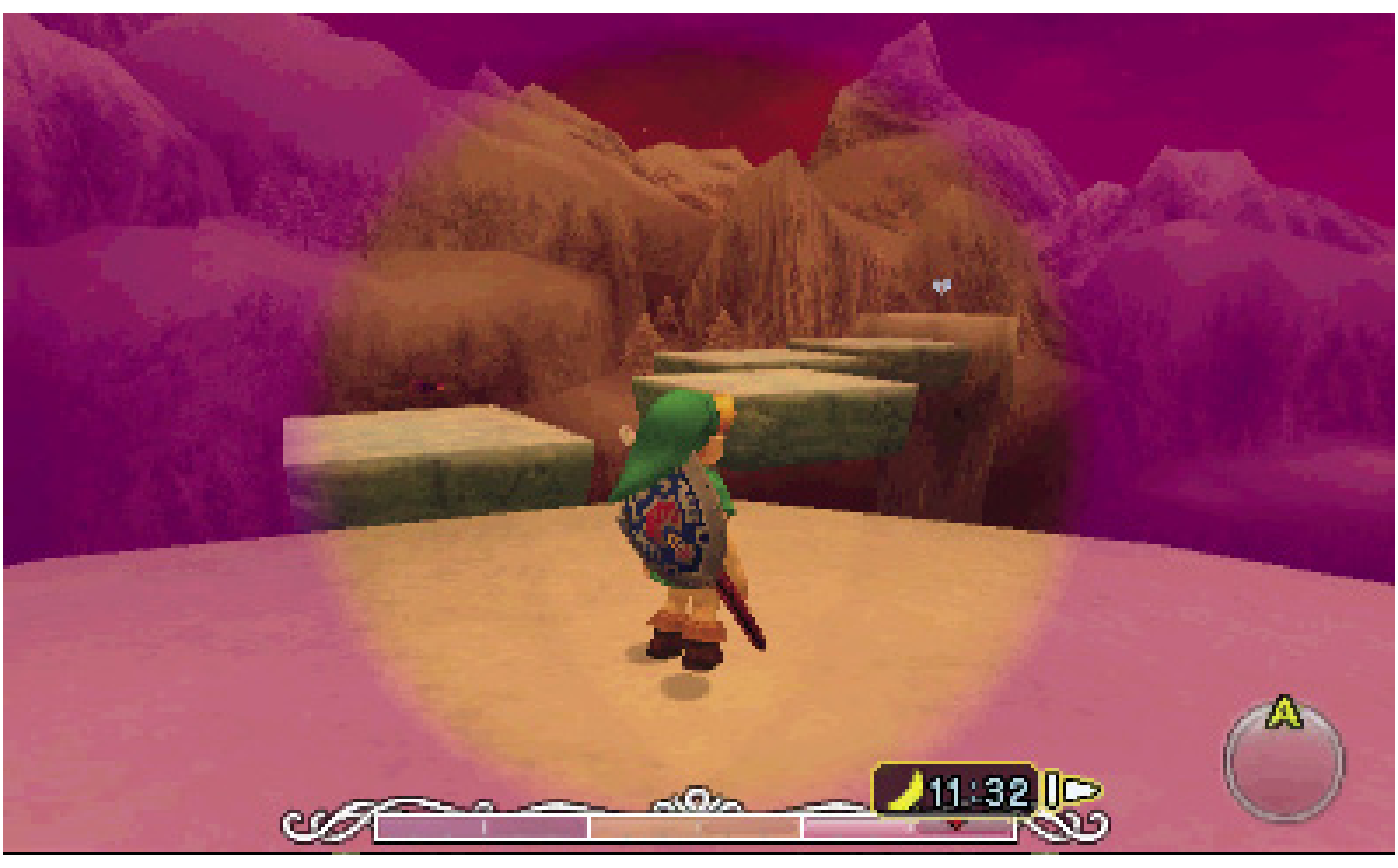
____

Scarecrow's Song Notes

The Scarecrow's Song is a temporary song, and it only works during the current cycle of days. Look up the notes at any time by tapping the music sheet button on the Touch Screen when you're playing an instrument. If you play the Song of Time and rewind to the Dawn of the First Day, you'll need to revisit the scarecrow at the Trading Post or Astral Observatory and create a new song (provided that you want to summon the scarecrow again).

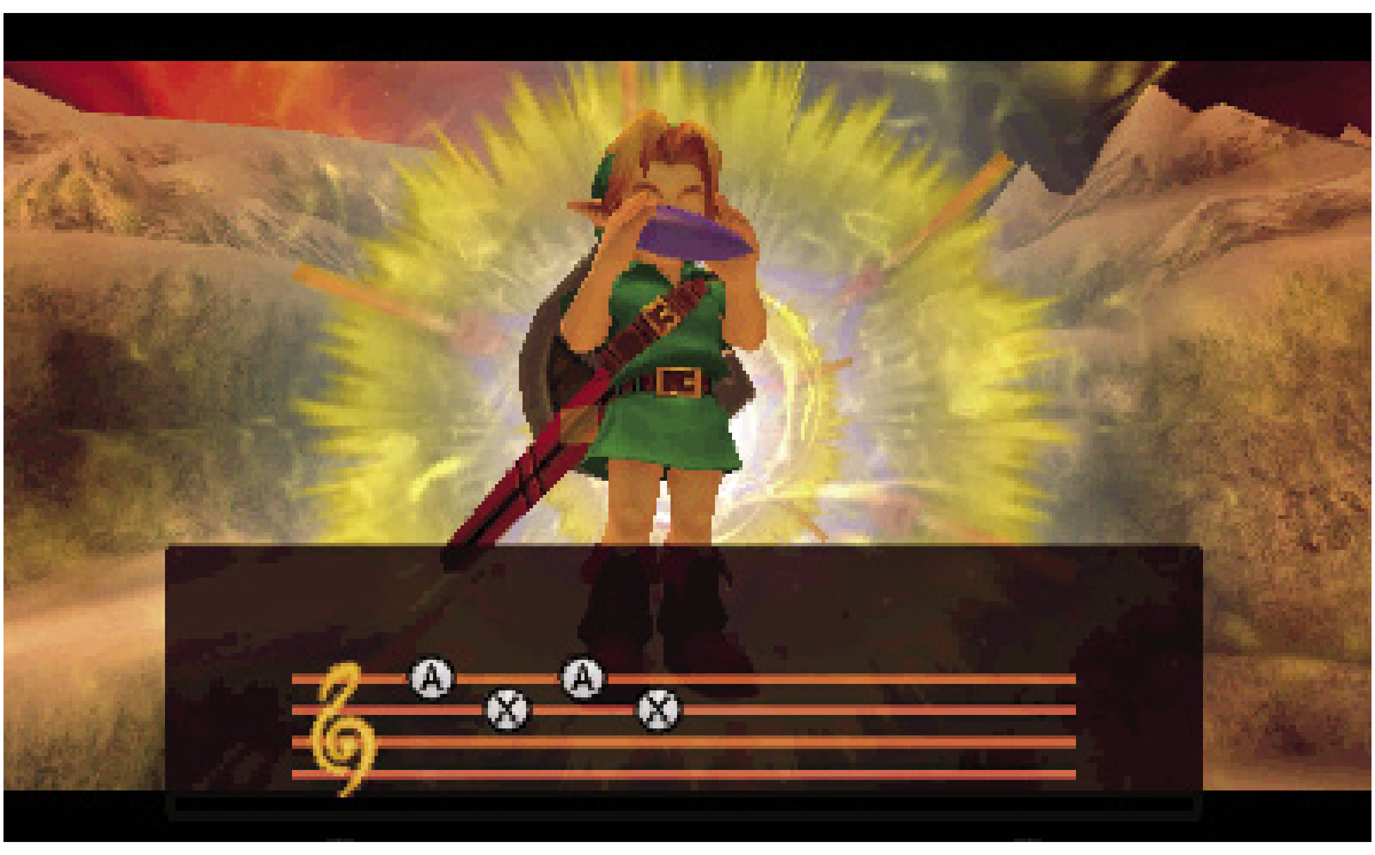


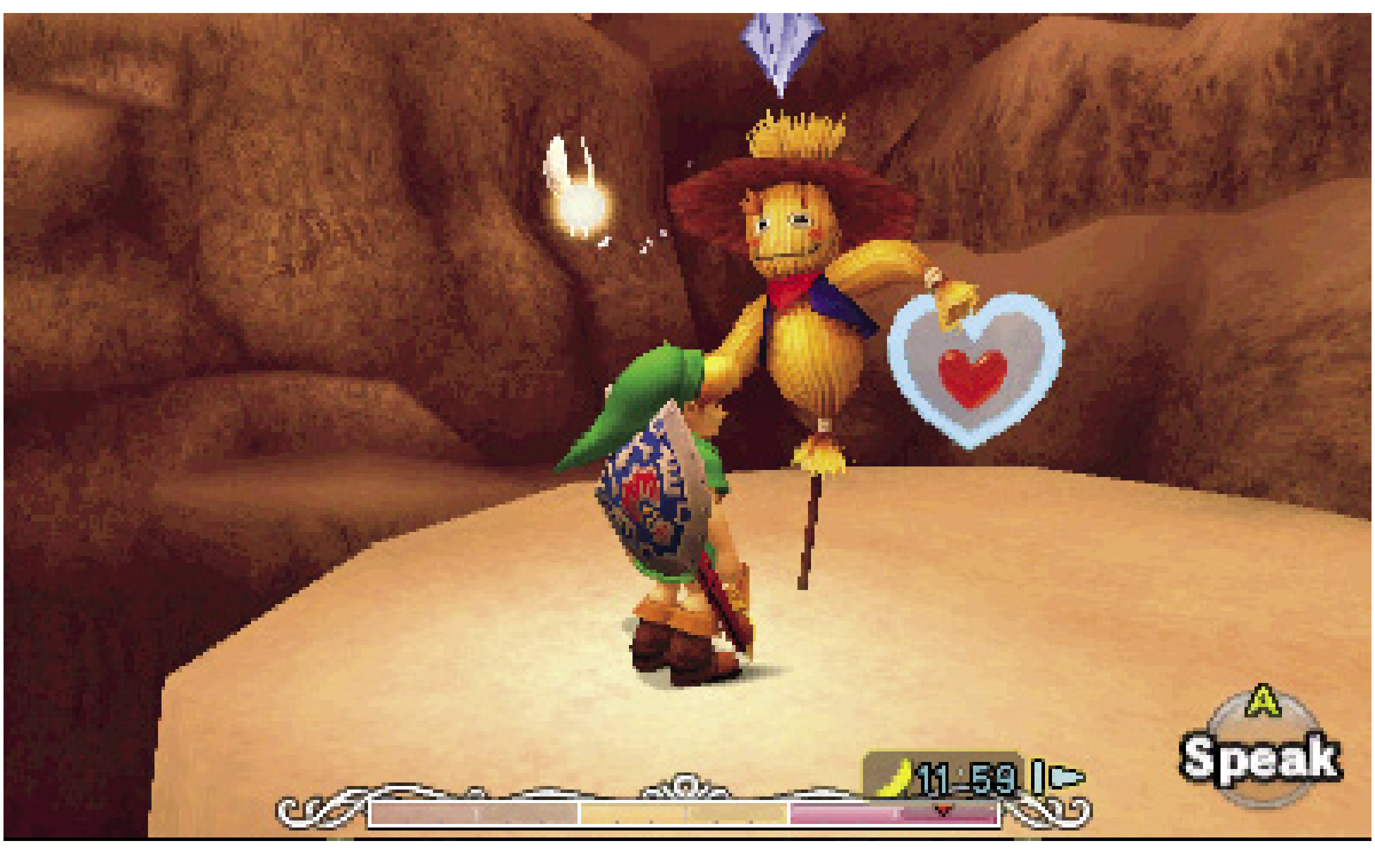
Little Help from a Friend



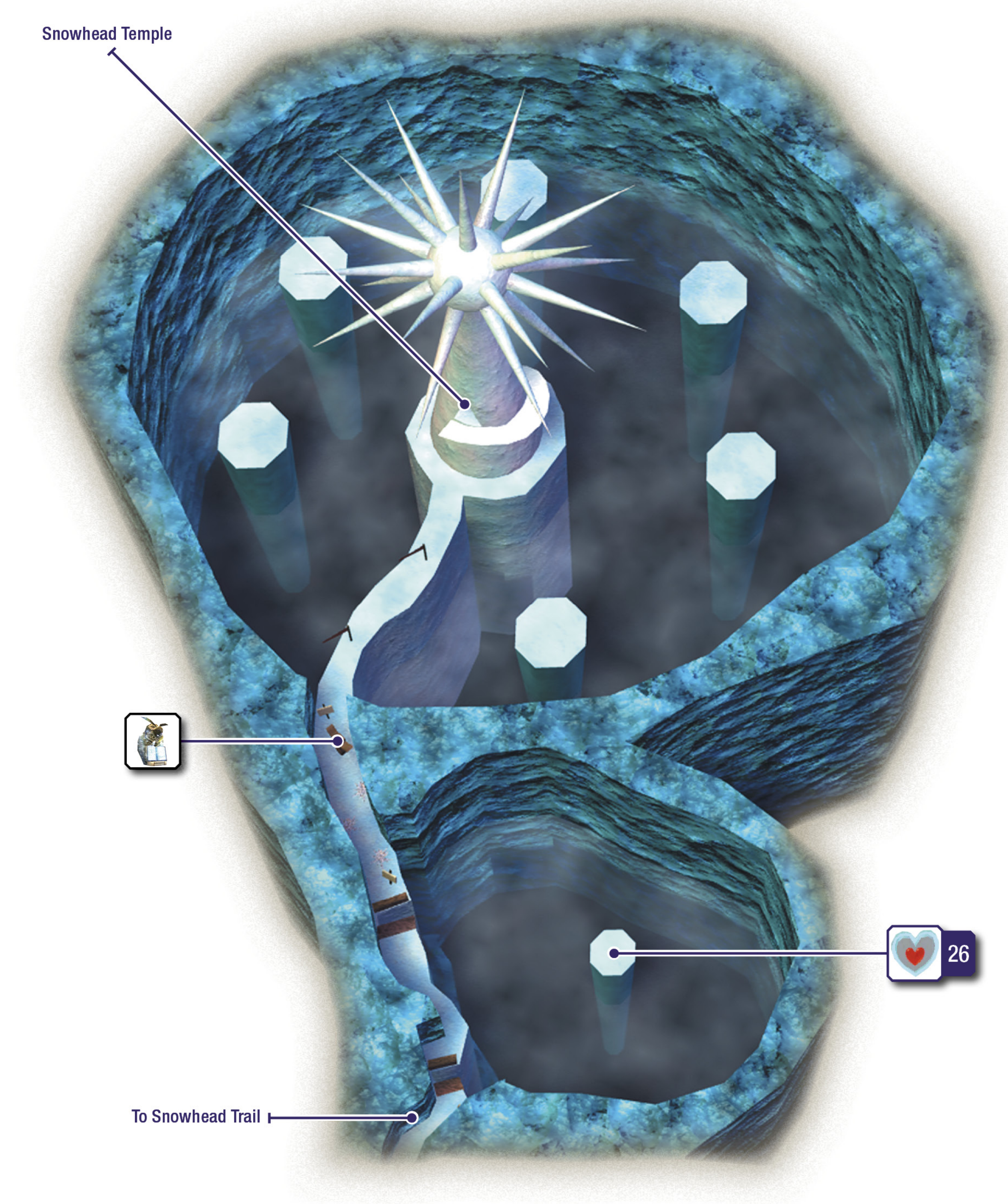
It's a secret to everybody, but playing the Scarecrow's Song at certain locations causes the scarecrow to appear. Once summoned, the scarecrow serves as an anchor point for your newfound Hookshot. Give it a try!

Soar to Mountain Village, and once you arrive, take the north path to visit the Snowhead Trail. When you arrive at the Snowhead Trail, put on the Goron Mask, and start rolling. Launch off the first ramp at top speed to clear the trail's first gap, then roll onward a little ways, but tap Ⓐ to stop rolling just before you reach the second ramp. Take off the Goron Mask, and use the Lens of Truth to spy a series of invisible platforms nearby to the east.





Jump across the invisible platforms until you reach the final platform, being wary of the circling Keese. When you reach the final platform, a Piece of Heart tempts you from atop a distant pillar. It's too far to reach by jumping, but there's another way. Whip out your ocarina, and play the Scarecrow's Song that you created back in Clock Town.



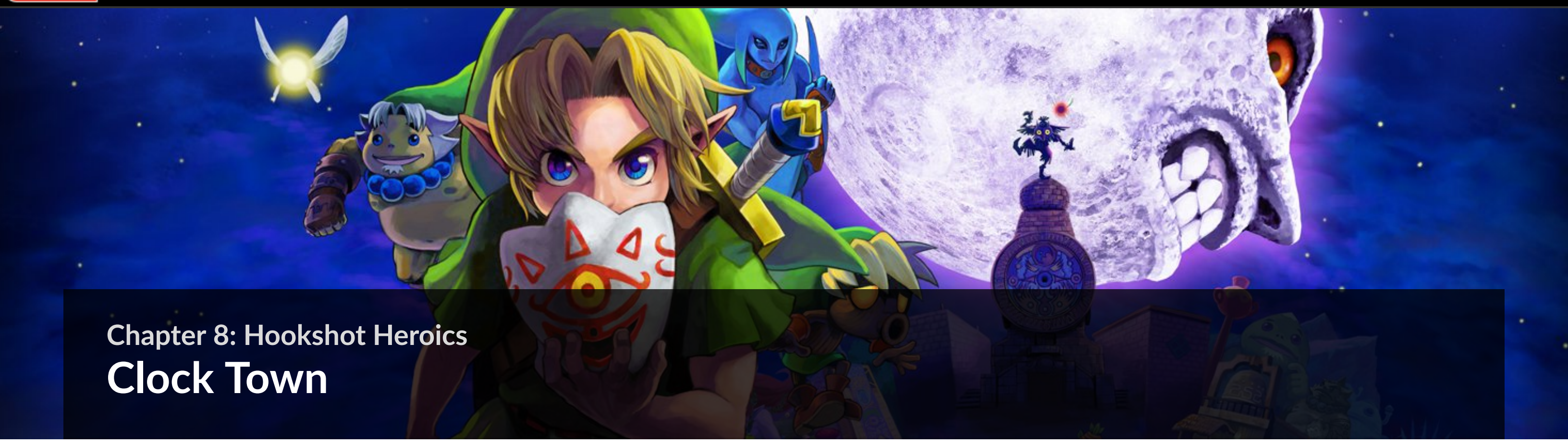
Summoned by the magic of the Scarecrow's Song, the Scarecrow pops up on the pillar, right next to the Piece of Heart. Aim the Hookshot at the Scarecrow, and fire to zip over to him. Collect the Piece of Heart, then soar back to Clock Town with your prize.

Piece of Heart #26

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Save the Day

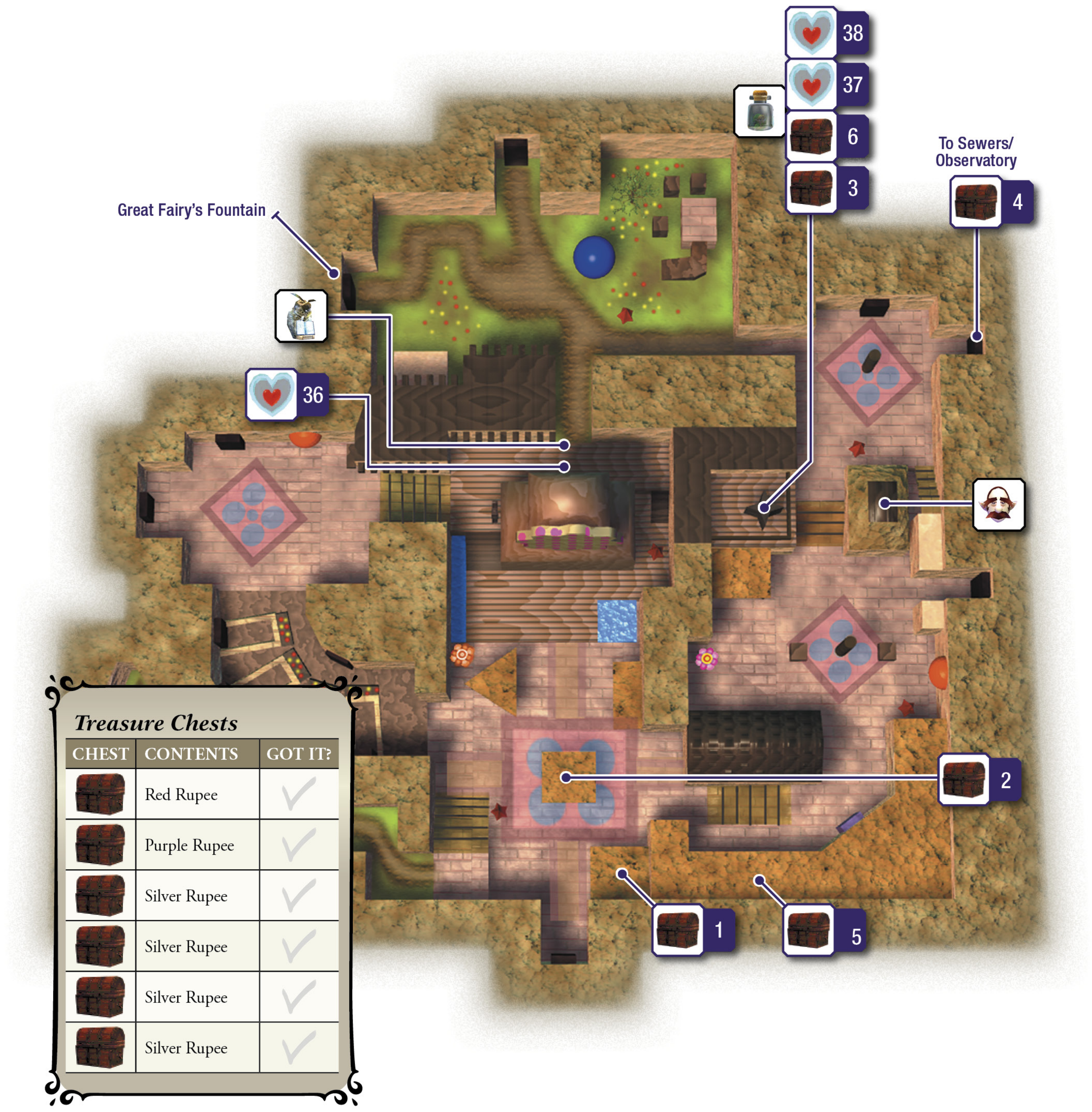
OK, time is really running out by now, so you know the drill: soar to Clock Town and deposit your Rupees before saving your game. Afterward, play the Song of Time to return to the Dawn of the First Day. Get plenty of rest, for there's lots more adventuring to be had with the Hookshot.



Chapter 8: Hookshot Heroics

Clock Town

Having acquired the Hookshot, several profitable side ventures have opened up to Link. After completing all of the tasks covered in this chapter, our hero will be more than ready to set about solving the many mysteries that surround the Great Bay.

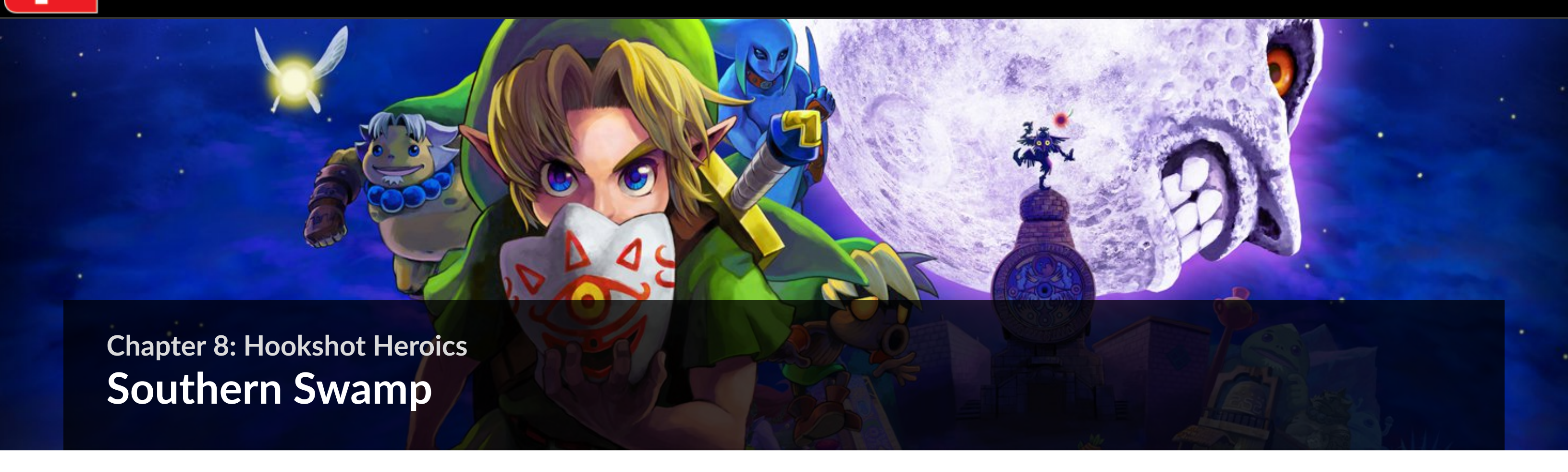


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Purple Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓

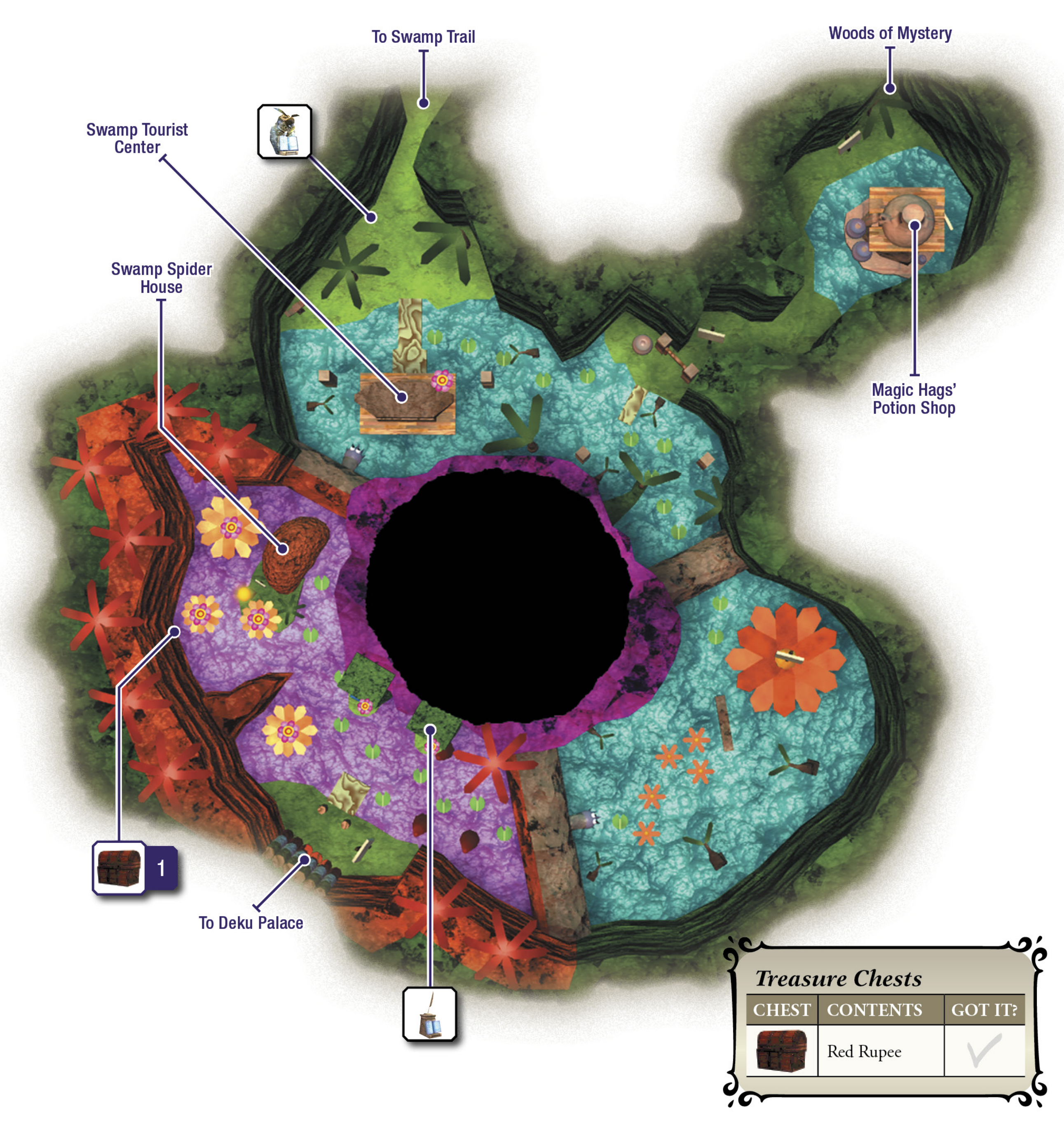
Clock Town Cash

There's a lot to accomplish before you return to the Great Bay, so you should get started. Back on the Dawn of the First Day, play the Inverted Song of Time to slow down time as always, then use the Bunny Hood to reach the Silver Rupee chest atop the Town Shooting Gallery. You'll soon need the scratch.



Chapter 8: Hookshot Heroics

Southern Swamp



Treasure Chests

CHEST	CONTENTS	GOT IT?
1	Red Rupee	✓

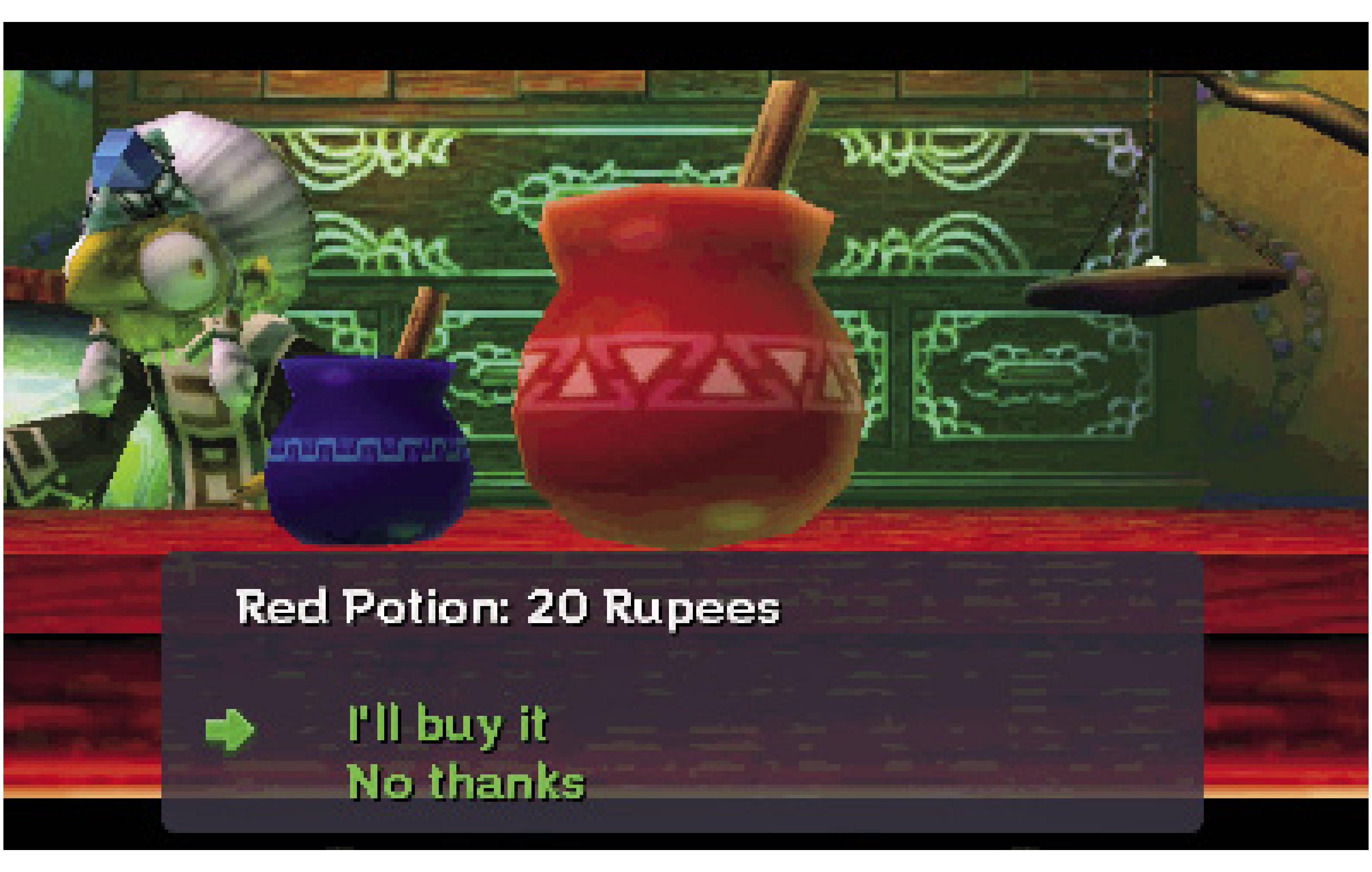
Exploration Preparation

Play the Song of Soaring and soar to the Southern Swamp. When you arrive, cut down the nearby tall grass for items. You're primarily looking for a Deku Stick. There's more tall grass to the east; if you like, cut it down also.

Swim east through the swamp next, heading for the Magic Hags' Potion Shop. Along the way, cut down another Deku Baba and Mini Baba in search of a Deku Stick.

Get That Stick

Slay a Deku Baba while it's standing straight up to increase your chances of getting a Deku Stick.



When you reach the Potion Shop, climb up the ladder and enter the shop. It's the First Day, so Kotake hasn't left the shop to search for her sister, Koume, yet. Purchase a Red Potion for 20 Rupees, then head back outside.

Save Koume… Again

Next, enter into the nearby Woods of Mystery, and use the Bunny Hood to easily follow the monkey to the wounded hag, Koume. Give her the Red Potion that you recently bought to revive her as you've done before. (Kotake doesn't appear in the Woods of Mystery on the First Day, so you can't ask her for a free Red Potion without returning to the Potion Shop to tell her of Koume's plight. Spend the 20 Rupees and save yourself the trip.)

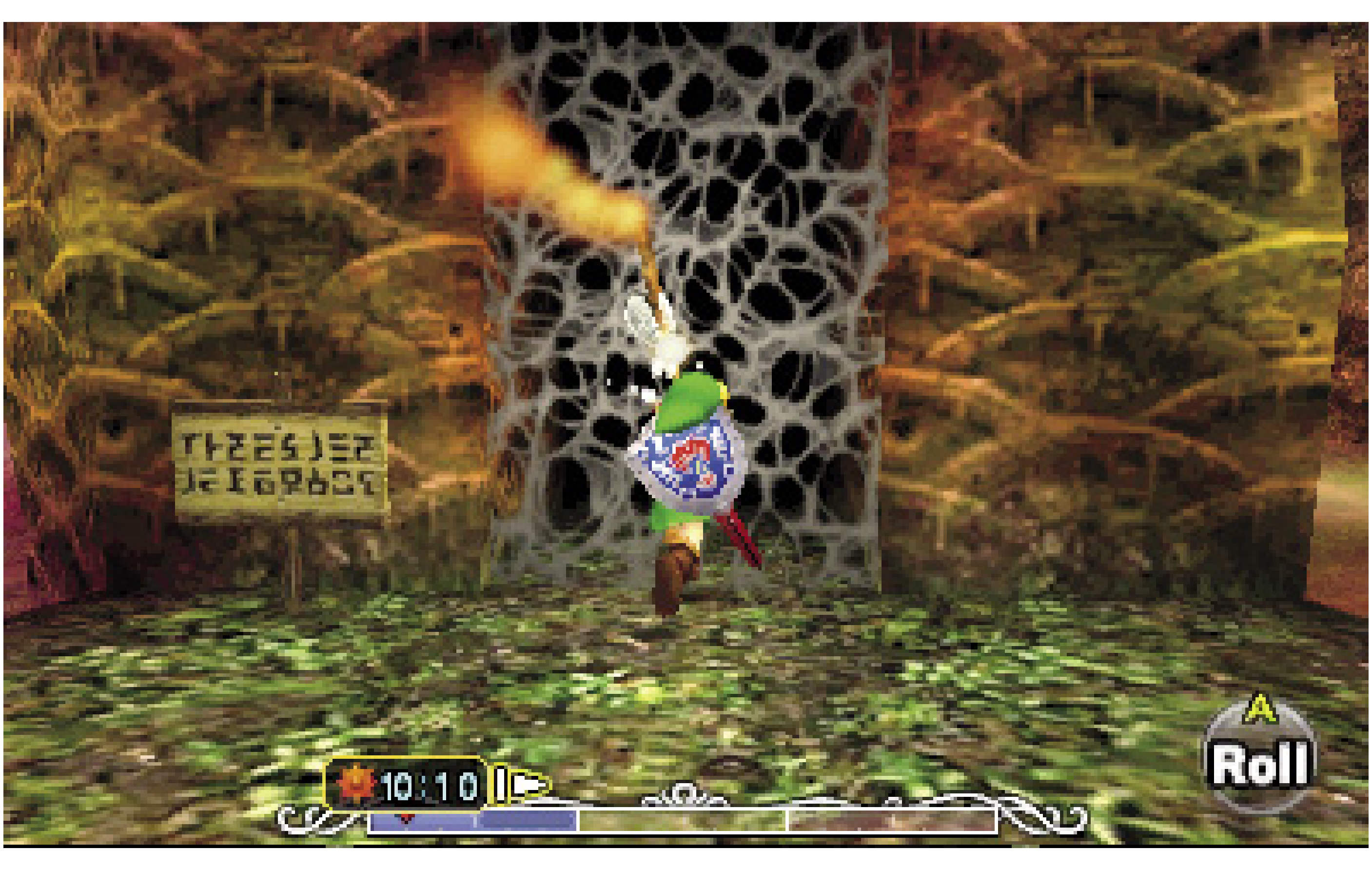
Buy Some Beans and Take a Tour

Leave the Woods of Mystery, and soar back to the Southern Swamp. Chop down the tall grass for another Deku Stick, then climb the ladder of the nearby Swamp Tourist Center. Put on the Deku Mask and, as Deku Link, speak to the Business Scrub in the Deku Flower on the porch. He offers to sell Deku Link some Magic Beans. Pay 10 Rupees, and buy one Magic Bean.

After buying your Magic Beans, take off the Deku Mask and enter the Swamp Tourist Center. Speak to Koume at the boat tour counter, and agree to take the free boat tour ride around the swamp.

9:56
A
Attack
B
Shoot

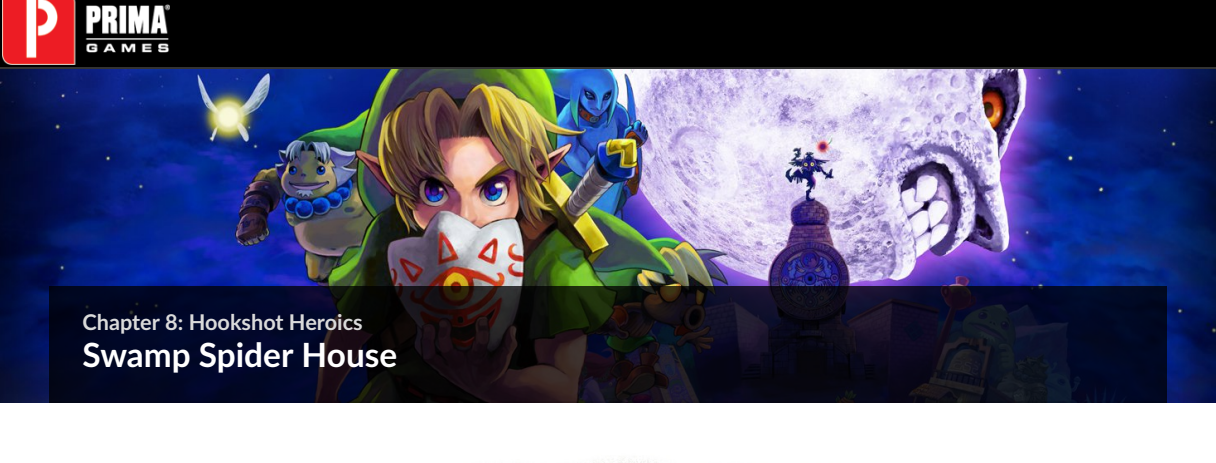
When you reach the Deku Palace dock, get off the boat, but don't enter the palace. Instead, put on the Deku Mask and hop across the poisoned water, heading across the nearby lily pads. Go north across the series of lily pads, making your way to a curious structure with a web-covered entrance.



The sign out front reads "Swamp Spider House." Sounds scary. Whip out one of your Deku Sticks and use the nearby torch to light it, then burn away the webbing and head inside. (A Fire Arrow can also burn the webbing away.)

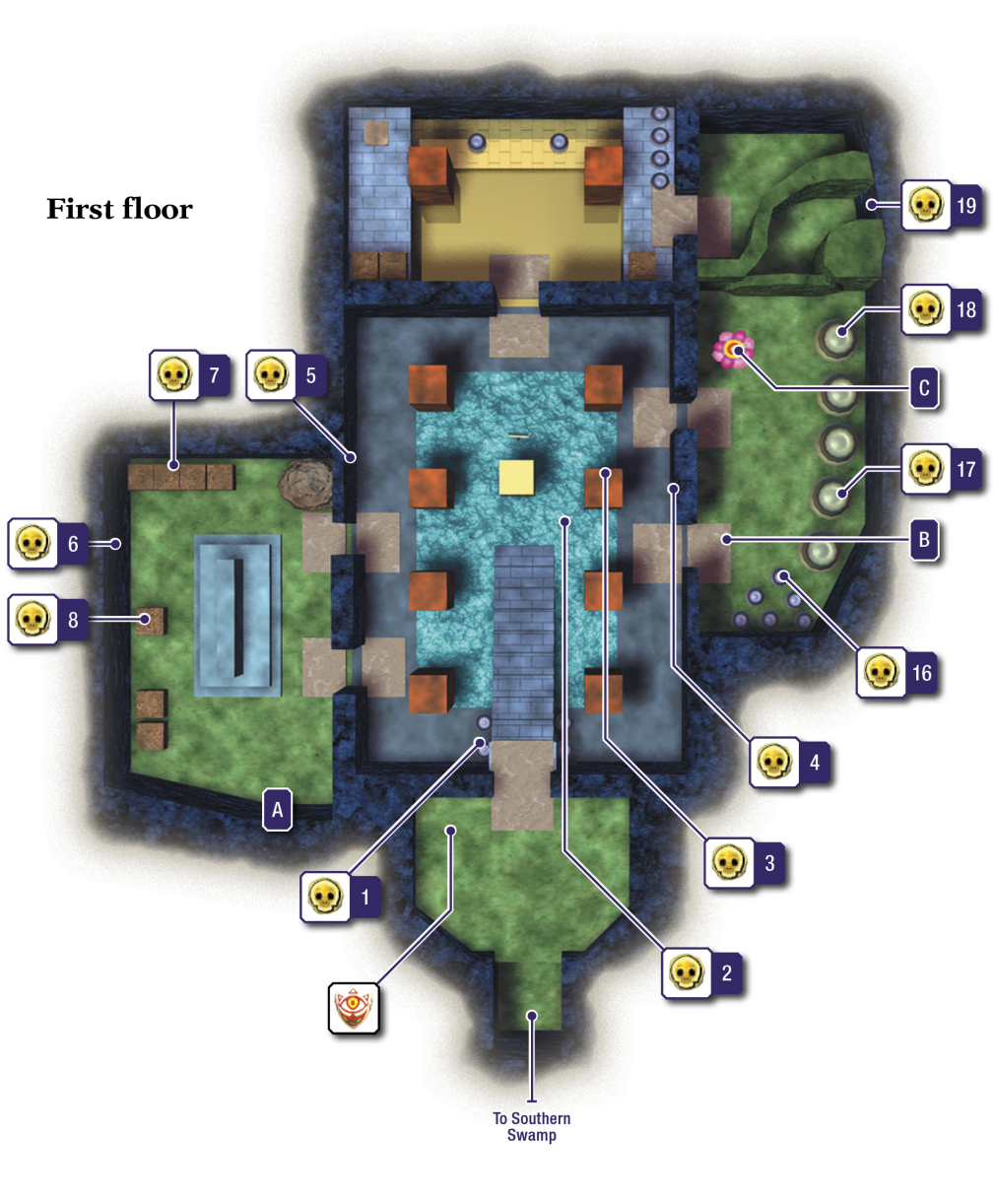
Still Need a Deku Stick?

Don't worry if you came all this way without a Deku Stick—you can find one nearby. Hop across the poisoned water to the south to reach dry land, then drop into a hole to visit an underground cavern with two Deku Babas, a Mini Baba, and a Red Rupee chest. Defeat the Deku Babas to obtain Deku Sticks, raid the Red Rupee chest, and then surface and hop back over to the Swamp Spider House.

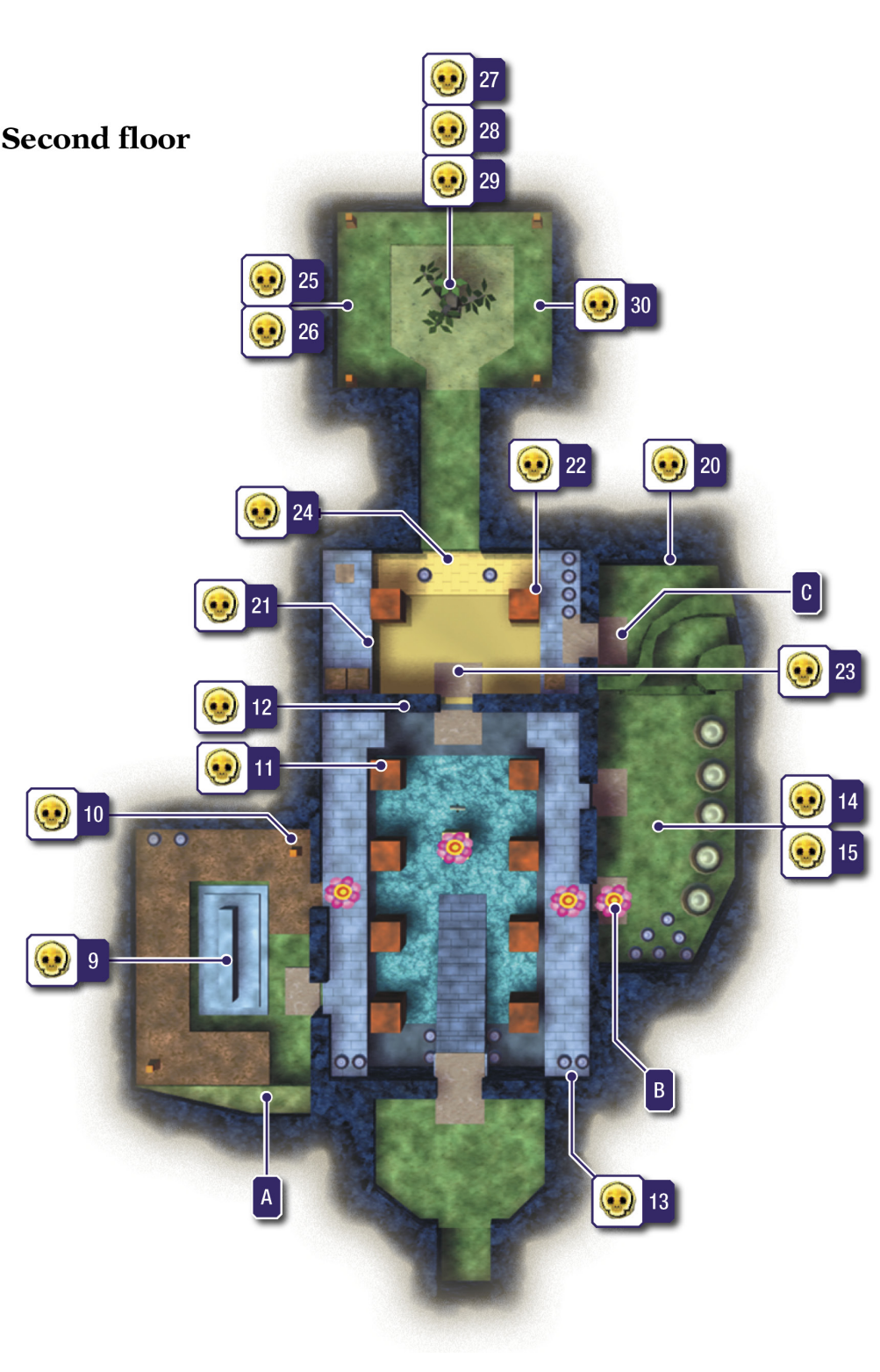


Swamp Spider House

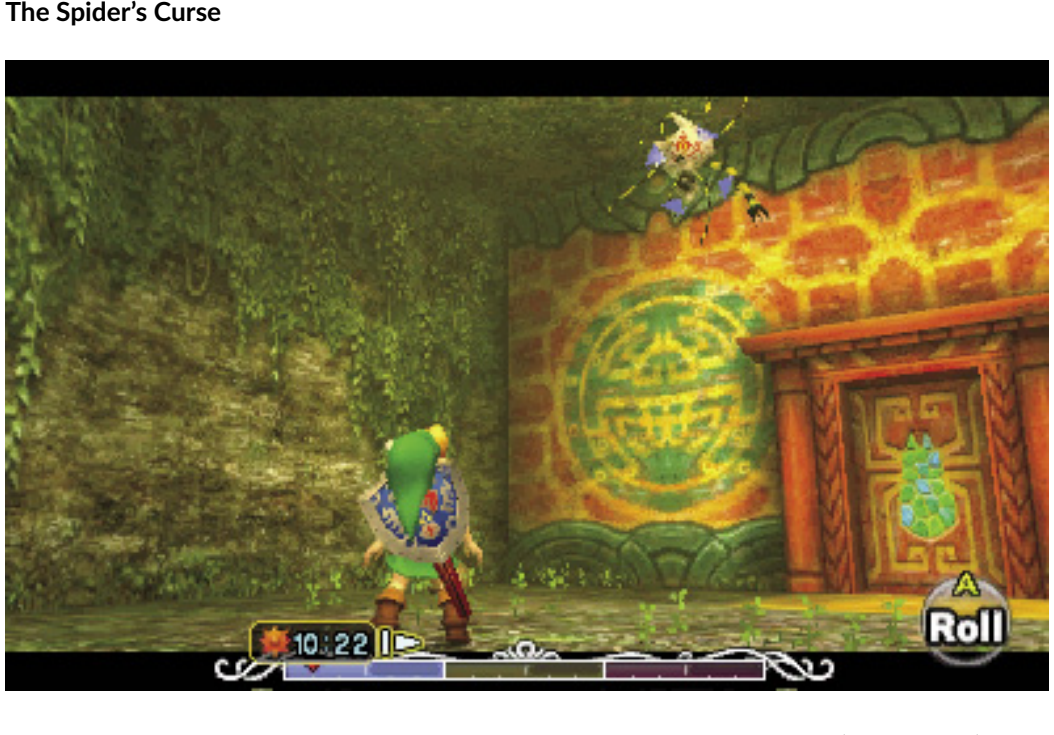
First floor



Second floor

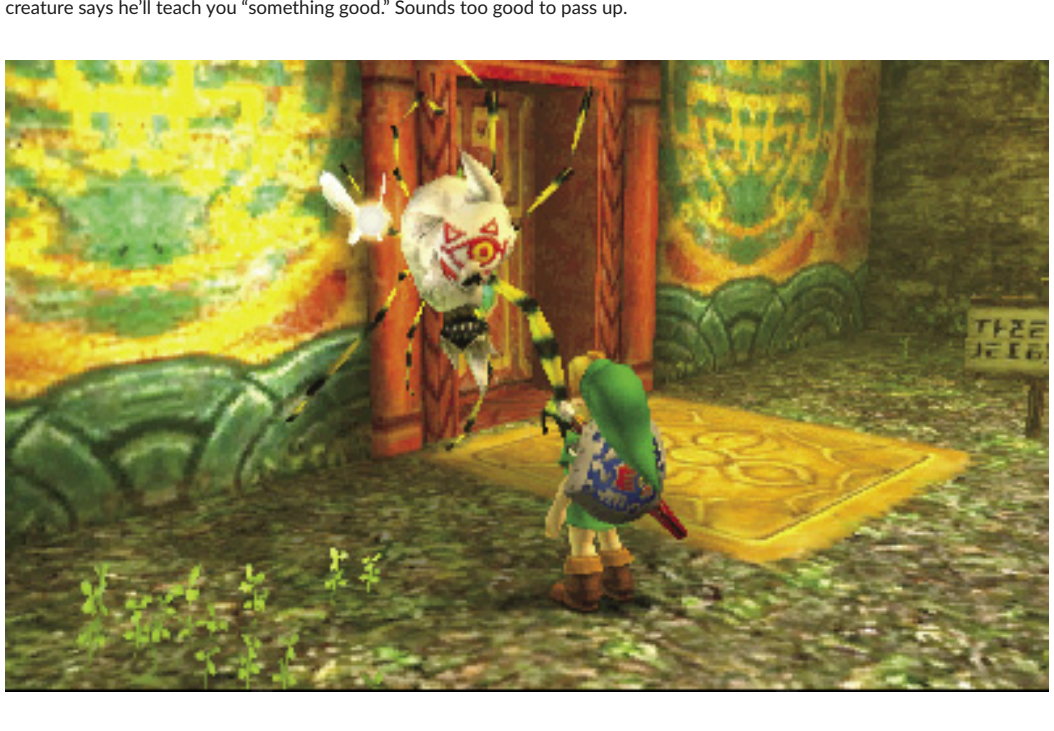


The Spider's Curse



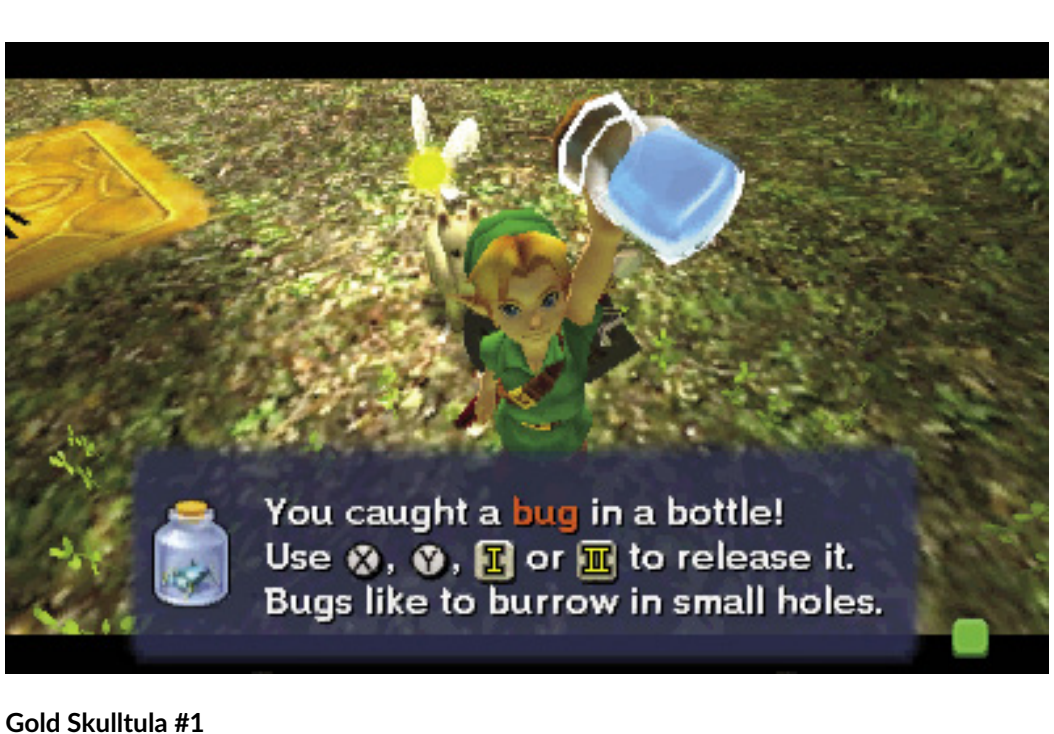
Beware of an ugly Skulltula that lurks near the ceiling of the Swamp Spider House. Wait a second, that's no Skulltula. It's just an unfortunate fellow who has found himself the victim of a curse.

The hideous creature begs you to find all of the cursed gold spiders in his house. He asks that you defeat all of the gold spiders and collect the special tokens that they leave behind, for only this can break his curse. As payment for your aid, the cursed creature says he'll teach you "something good." Sounds too good to pass up.



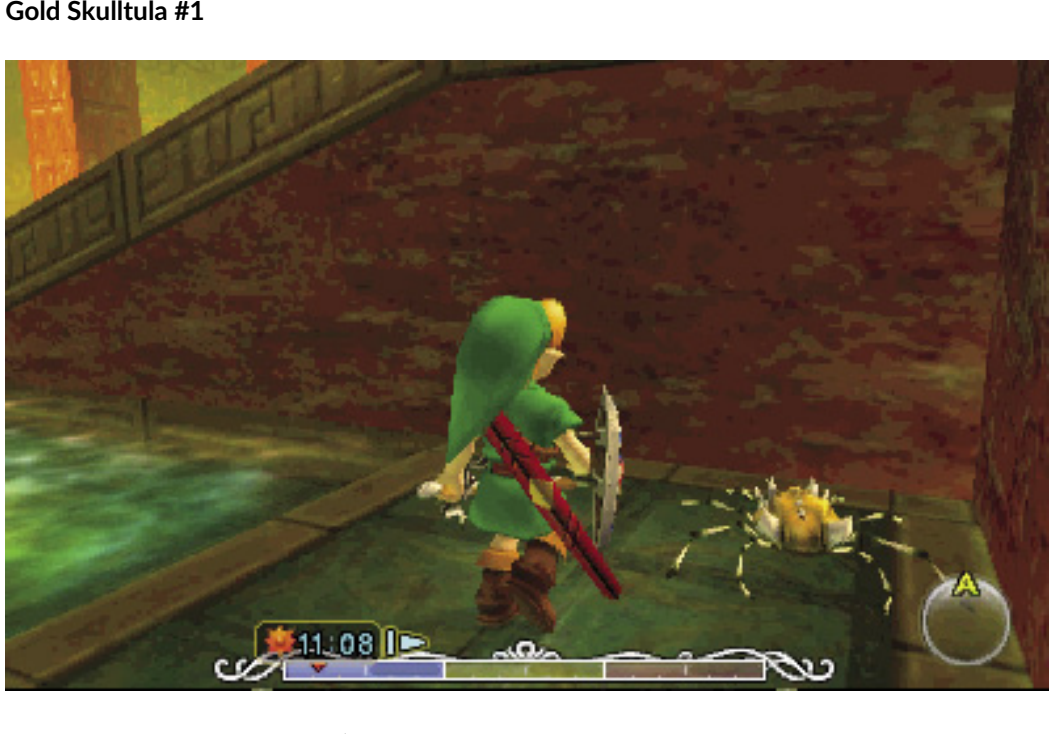
Bottle Some Bugs

You're here to find gold spiders, but bugs also come in handy. Equip all four of your Empty Bottles, then lift the small rocks in the cursed fellow's room to find some bugs. Be quick to scoop them into your Empty Bottles. Catch as many bugs as you can, then proceed through the nearby door. (You can return to this room to bottle more bugs later if necessary.)



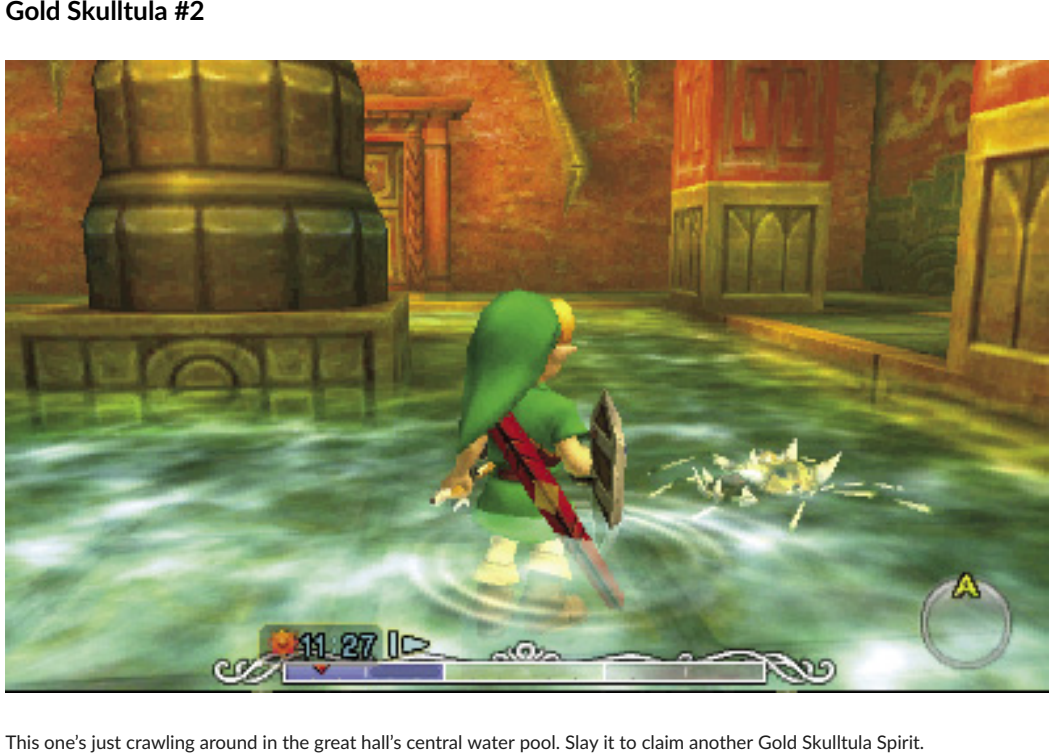
You caught a bug in a bottle!
Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to release it.
Bugs like to burrow in small holes.

Gold Skulltula #1



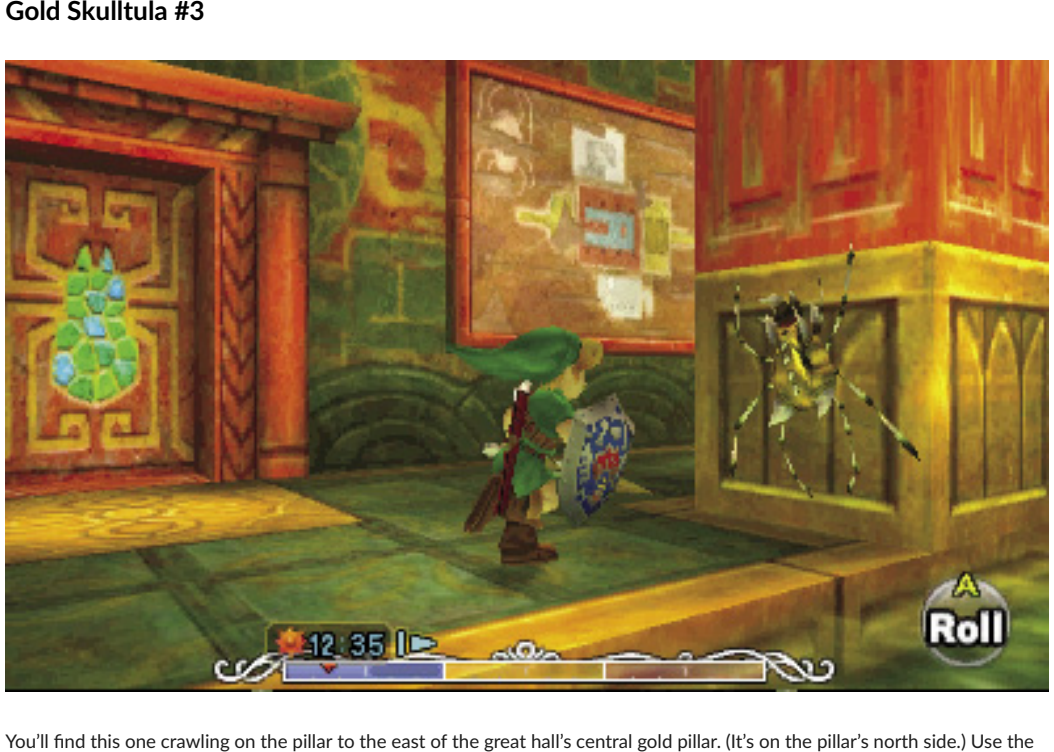
A great hall lies beyond the cursed fellow's room. As you enter, turn left, and drop off the entry ledge. Smash the nearby jars afterward to discover the first of 30 Gold Skulltulas that you must slay in this creepy old house. Slice apart the monster with a swing of Link's sword, then collect the Gold Skulltula Spirit it leaves behind. 29 more to go!

Gold Skulltula #2



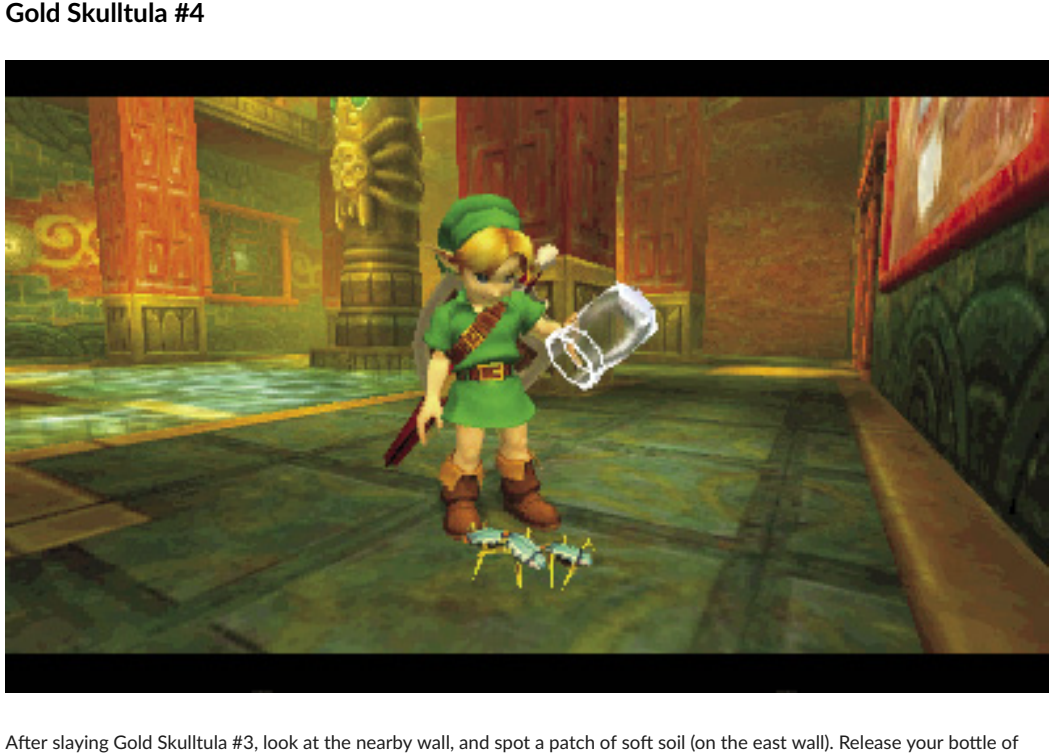
This one's just crawling around in the great hall's central water pool. Slay it to claim another Gold Skulltula Spirit.

Gold Skulltula #3



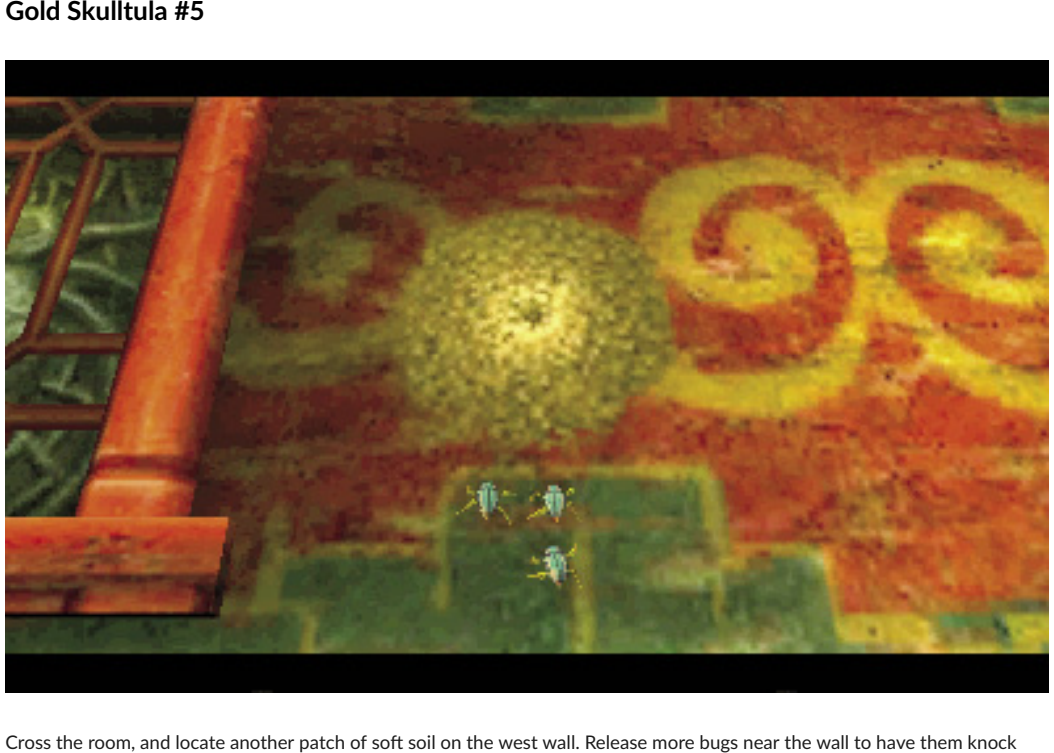
You'll find this one crawling on the pillar to the east of the great hall's central gold pillar. (It's on the pillar's north side.) Use the Hookshot or Hero's Bow to slay it when it's up high, or simply wait for it to crawl within range of Link's blade. If you defeat it while it's up high, use the Hookshot to snag its spirit.

Gold Skulltula #4



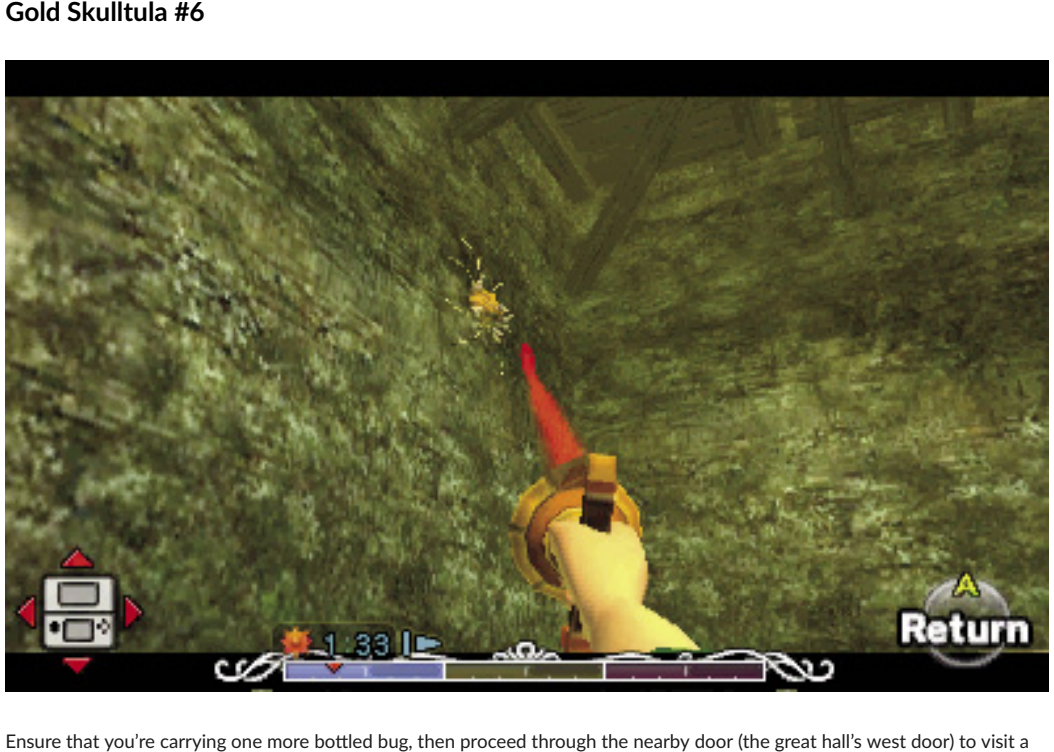
After slaying Gold Skulltula #3, look at the nearby wall, and spot a patch of soft soil (on the east wall). Release your bottle of bugs near the wall, and they'll crawl into the soft soil, forcing out a Gold Skulltula. Defeat it, and claim your fourth Gold Skulltula Spirit.

Gold Skulltula #5



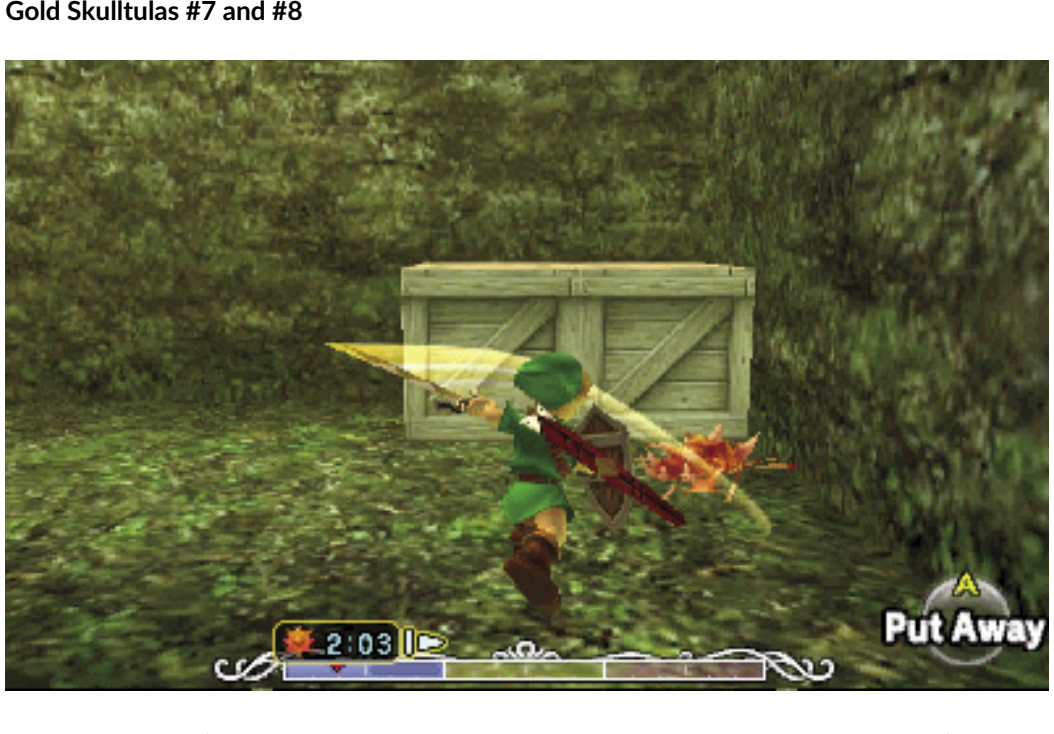
Cross the room, and locate another patch of soft soil on the west wall. Release more bugs near the wall to have them knock another Gold Skulltula from the west wall's soft soil patch. (Return to the entry room and lift the rocks to bottle more bugs if necessary.)

Gold Skulltula #6



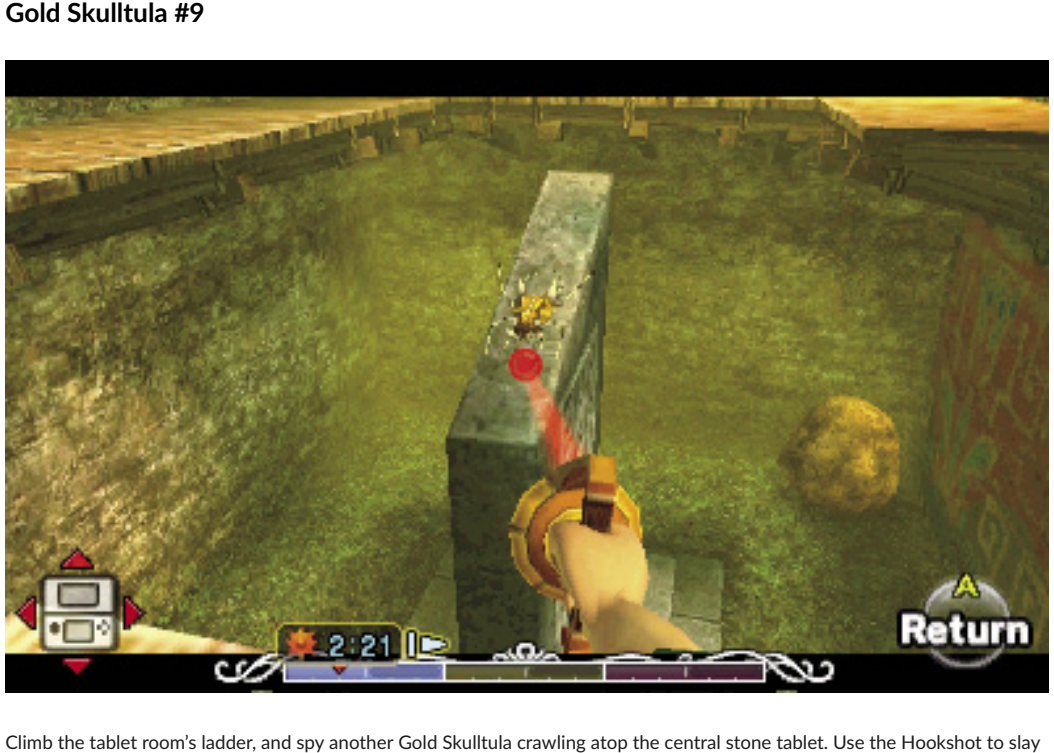
Ensure that you're carrying one more bottled bug, then proceed through the nearby door (the great hall's west door) to visit a small room with a giant stone tablet standing in its center. Move behind the tablet and whip out the Hookshot, then scan the west wall for a Gold Skulltula. Defeat the creature with the Hookshot, then use the Hookshot again to yank in its spirit.

Gold Skulltulas #7 and #8



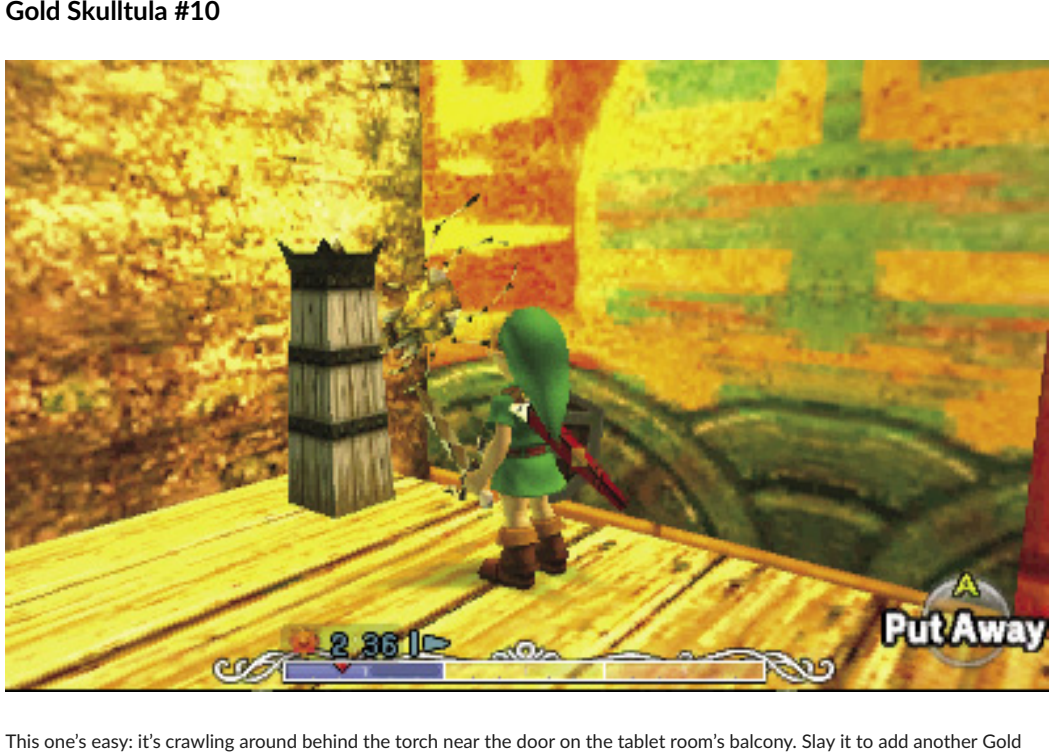
Roll into the tablet room's crates to discover two more Gold Skulltulas. Slay them both, and collect their spirits. You're getting there!

Gold Skulltula #9



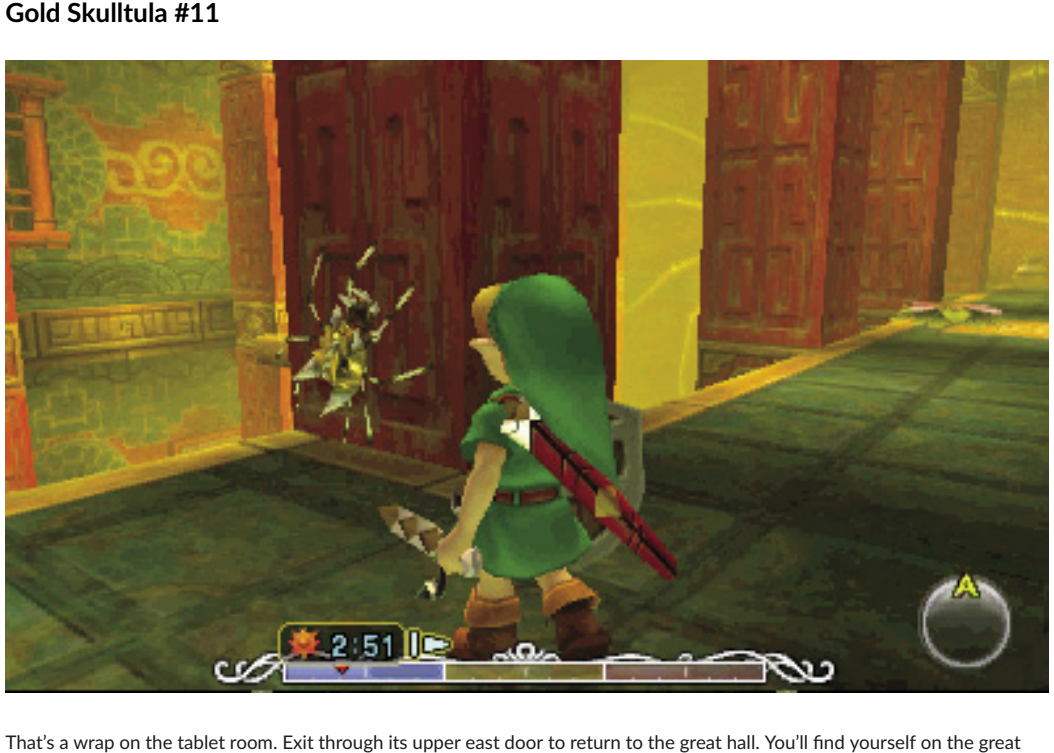
Climb the tablet room's ladder, and spy another Gold Skulltula crawling atop the central stone tablet. Use the Hookshot to slay it, and then collect its spirit.

Gold Skulltula #10



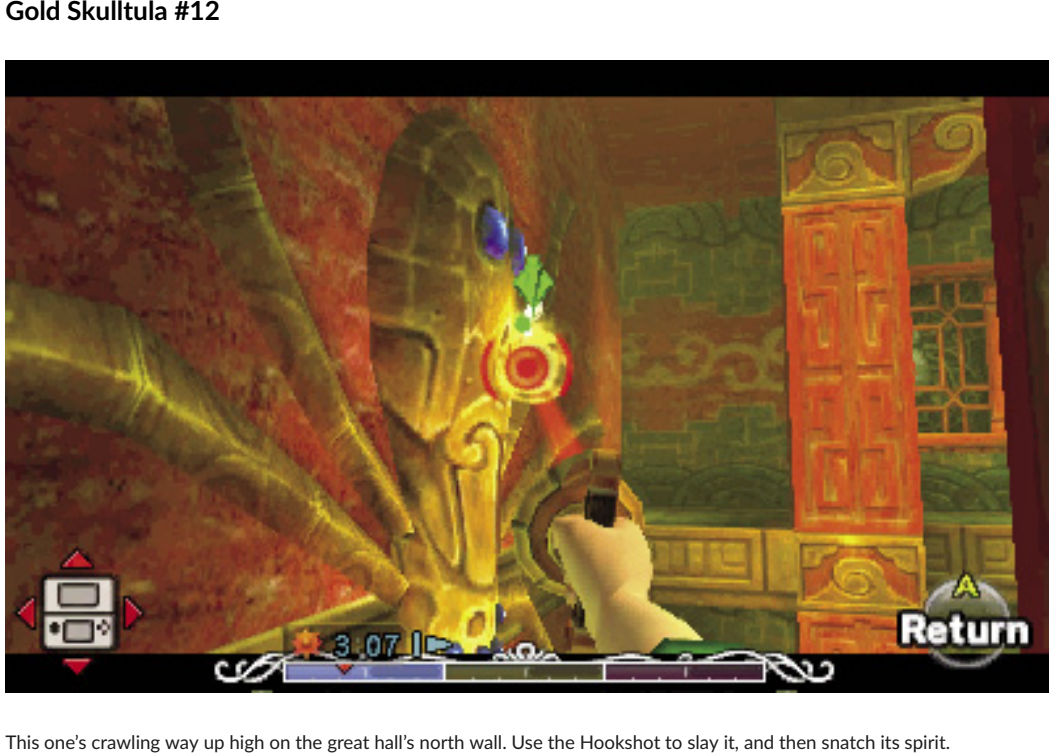
This one's easy: it's crawling around behind the torch near the door on the tablet room's balcony. Slay it to add another Gold Skulltula Spirit to your growing collection.

Gold Skulltula #11



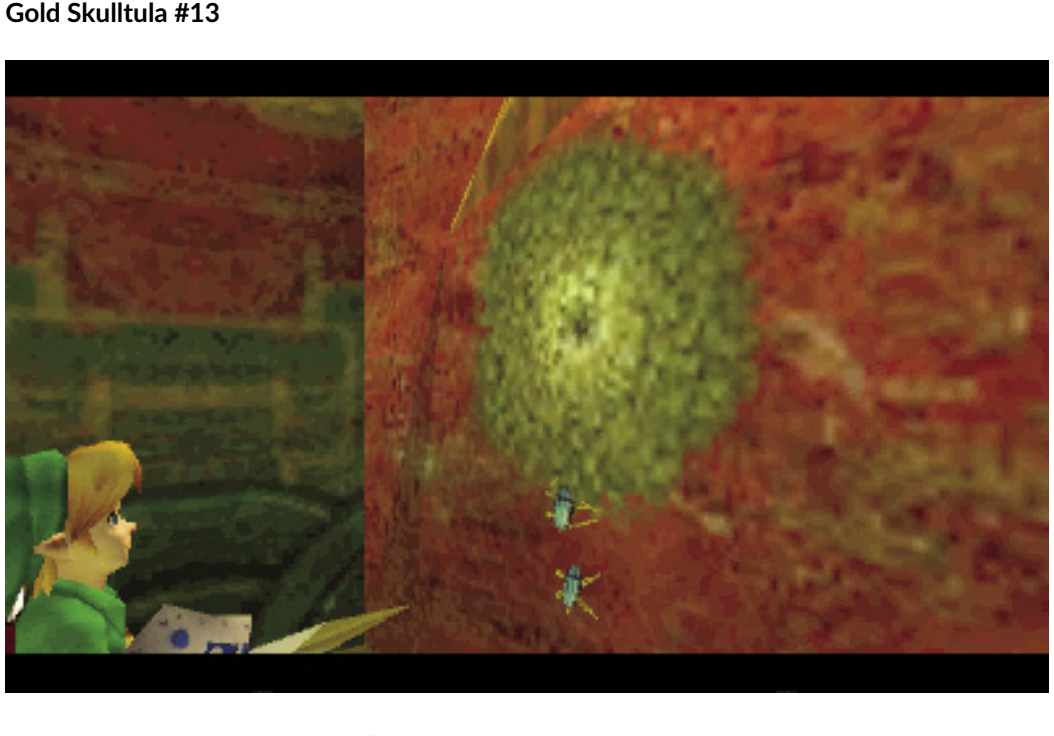
That's a wrap on the tablet room. Exit through its upper east door to return to the great hall. You'll find yourself on the great hall's upper balcony; turn left and run to the balcony's north end, then slay the Gold Skulltula that's stuck to the northwest nearby pillar.

Gold Skulltula #12



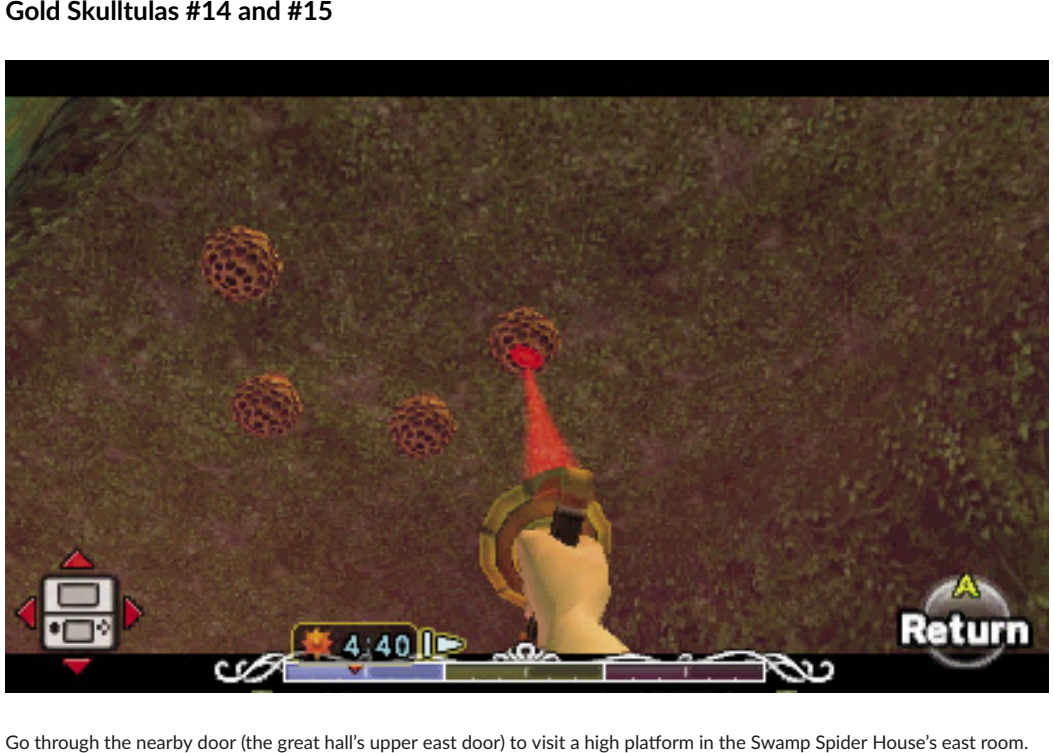
This one's crawling way up high on the great hall's north wall. Use the Hookshot to slay it, and then snatch its spirit.

Gold Skulltula #13



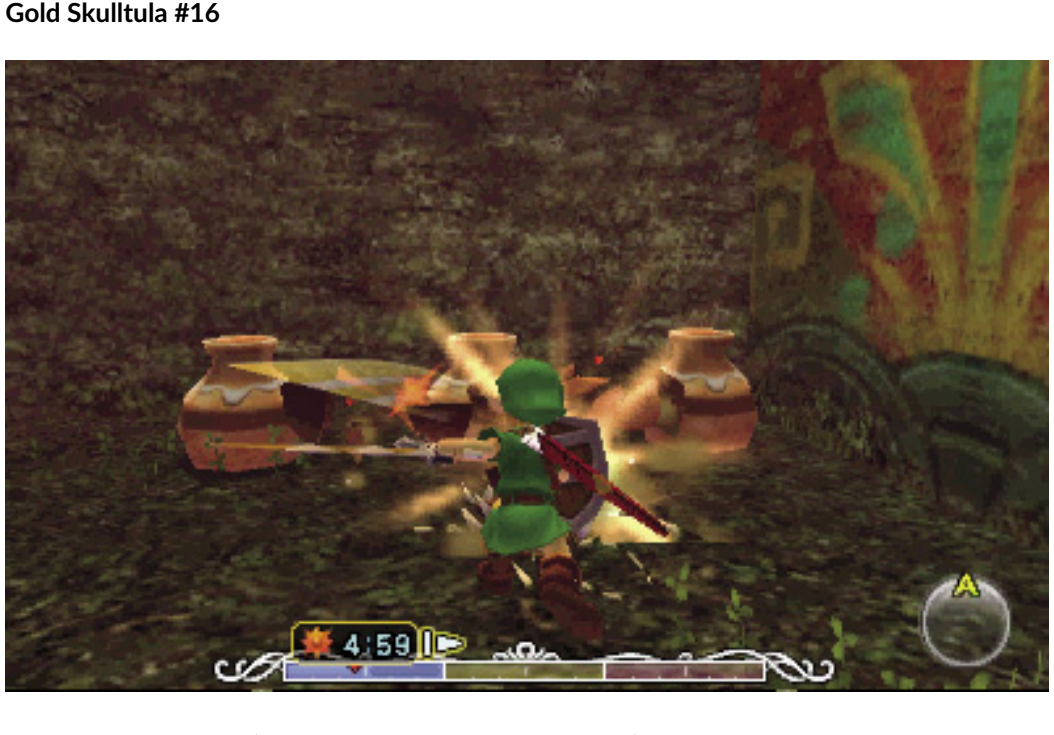
Slap on the Deku Mask, and use the balcony's Deku Flower to cross over to the east balcony. After you land, turn right and smash the south jars, then dump out your remaining bugs near the soft soil patch on the nearby wall. The bugs do the trick, and another Gold Skulltula is revealed.

Gold Skulltulas #14 and #15



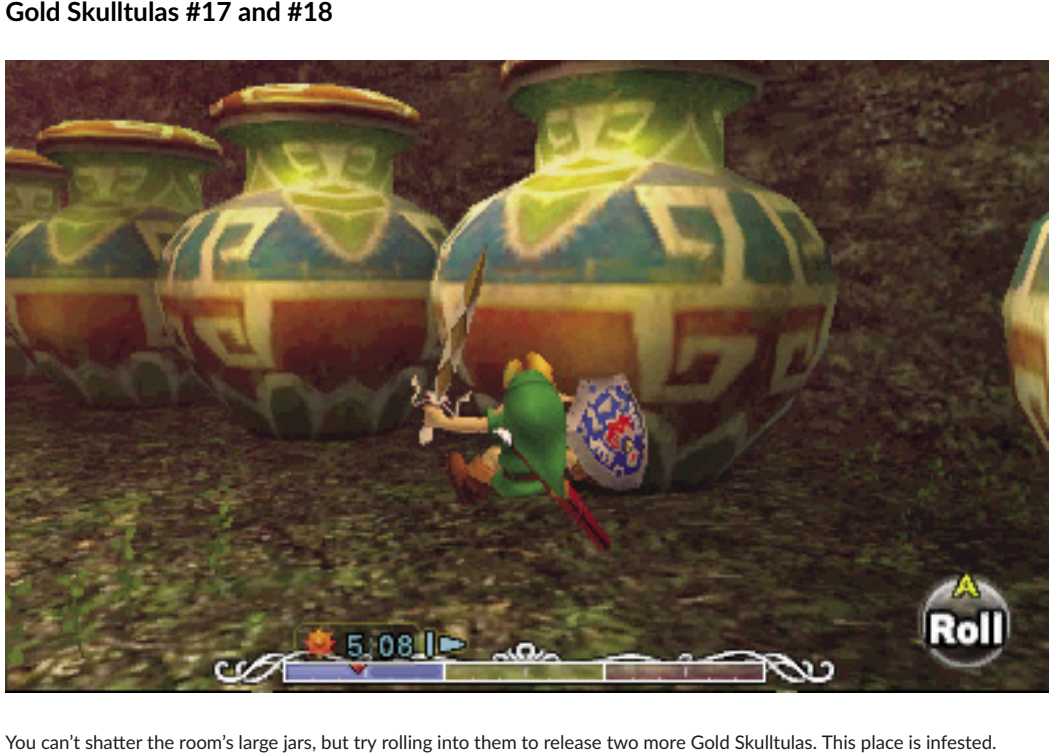
Go through the nearby door (the great hall's upper east door) to visit a high platform in the Swamp Spider House's east room. Use the Hookshot to drop the beehives on the ceiling, and you'll knock down two Gold Skulltulas in the process. Though you should beware of the Giant Bees that may be released, don't worry if they knock you off the platform. You can still hit the beehives with the Hookshot from the ground floor. Drop and slay the two Gold Skulltulas that were hiding in the beehives.

Gold Skulltula #16



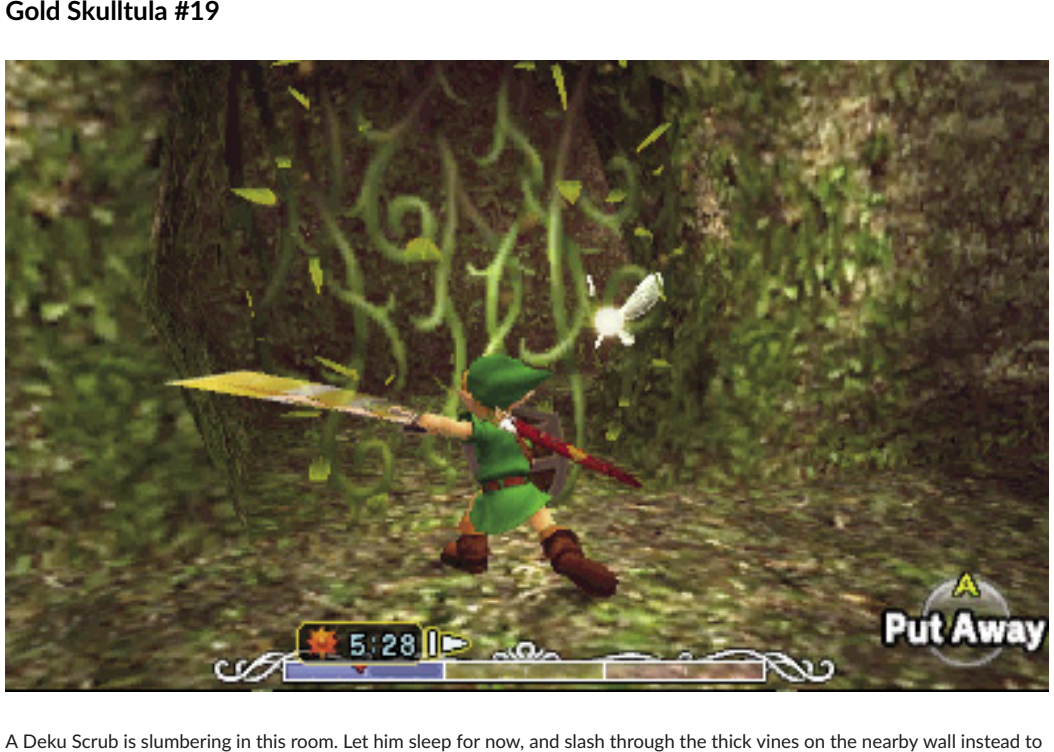
Afterward, smash up the room's small jars to find another Gold Skulltula. You're more than halfway there now.

Gold Skulltulas #17 and #18



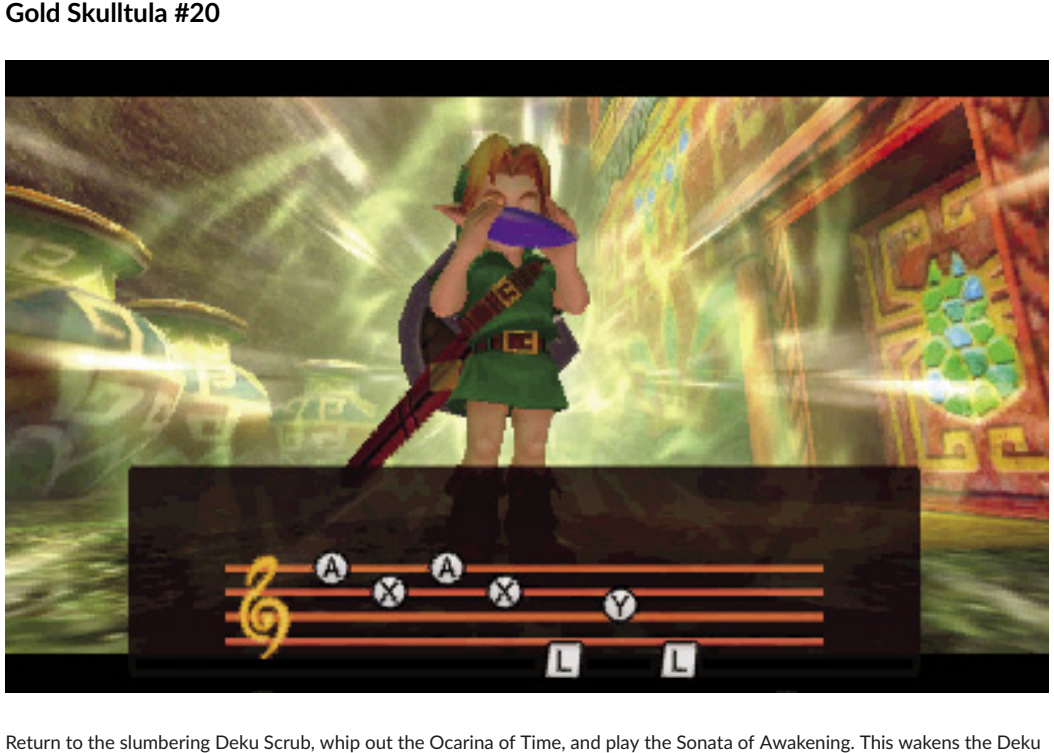
You can't shatter the room's large jars, but try rolling into them to release two more Gold Skulltulas. This place is infested.

Gold Skulltula #19

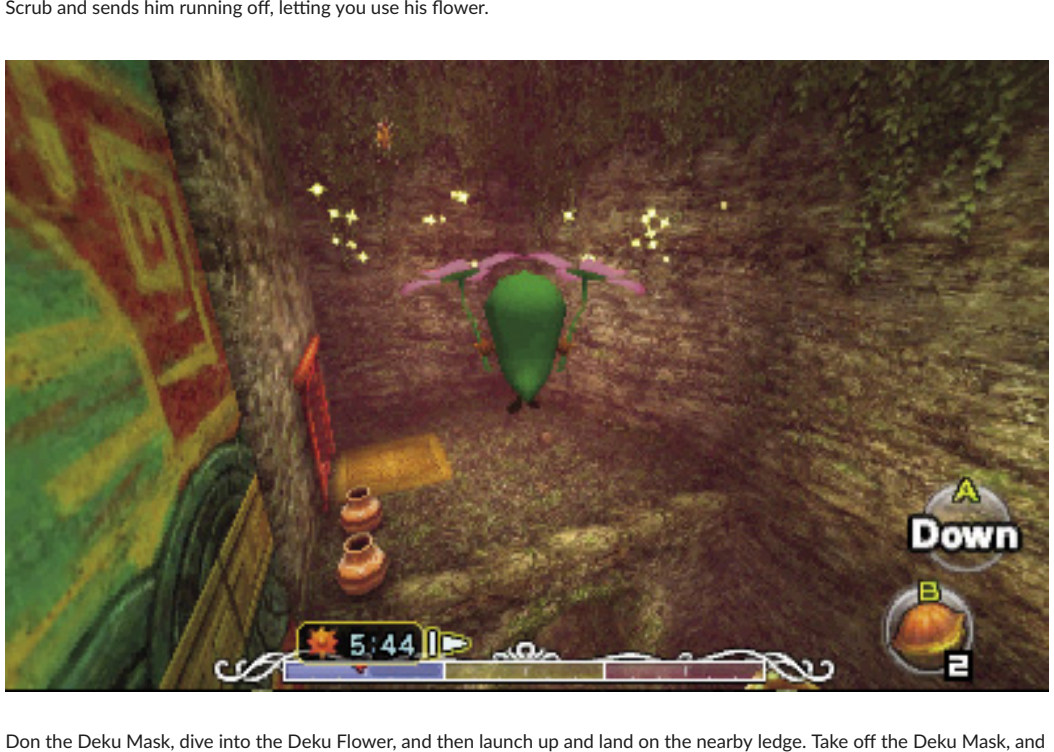


A Deku Scrub is slumbering in this room. Let him sleep for now, and slash through the thick vines on the nearby wall instead to uncover a tunnel that leads to another Gold Skulltula.

Gold Skulltula #20

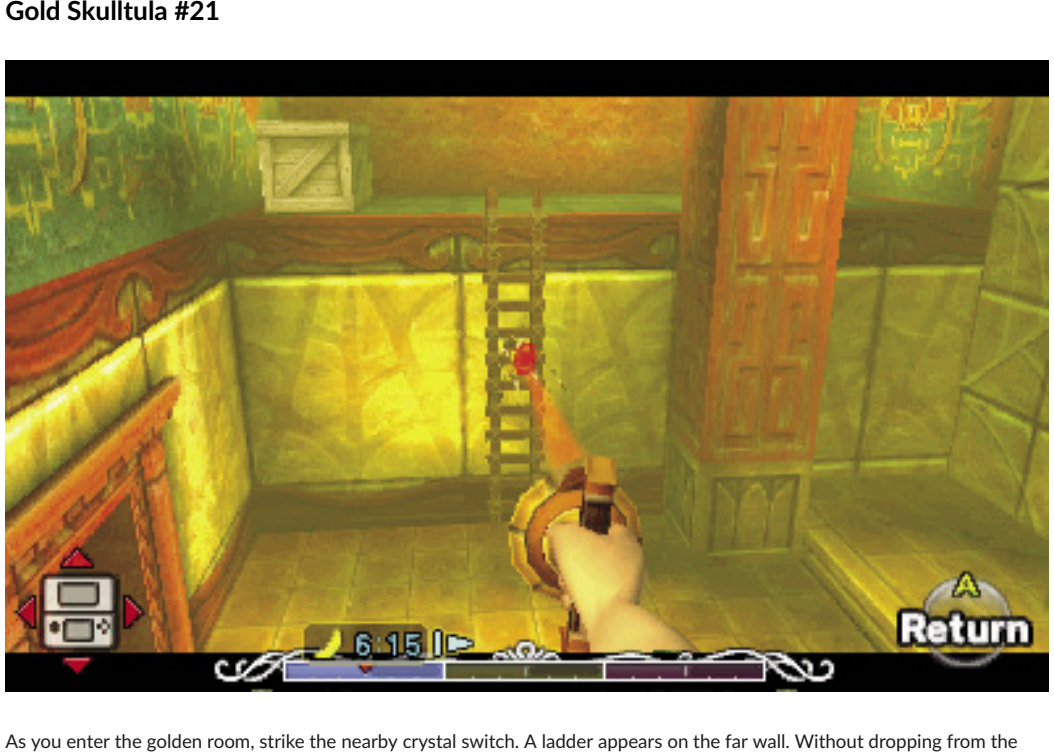


Return to the slumbering Deku Scrub, whip out the Ocarina of Time, and play the Sonata of Awakening. This wakens the Deku Scrub and sends him running off, letting you use his flower.



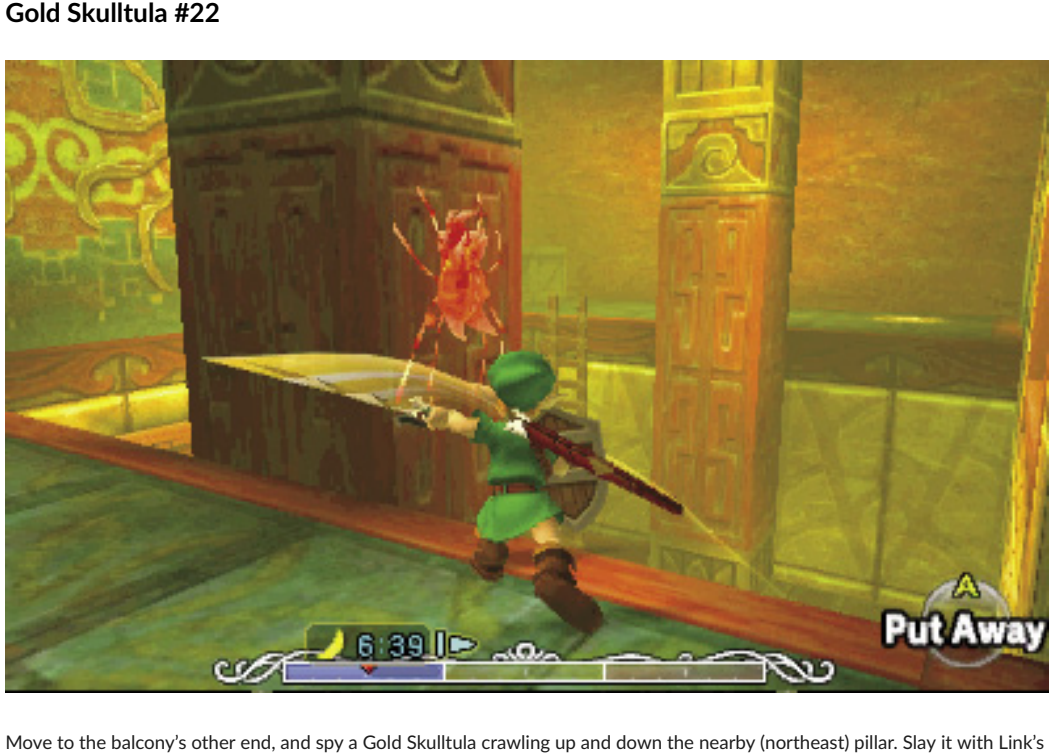
Don the Deku Mask, dive into the Deku Flower, and then launch up and land on the nearby ledge. Take off the Deku Mask, and use the Hookshot to defeat the Gold Skulltula on the nearby (north) wall. Go through the nearby (northwest) door afterward to enter a golden room.

Gold Skulltula #21



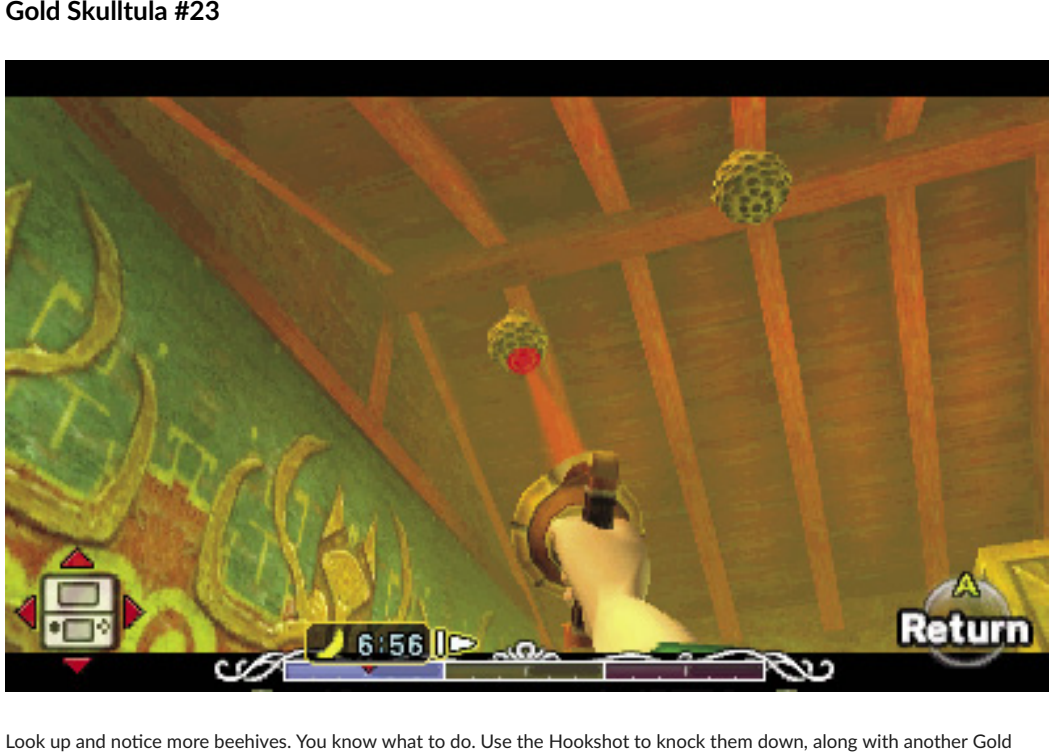
As you enter the golden room, strike the nearby crystal switch. A ladder appears on the far wall. Without dropping from the balcony, use the Hookshot to slay the Gold Skulltula that crawls on the ladder and obtain its spirit.

Gold Skulltula #22



Move to the balcony's other end, and spy a Gold Skulltula crawling up and down the nearby (northeast) pillar. Slay it with Link's blade or the Hookshot, and claim its spirit.

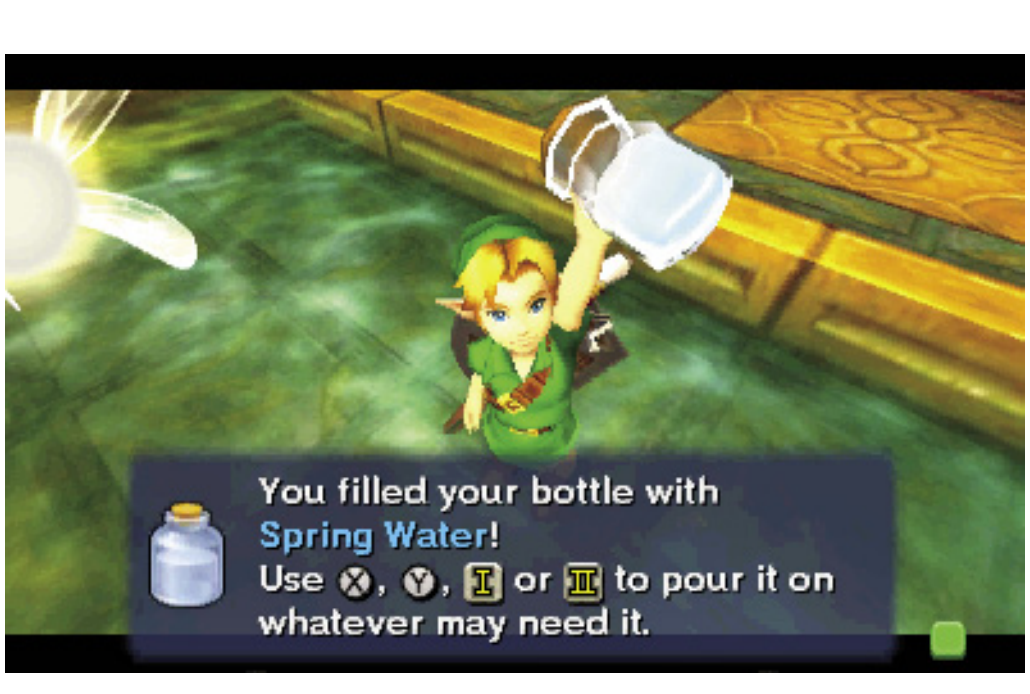
Gold Skulltula #23



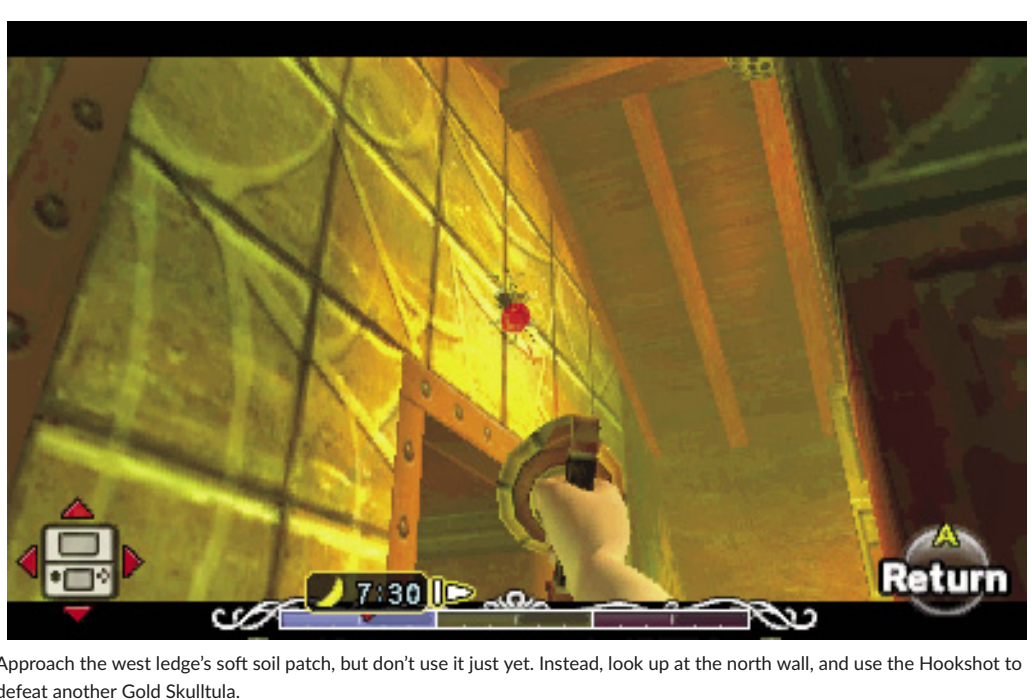
Look up and notice more beehives. You know what to do. Use the Hookshot to knock them down, along with another Gold Skulltula. This time, drop from the balcony, and slay the critter to claim its spirit.

Gold Skulltula #24

Go through the south door to return to the great hall. Fill one of your Empty Bottles with Spring Water from the central pool, then return to the golden room and climb the ladder on your left to reach the west ledge.

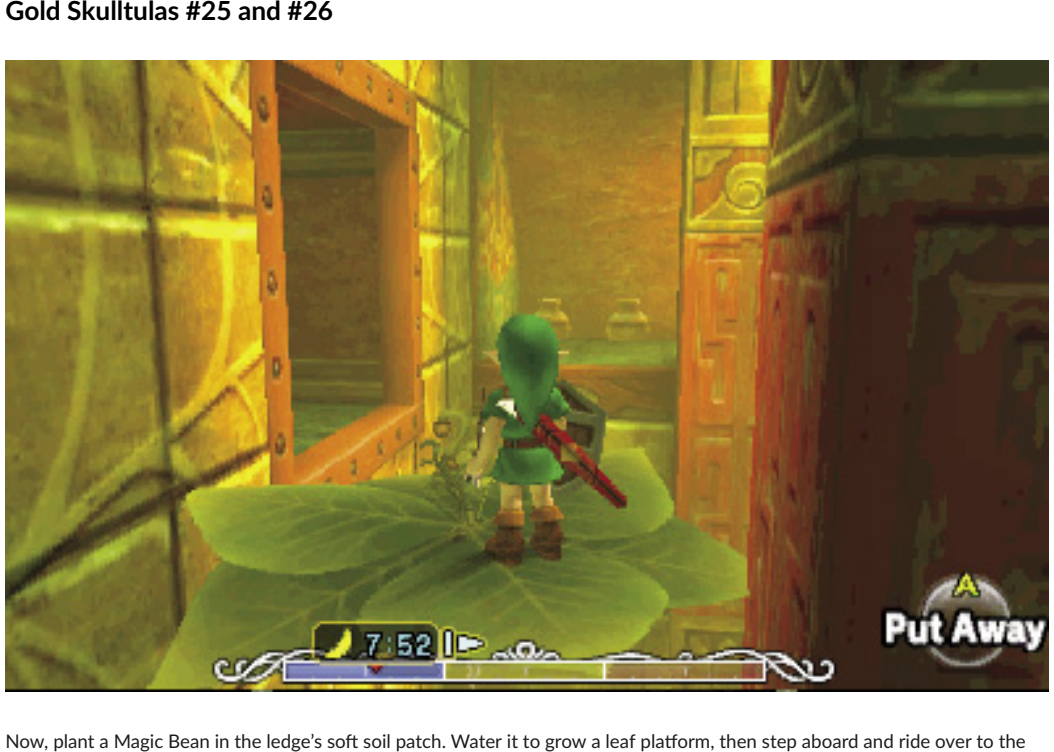


You filled your bottle with Spring Water!
Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to pour it on whatever may need it.

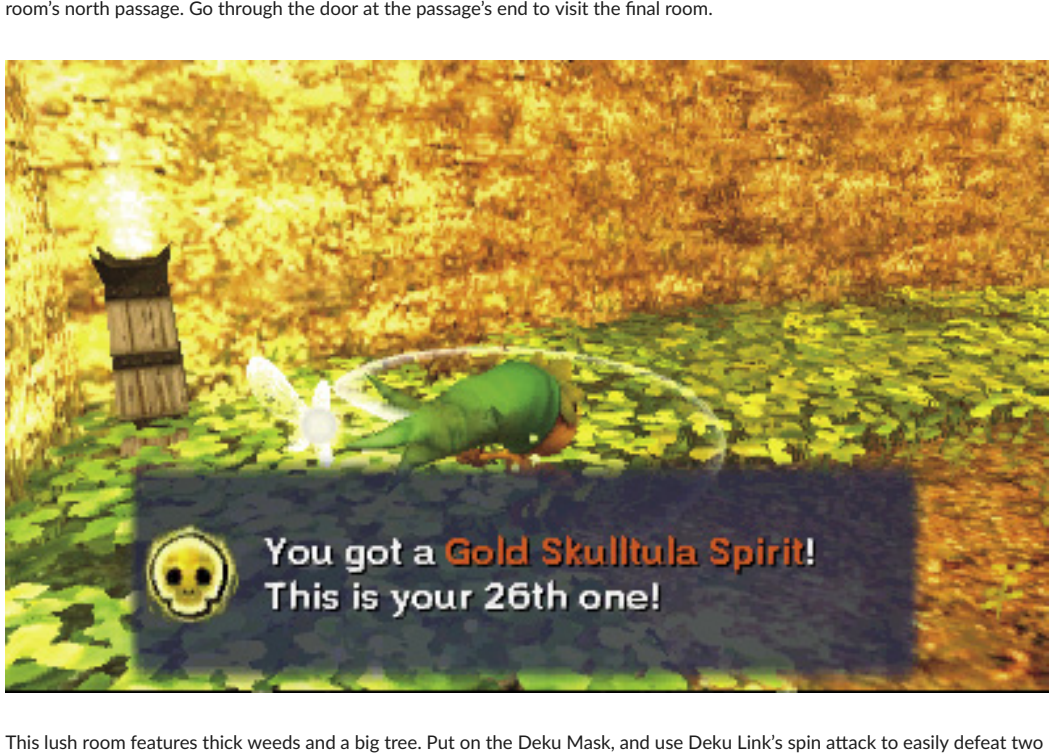


Approach the west ledge's soft soil patch, but don't use it just yet. Instead, look up at the north wall, and use the Hookshot to defeat another Gold Skulltula.

Gold Skulltulas #25 and #26



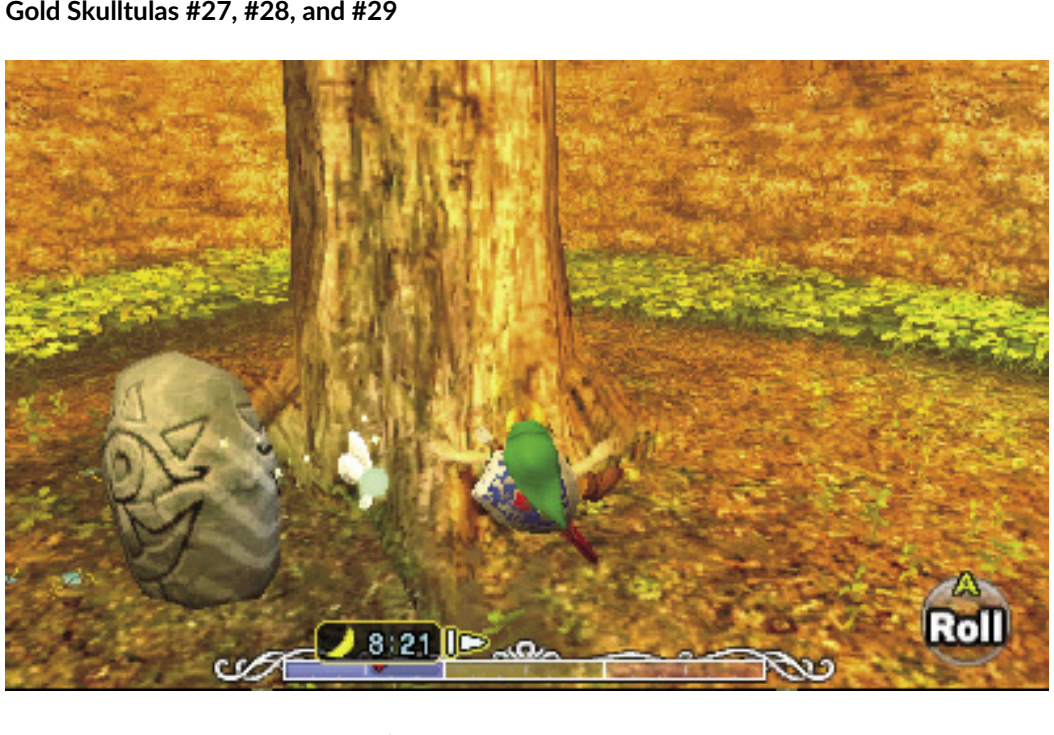
Now, plant a Magic Bean in the ledge's soft soil patch. Water it to grow a leaf platform, then step aboard and ride over to the room's north passage. Go through the door at the passage's end to visit the final room.



You got a Gold Skulltula Spirit!
This is your 26th one!

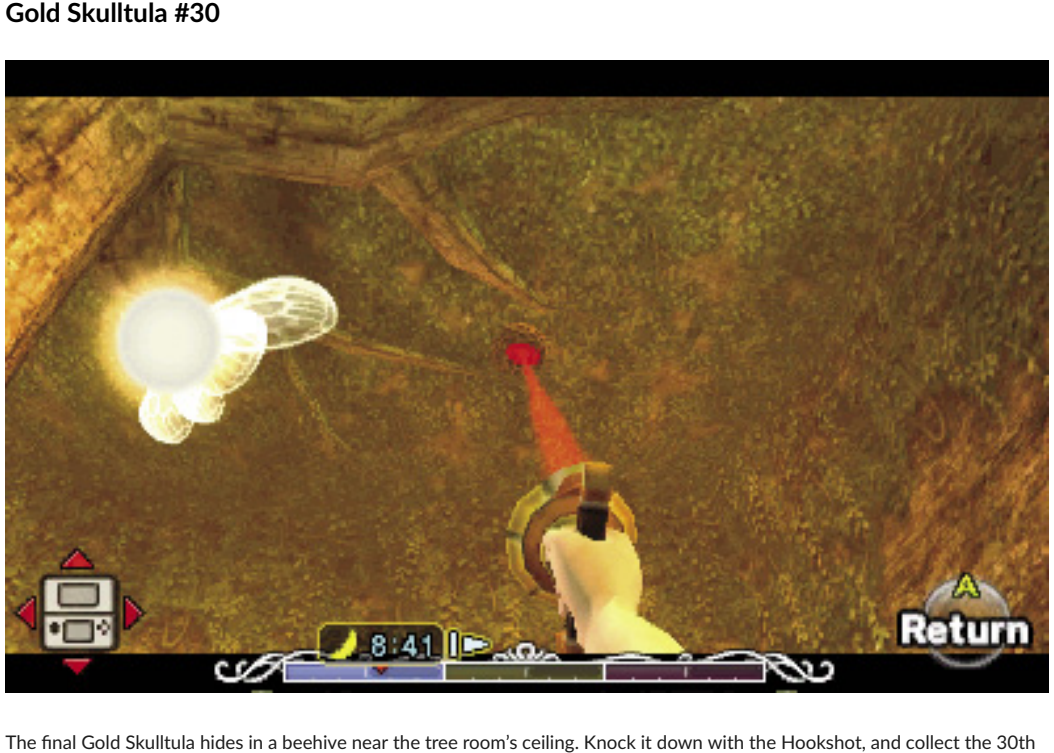
This lush room features thick weeds and a big tree. Put on the Deku Mask, and use Deku Link's spin attack to easily defeat two Gold Skulltulas that are tough to spot as they crawl around the weeds.

Gold Skulltulas #27, #28, and #29



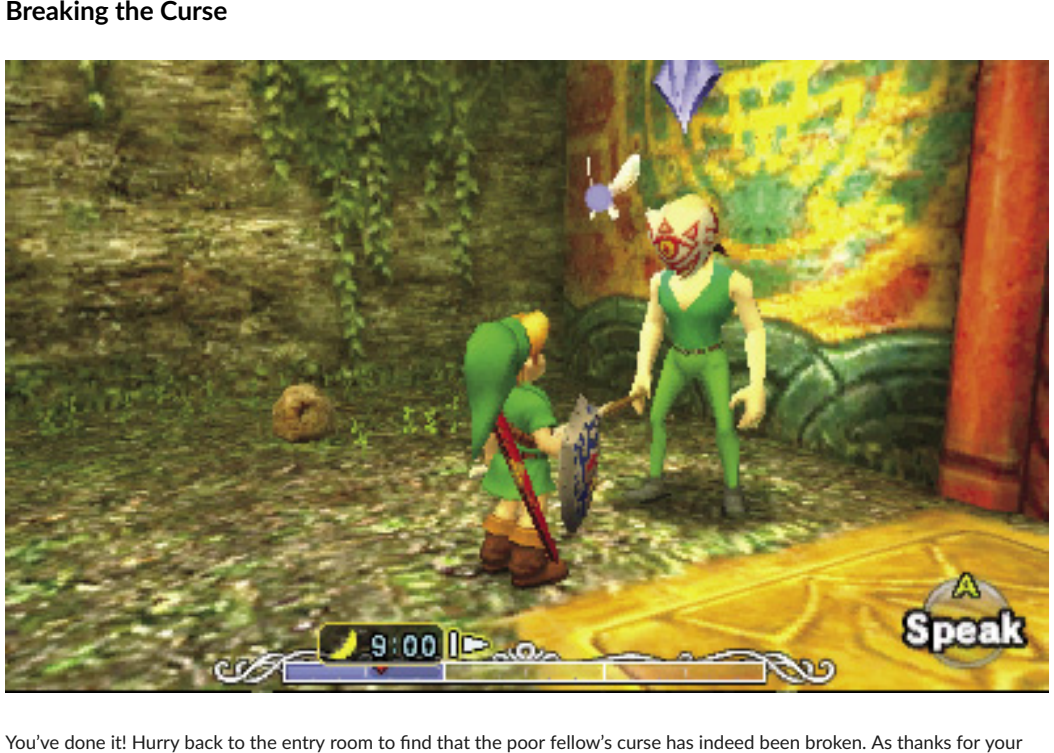
Remove the Deku Mask, and roll into the room's central tree to knock down three more Gold Skulltulas. Some of them might land in the tall grass, so feel free to use Deku Link's spin to help you slay them all.

Gold Skulltula #30



The final Gold Skulltula hides in a beehive near the tree room's ceiling. Knock it down with the Hookshot, and collect the 30th Gold Skulltula Spirit. Nice work!

Breaking the Curse



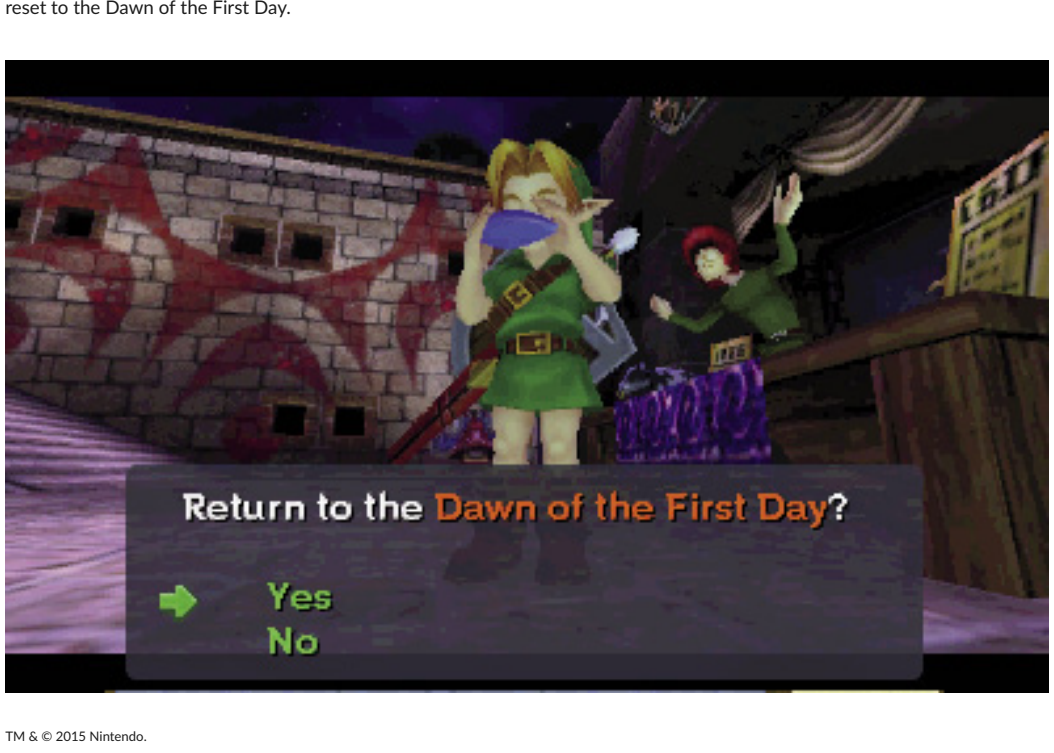
You've done it! Hurry back to the entry room to find that the poor fellow's curse has indeed been broken. As thanks for your help, the man gives you the mask that got him into all of this trouble in the first place: the Mask of Truth.

Mask of Truth

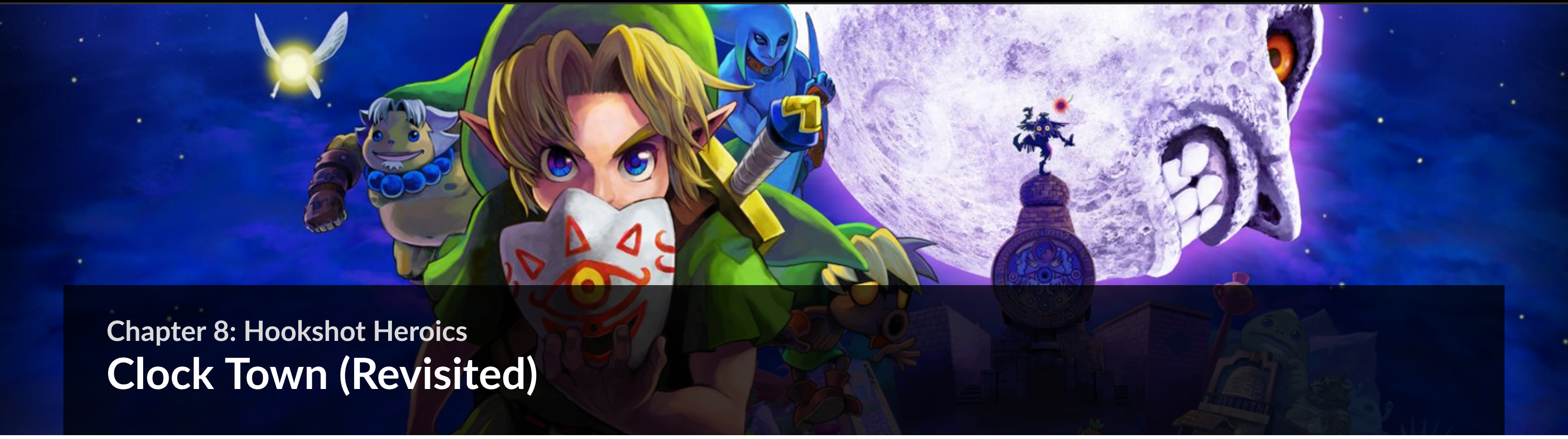
You got the Mask of Truth! This mask was passed down by the mysterious Sheikah. Now it's yours. This mask allows you to hear and understand the wisdom of Gossip Stones and the thoughts of animals.

Save and Reset

Now that you've found the Mask of Truth, new adventures are available, but there's no reason not to save and reset to the Dawn of the First Day at this point. Soar back to Clock Town to deposit your Rupees and save, then play the Song of Time to reset to the Dawn of the First Day.



Return to the Dawn of the First Day?
➡ Yes
No

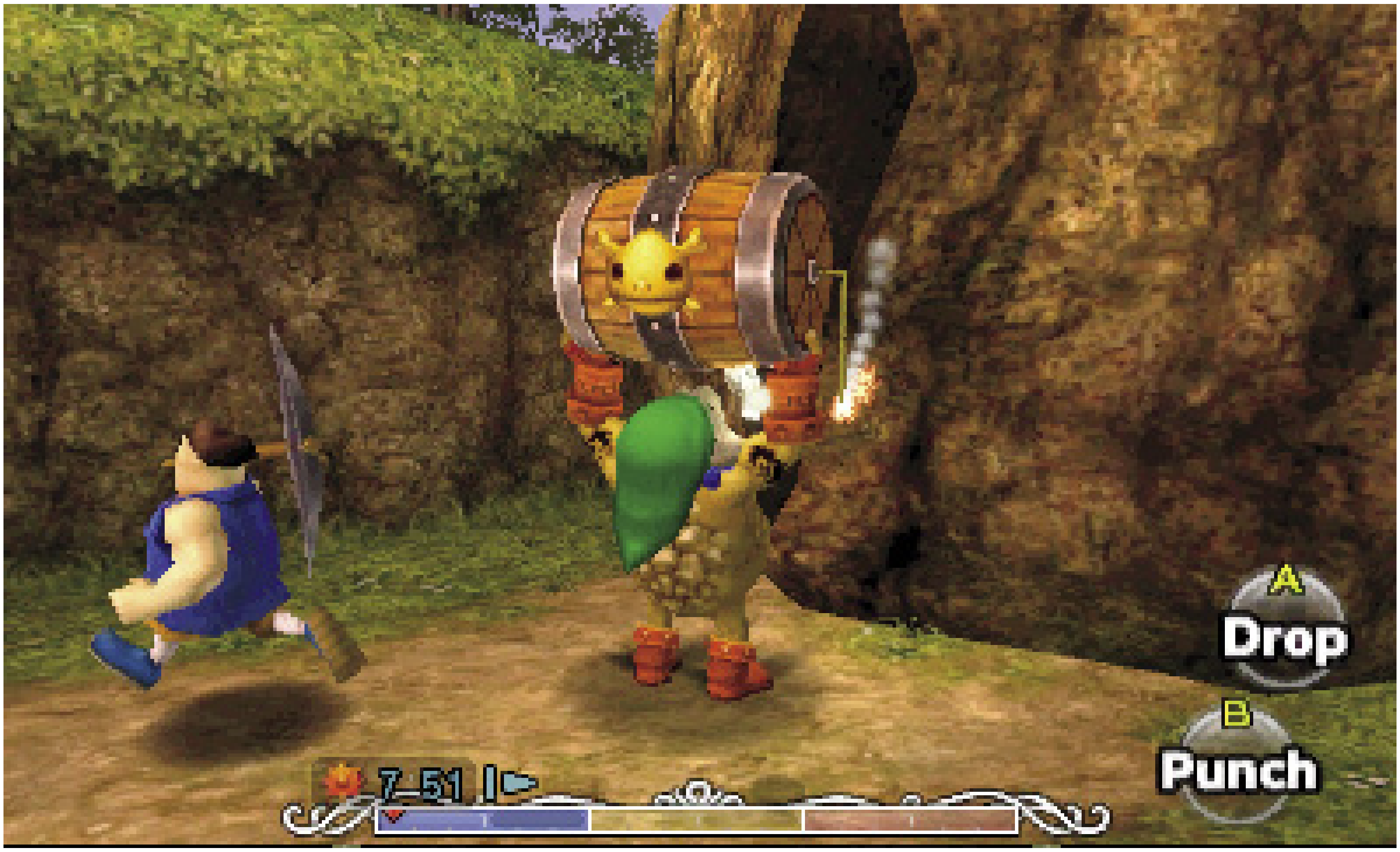


Chapter 8: Hookshot Heroics

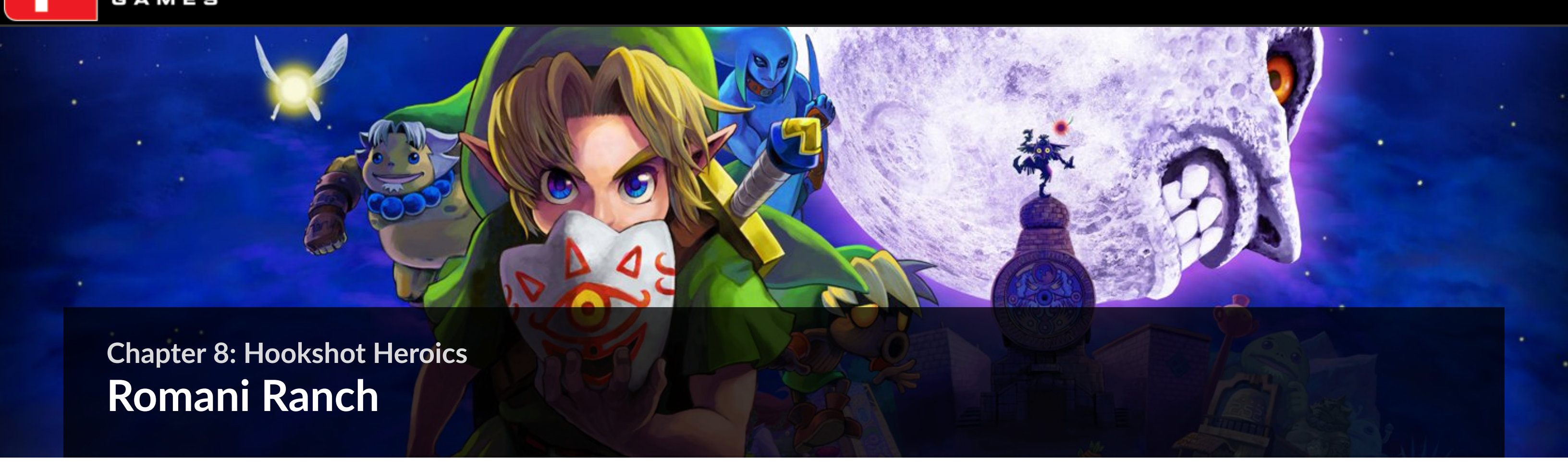
Clock Town (Revisited)

Blast into the Ranch

Back on the Dawn of the First Day, play the Inverted Song of Time to slow down time as usual. Then, collect the Silver Rupee from the chest in the sewers (use the Blast Mask to get it) and the Silver Rupee from the chest atop the Town Shooting Gallery. Once you've stuffed your wallet with 200 Rupees, put on the Goron Mask, and visit the Bomb Shop in West Clock Town. Speak to the Goron inside the shop as Goron Link, and buy a Powder Keg for 50 Rupees.

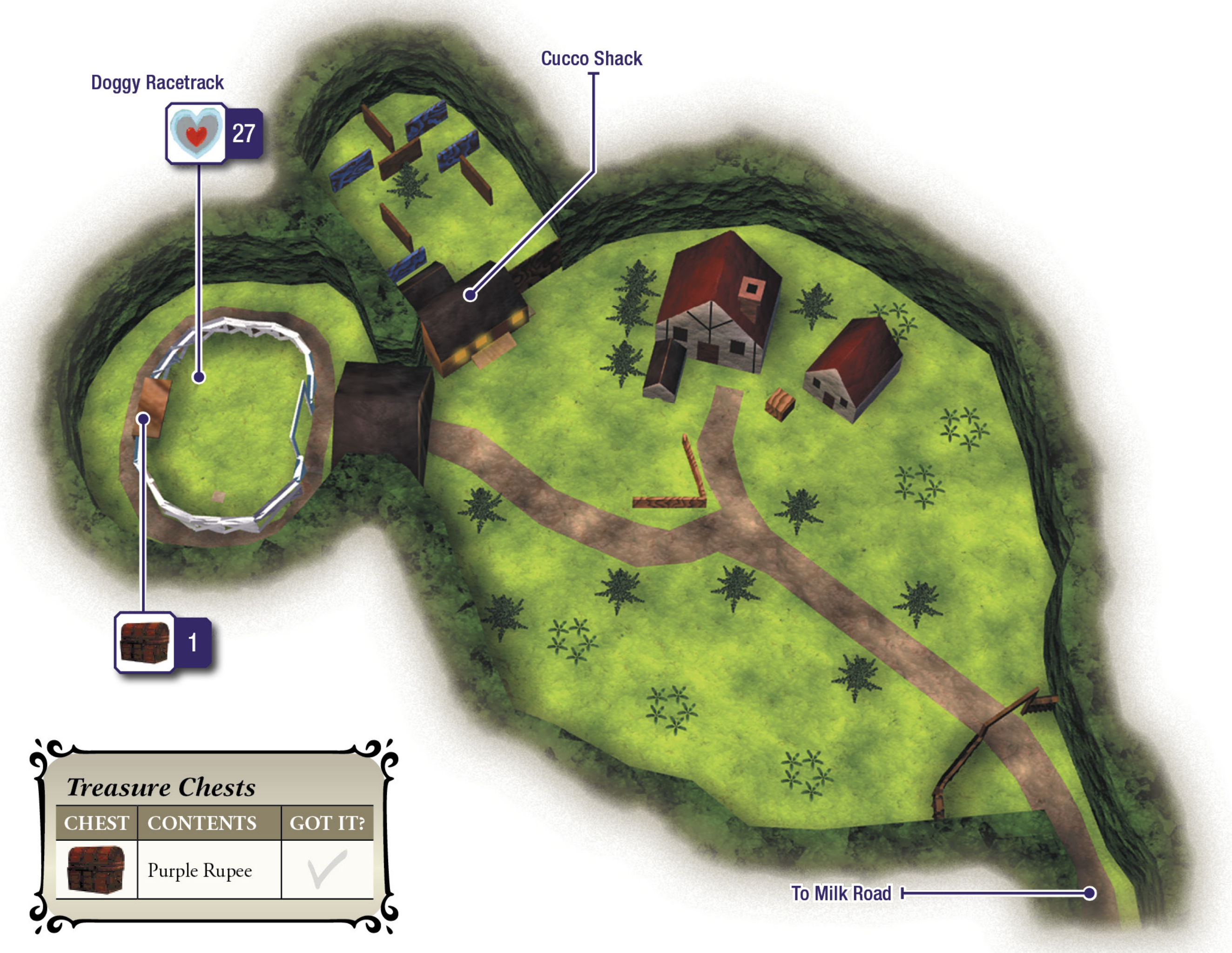


Afterward, leave the Bomb Shop with 150 Rupees still in your wallet, and soar to Milk Road. Save your game, and then use your Powder Keg to blast the boulder that blocks the west road. Travel west into Romani Ranch.



Chapter 8: Hookshot Heroics

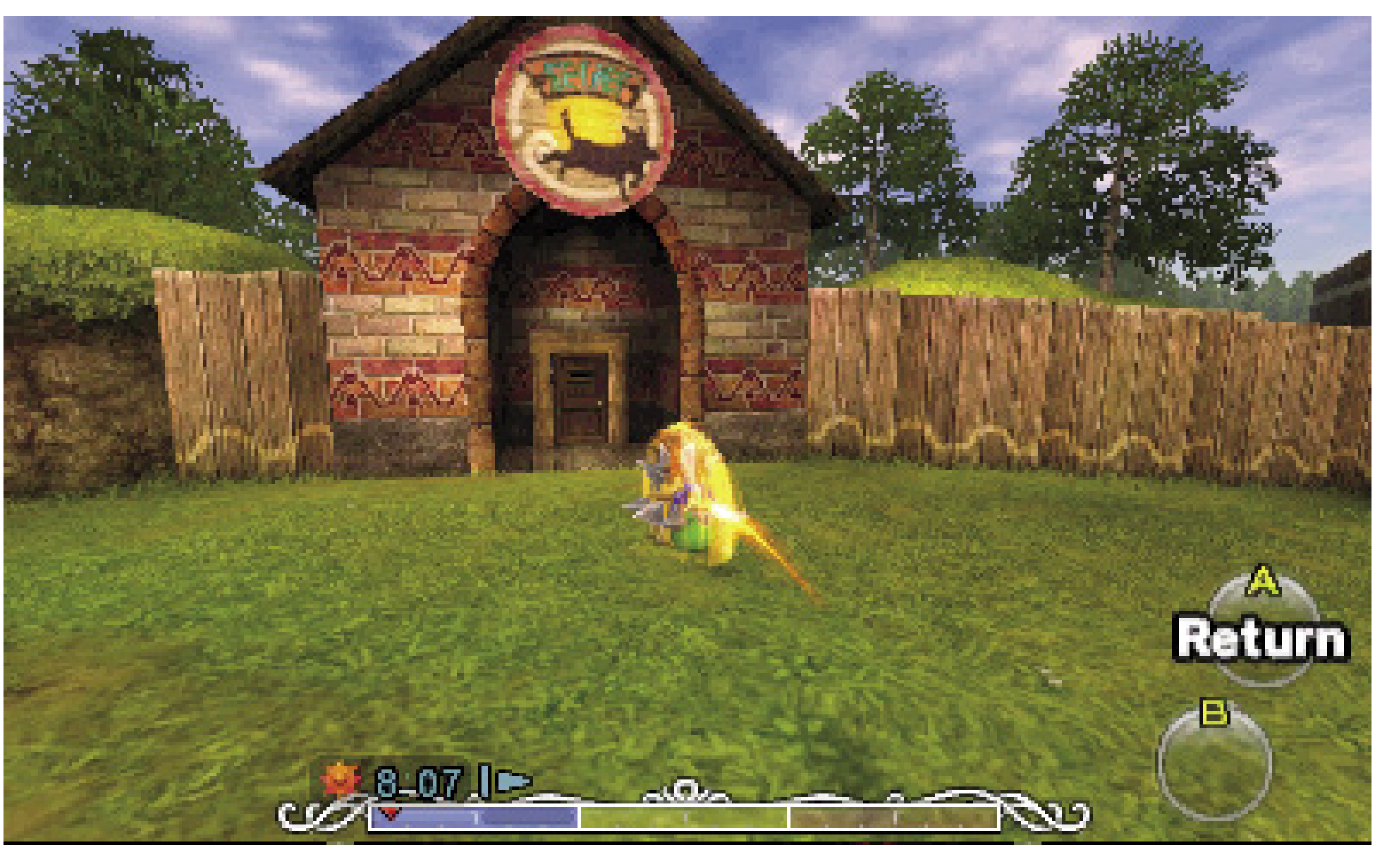
Romani Ranch

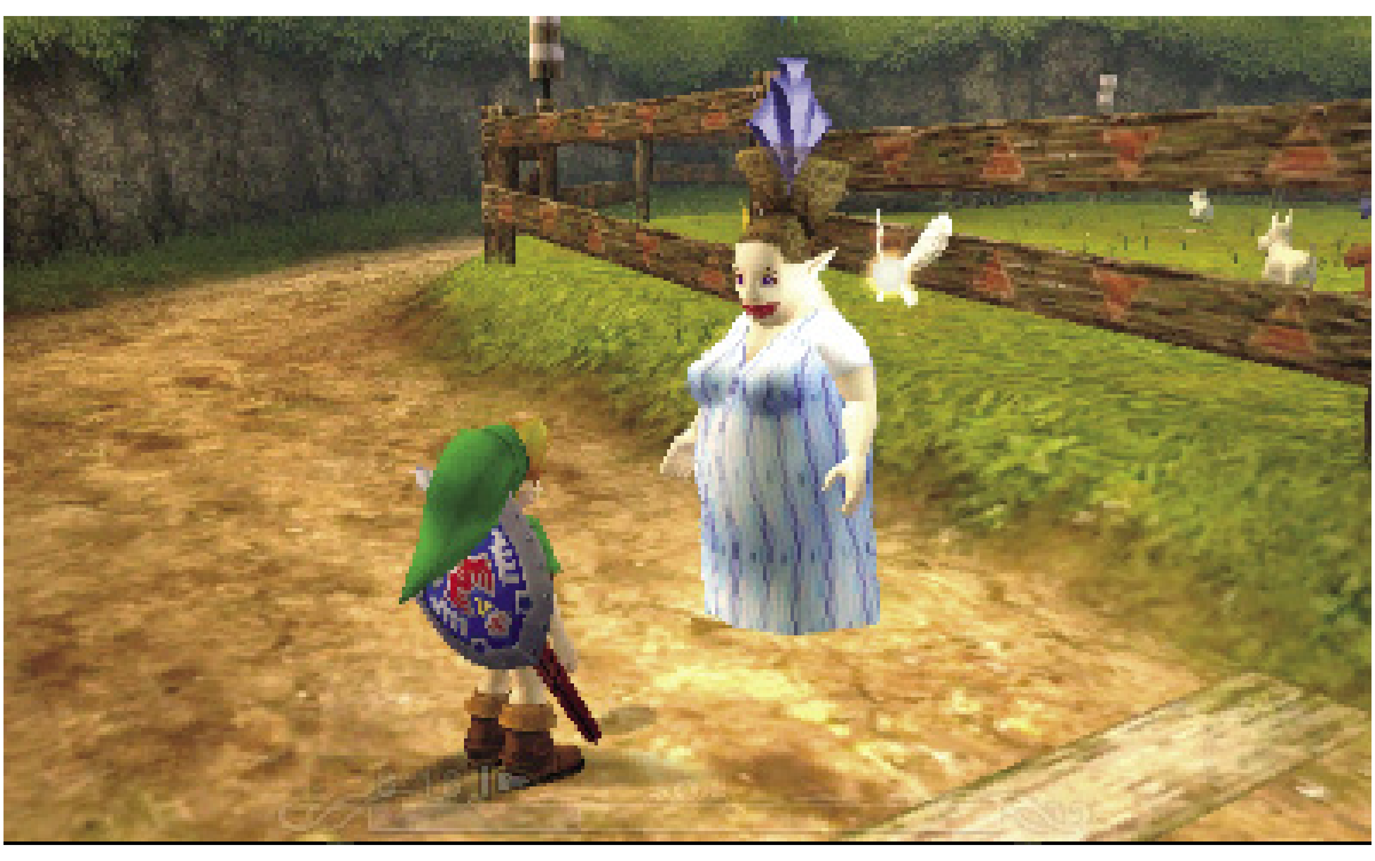


Treasure Chests

CHEST	CONTENTS	GOT IT?
1	Purple Rupee	✓

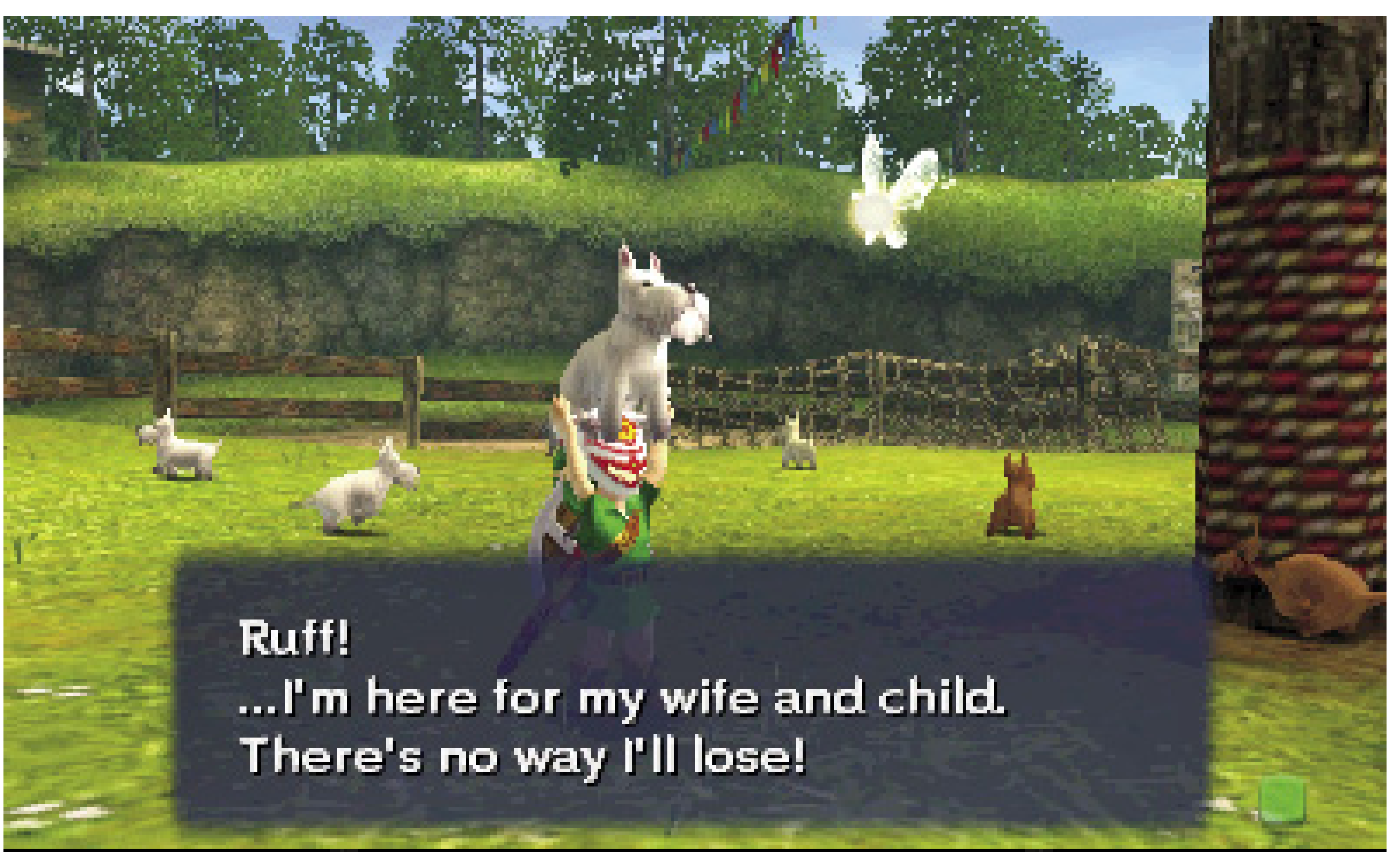
A Day at the Races





Roll directly west through Romani Ranch, speeding toward the distant building that has a dog painted on the roof. Enter to visit the Doggy Racetrack.

Now that you have the Mask of Truth, you have a much better chance of winning this game. Speak to Mamamu, and agree to play.



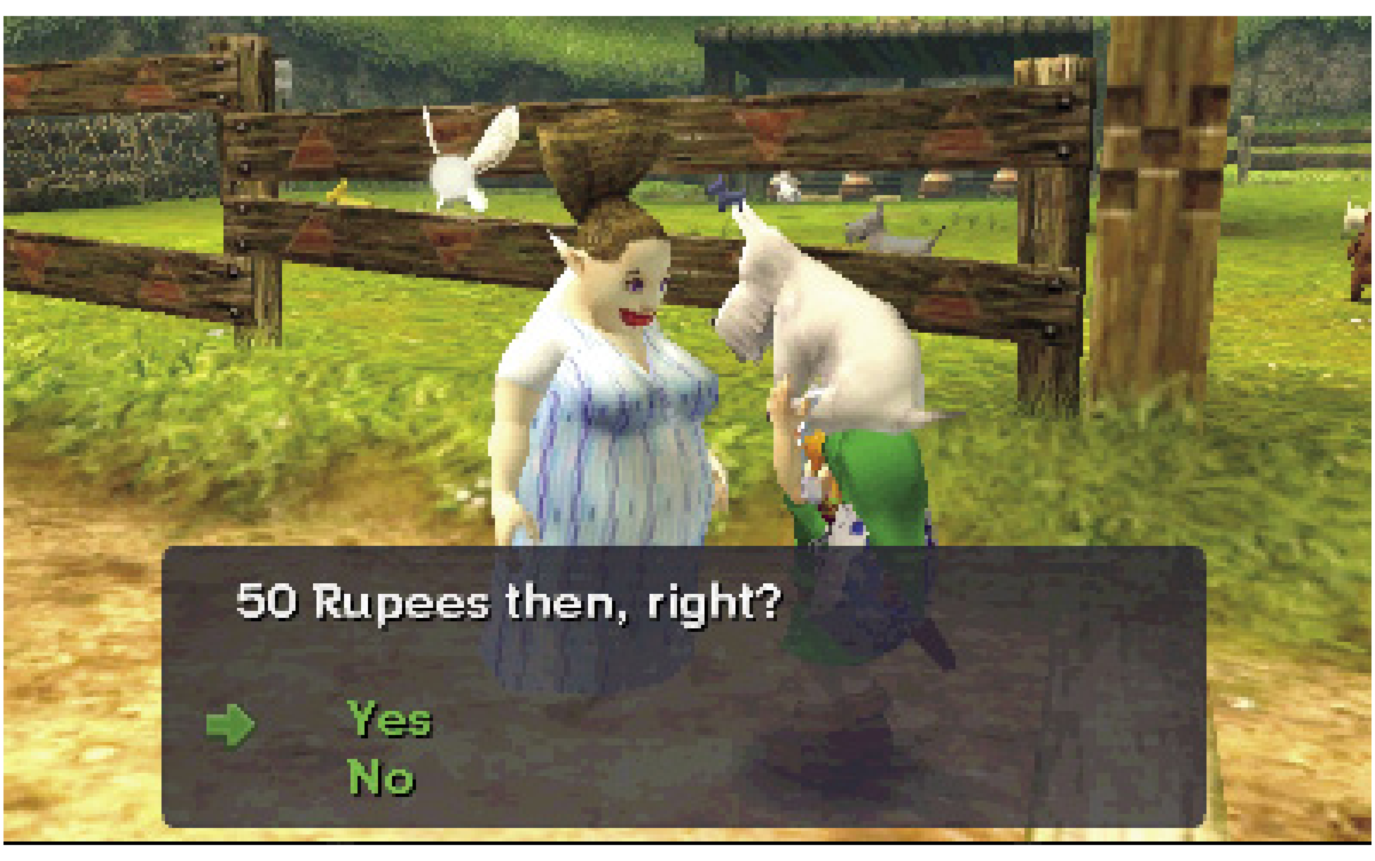
Ruff!
...I'm here for my wife and child.
There's no way I'll lose!

After speaking with Mamamu, you get to pick the dog that you think can run the fastest and win the race. Put on the Mask of Truth, and pick up the dogs in the run to hear their innermost thoughts. Look for a dog that says something really confident or positive, such as:

"My four paws feel lighter than usual today!"

"Oh yeah! I feel unstoppable! I don't think I'll lose!"

"I'm here for my wife and child. There's no way I'll lose!"



50 Rupees then, right?
Yes
No

Once you've decided on a dog, carry it over to Mamamu. She'll inform you that you'll get triple your money if your dog takes first place, and double if it finishes second. If it finishes third through fifth, you'll get your money back so that you can try again. If it finishes sixth or lower, you'll lose. Place a bet of 50 Rupees, then sit back and enjoy the race.

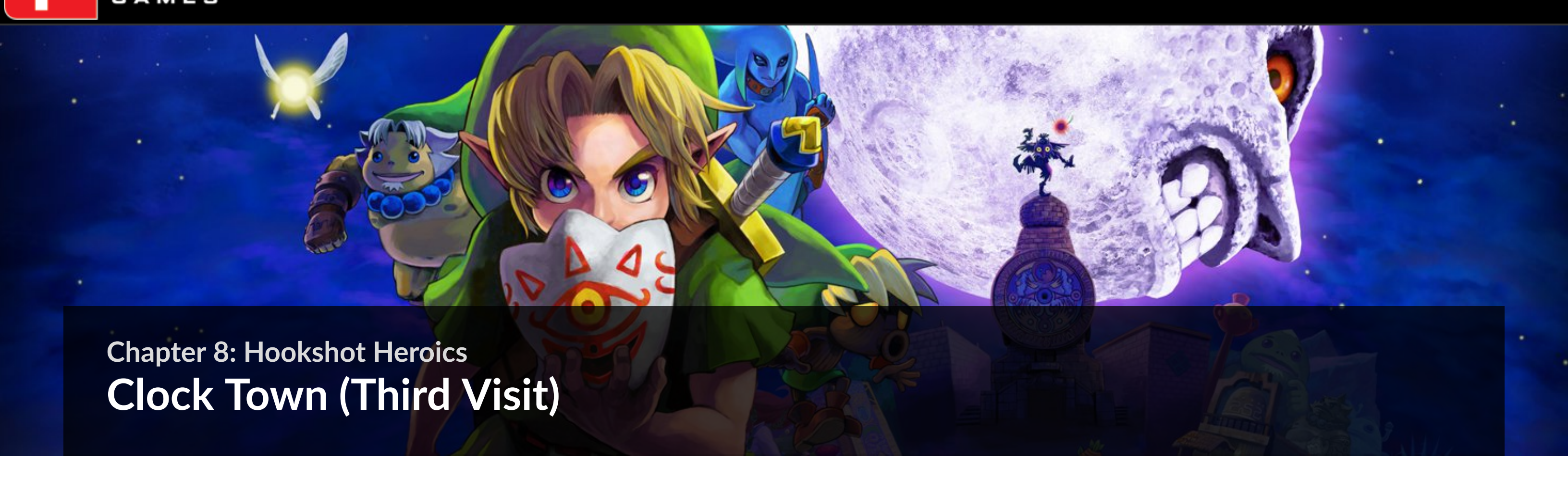
The most confident dogs commonly finish ahead of the pack, but there's no guarantee that you'll win. Still, you're likely to at least break even just by picking confident dogs. Keep trying until your dog finishes in first place; you have plenty of time to play with. Win 150 Rupees from Mamamu's dog race on a single bet, and you'll earn a special bonus: a Piece of Heart.

Piece of Heart #27

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Chest on the Shed

Your mini-map shows that there's a chest atop the southwest shed here at the Doggy Racetrack. It contains a Purple Rupee, which could come in handy if Lady Luck isn't with you. You could use a Magic Bean and some Spring Water to grow a leaf platform and reach the chest, but it's easier to simply circle behind the shed and zip up to the chest with the Hookshot.

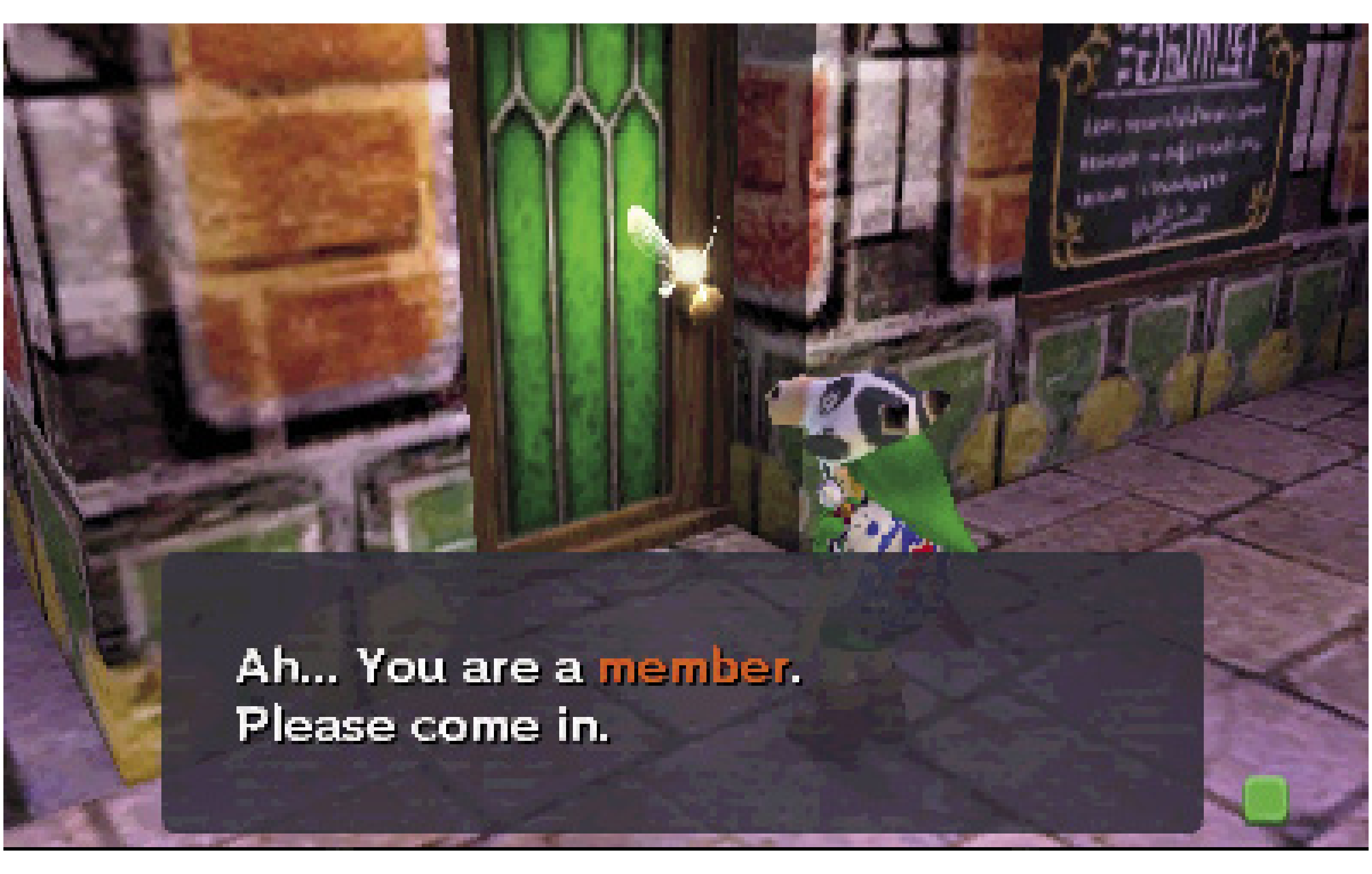


Chapter 8: Hookshot Heroics

Clock Town (Third Visit)

Better Latte than Never

Soar back to Clock Town, and deposit your Rupees into your bank account. Afterward, go to East Clock Town and hang out near the Latte Milk Bar, located near Clock Town's east gate. Play the Song of Double Time and advance to 10 p.m. on the Night of the First Day. Then, put on Romani's Mask (which you received after you escorted Cremia and her wagon of Chateau Romani through Milk Road), and enter the Latte Milk Bar.



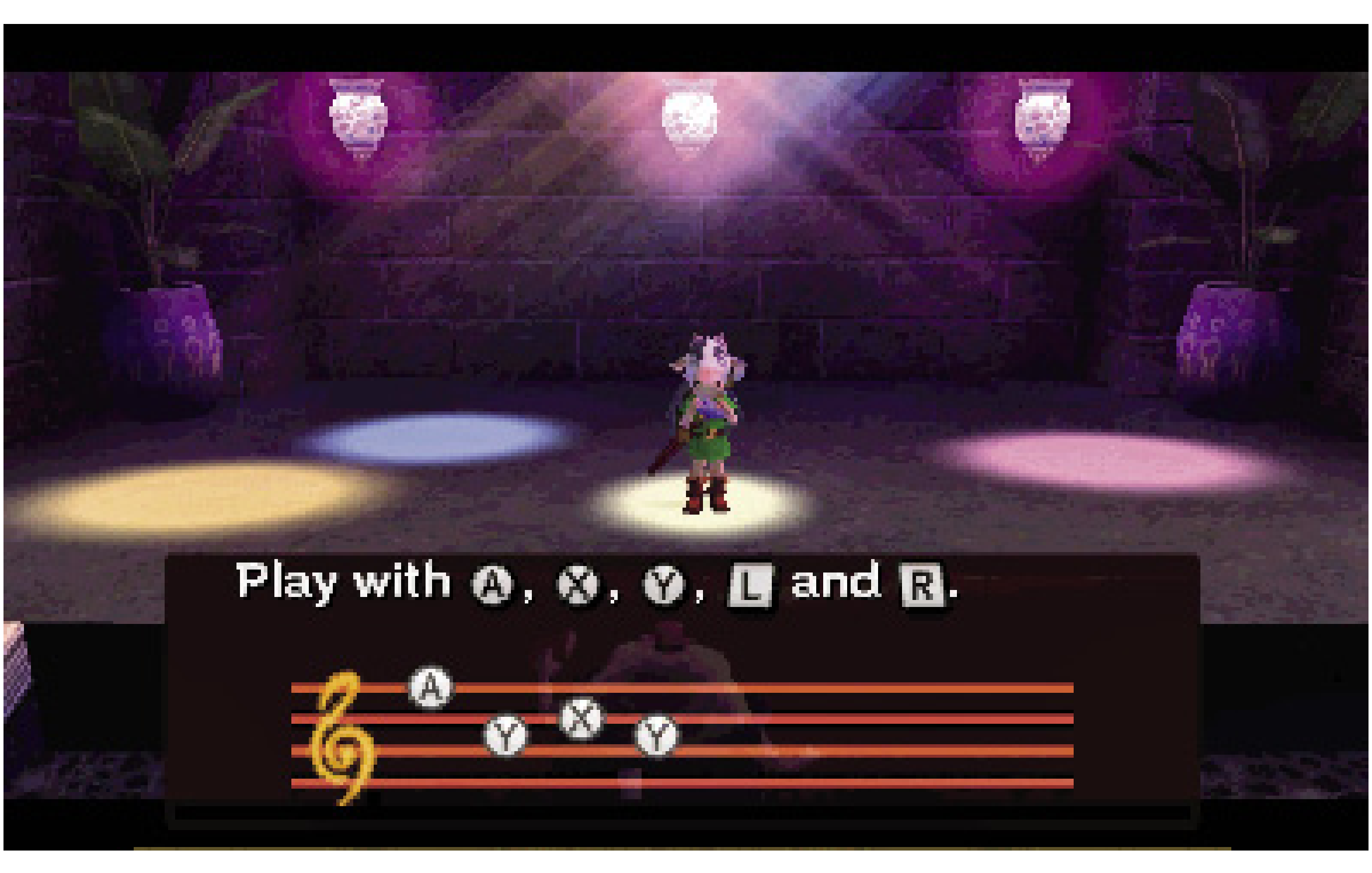
The Latte Milk Bar is the place to be in Clock Town during the evenings, but you can't enter this fine establishment during business hours without Romani's Mask. The bartender here will gladly top off one of your Empty Bottles with milk for 20 Rupees or Chateau Romani for 200 Rupees, but that's not why you're here. Besides, you can get free milk by playing Epona's Song for cows.

10:14
A
Speak

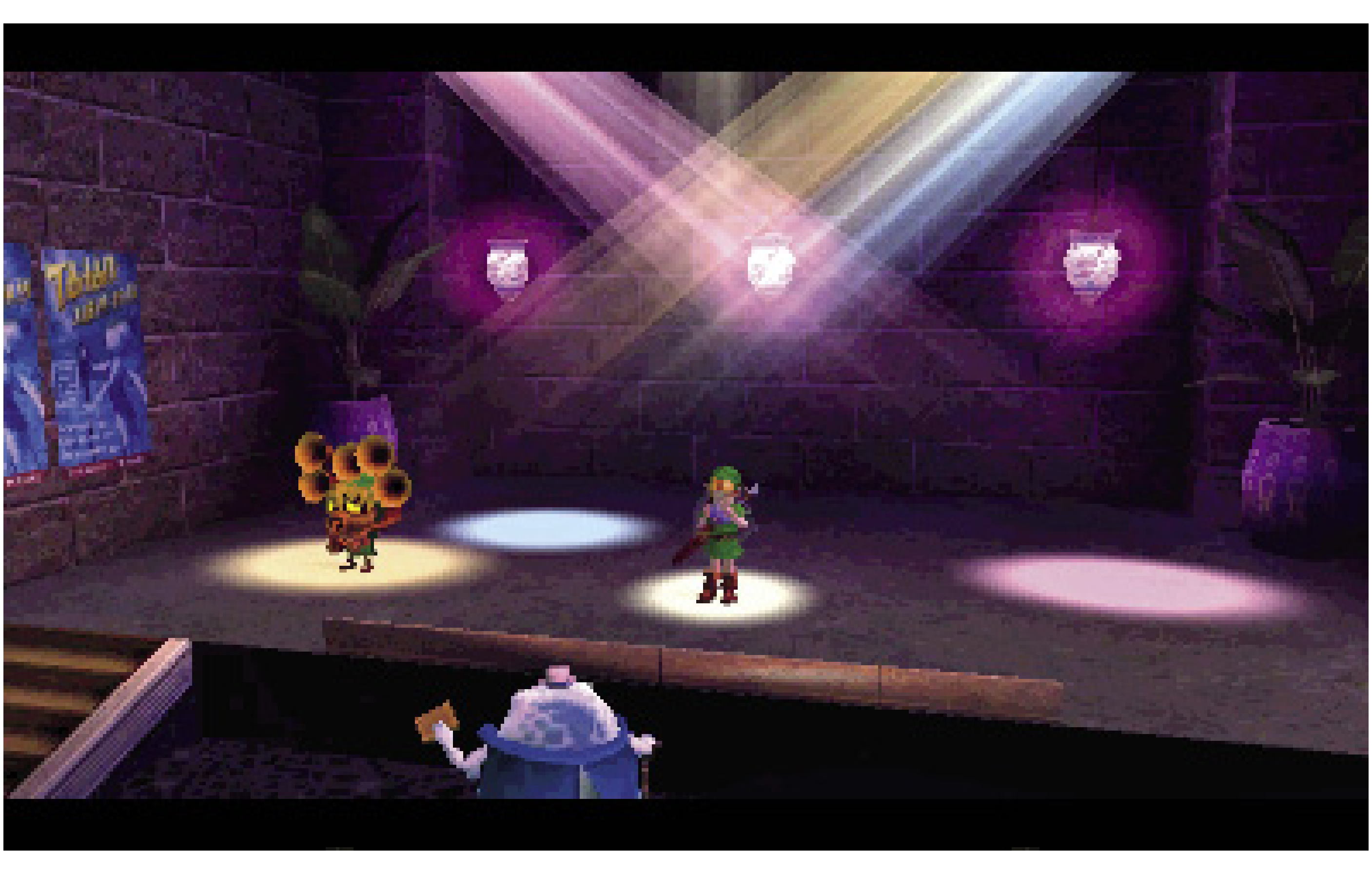
What's Chateau Romani?

Chateau Romani is the most invigorating drink that Link can consume. Not only does it replenish all of his magic power, but it also grants him unlimited magic power until he rewinds time to the Dawn of the First Day. Now that's an energy drink!

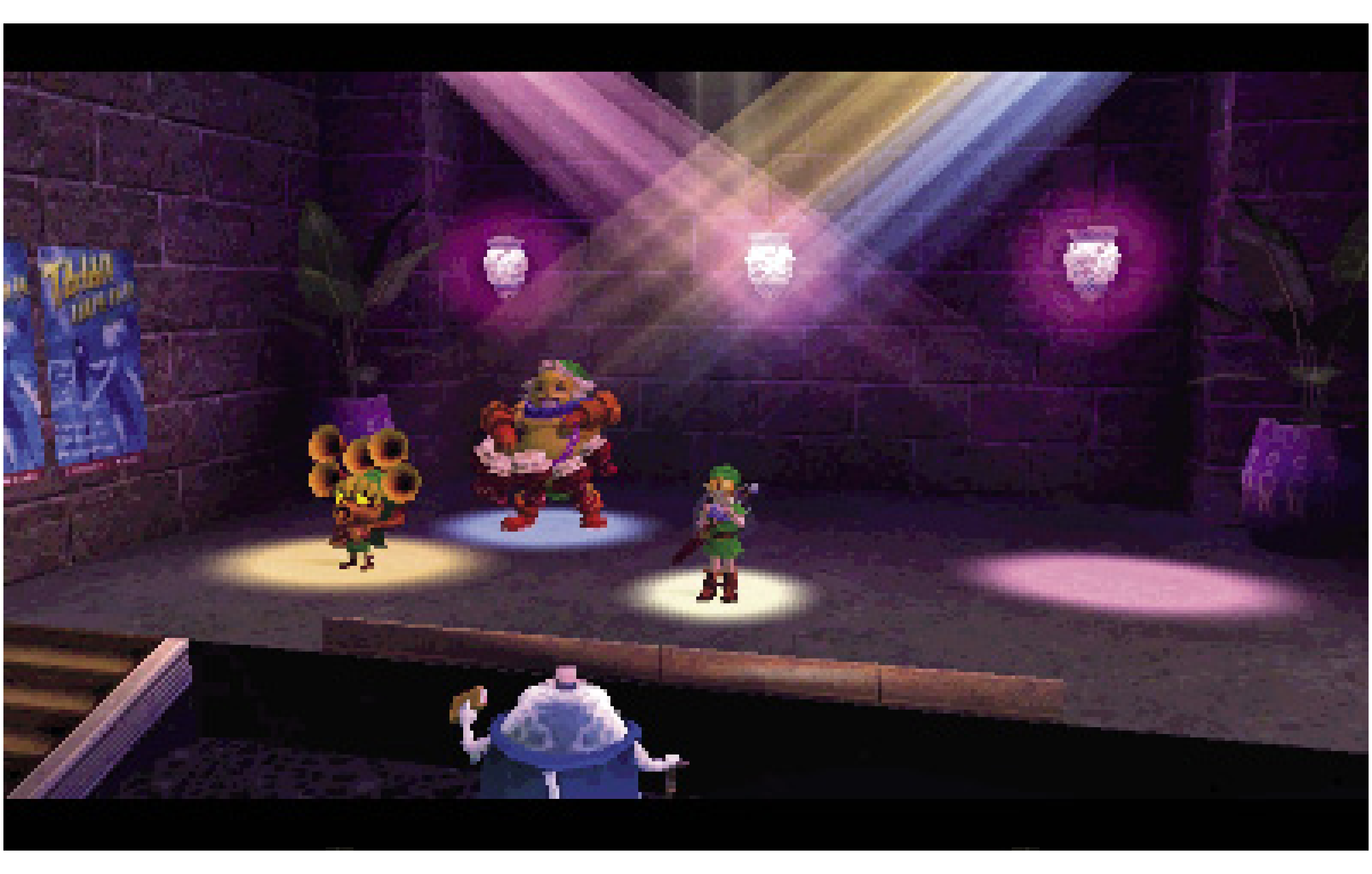
Rather than soaking your sorrows in savory milk, speak to the rotund Zora near the stage. Sadly, he informs you that his show has been canceled. He'd still like to do a sound check, though, and he asks that you assist him.



Agree to help the Zora, then move into the center spotlight. He'll then instruct you to play a series of notes on the Ocarina of Time. Follow his lead, and play the notes as instructed. Afterward, the Zora, whose name is Toto, is added to your Bombers' Notebook.



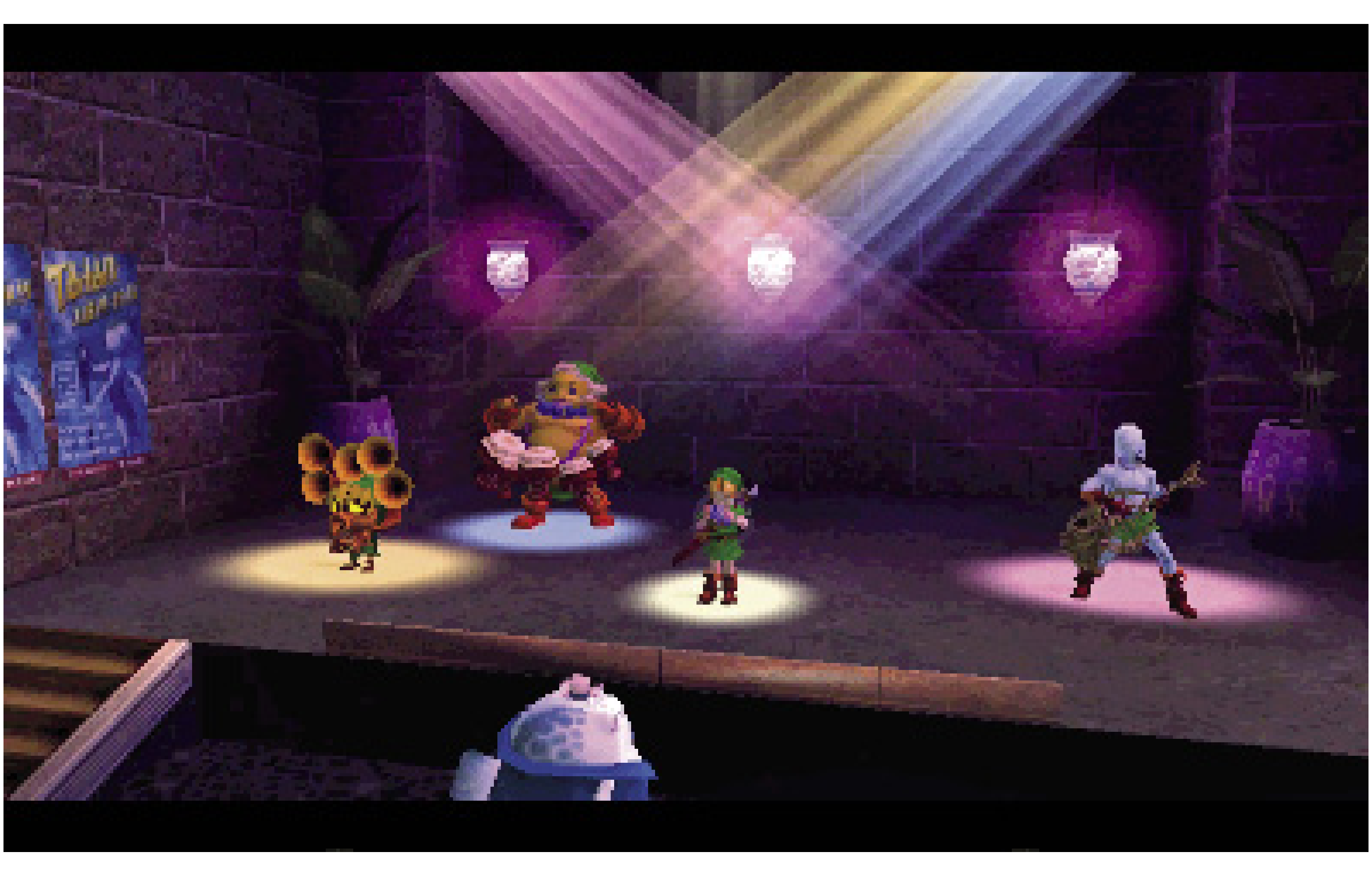
You've helped Toto with the sound check. Now, you should give him a show. Put on the Deku Mask, and speak to him again. This time, Toto asks that you stand under the front-left spotlight, and he gives you a different set of notes to play. Play them perfectly on the Deku Pipes to impress Toto.

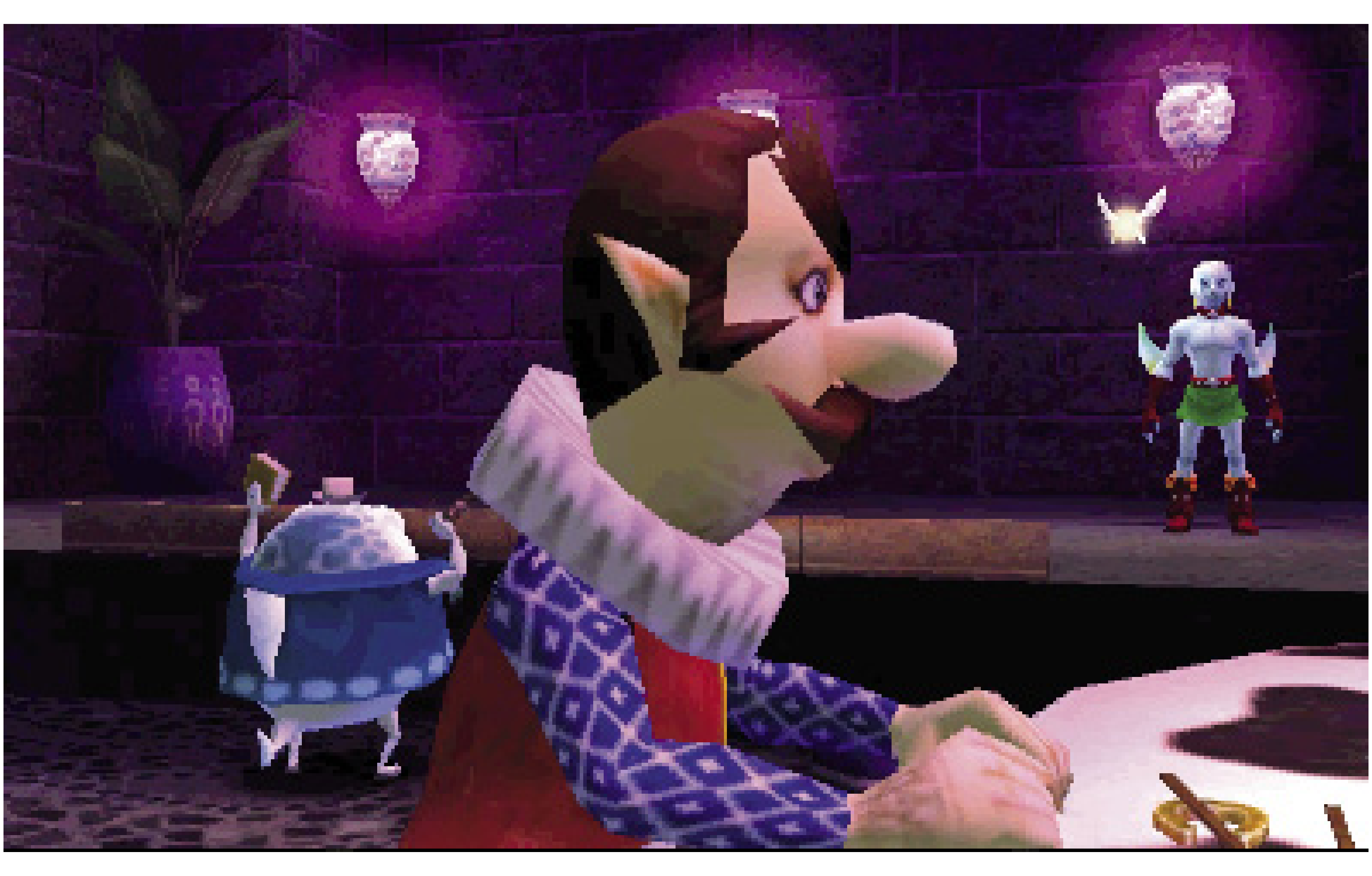


Nice work! Now, put on the Goron Mask, and follow Toto's instructions again. Move to the rear-left spotlight and play the notes he shows you.

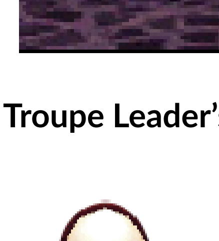
Once again, Toto is impressed with your musical ability. For your final act, put on the Zora Mask and talk to Toto once more, completing the final performance as instructed.

Toto is blown away by your performance, and even grumpy old Gorman is moved by the tune. He's so moved, in fact, that he gives you a special mask: the Troupe Leader's Mask. Your Bombers' Notebook is also updated.



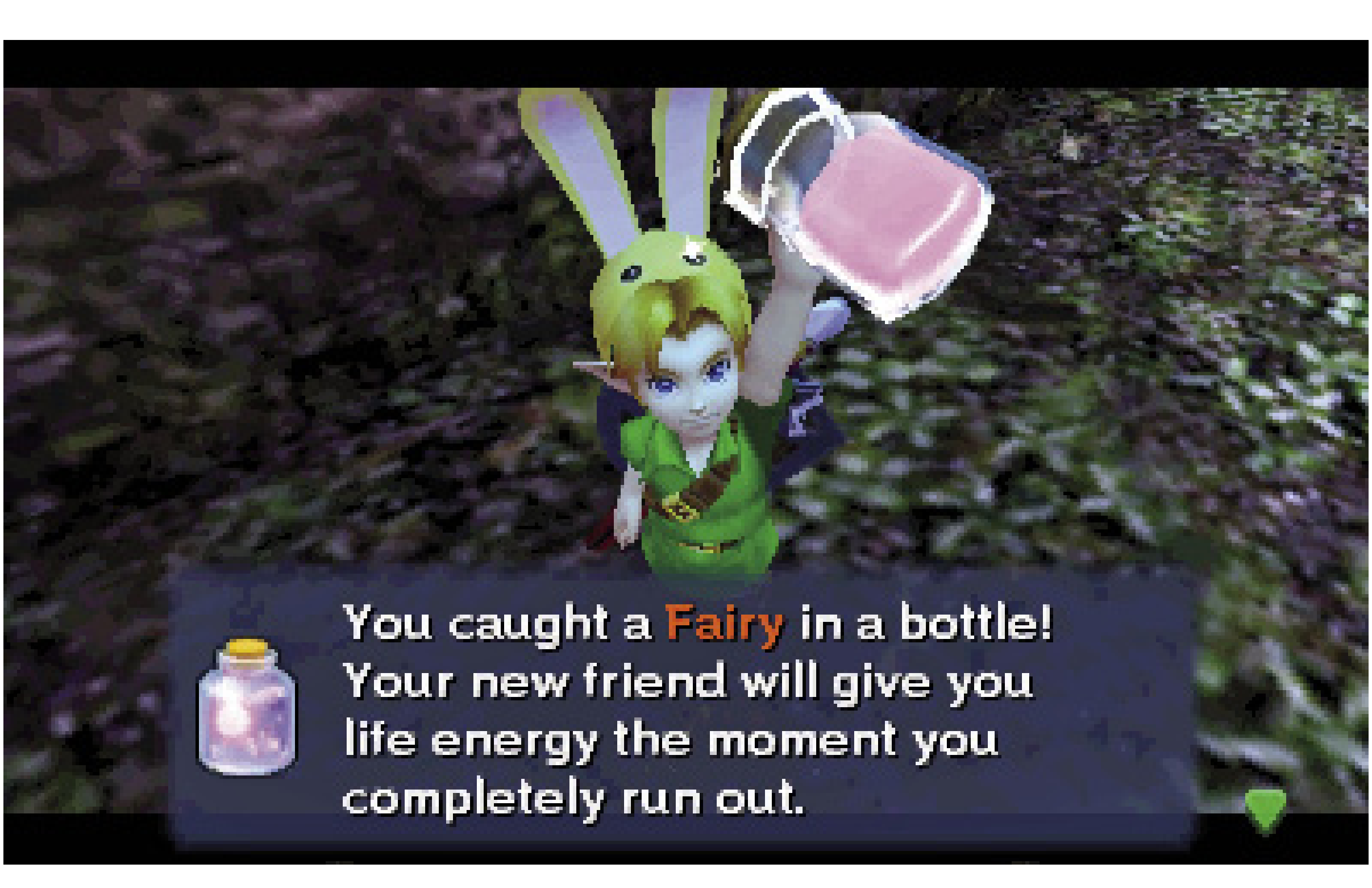


Troupe Leader's Mask



You got the Troupe Leader's Mask! This mask looks so sad, it could put a tear in even a demon's eye.

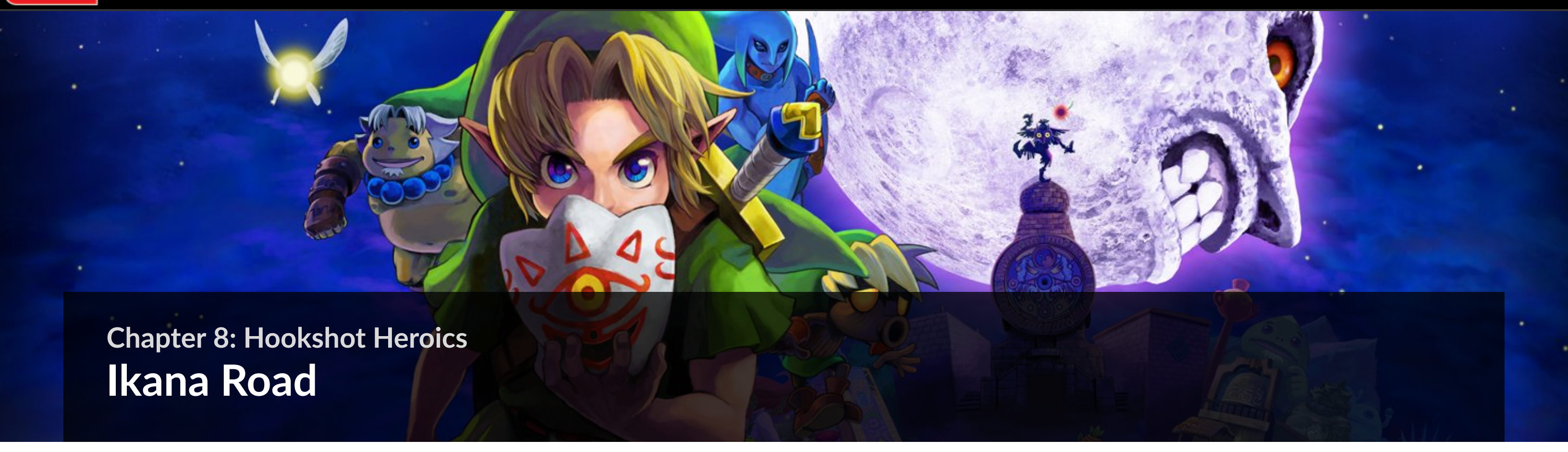
Sticks and Fairies


You caught a Fairy in a bottle!
Your new friend will give you
life energy the moment you
completely run out.

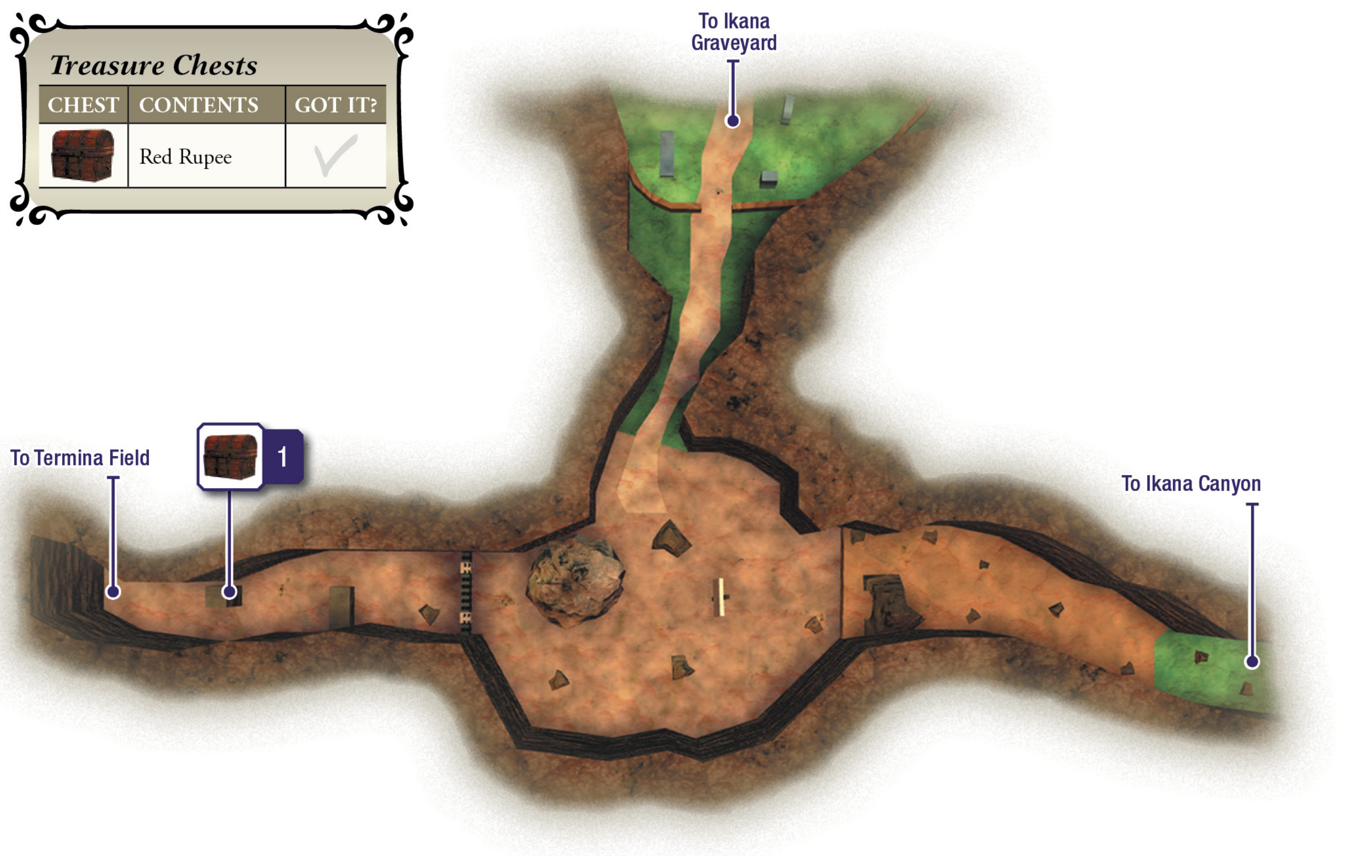
You'll soon be facing grave danger, so it's helpful to have some healing items on hand. For fast, free healing items, soar to the Southern Swamp, and then cut down the tall grass near the Southern Swamp owl statue. You'll find a Fairy and a Deku Stick each time you soar here, which both come in handy. Take the nearby trail to exit the area, then immediately return to the Southern Swamp and chop down the tall grass near the owl statue again to claim another Deku Stick and Fairy. Repeat this four times in a row to obtain four Deku Sticks and fill all four of your Empty Bottles with Fairies.

A
Faster
B
0
12:10

When you're finished filling your bottles with Fairies, you'll have plenty of healing items on hand. Soar back to Clock Town, and then leave town through the east gate. Play Epona's Song to call for Link's steed, then mount up and ride Epona east, heading straight for Ikana Road.



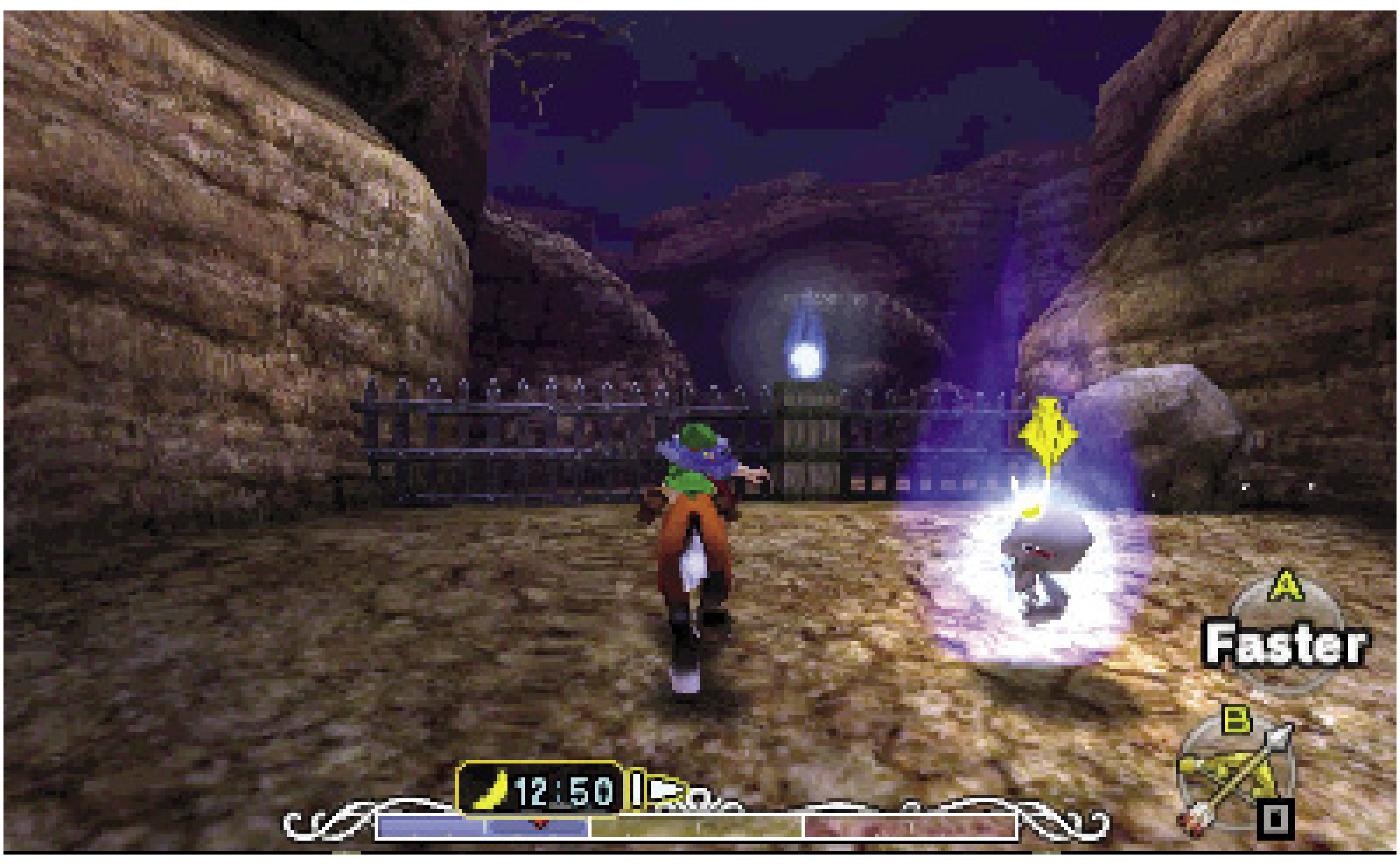
Ikana Road



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓

A Grave Matter



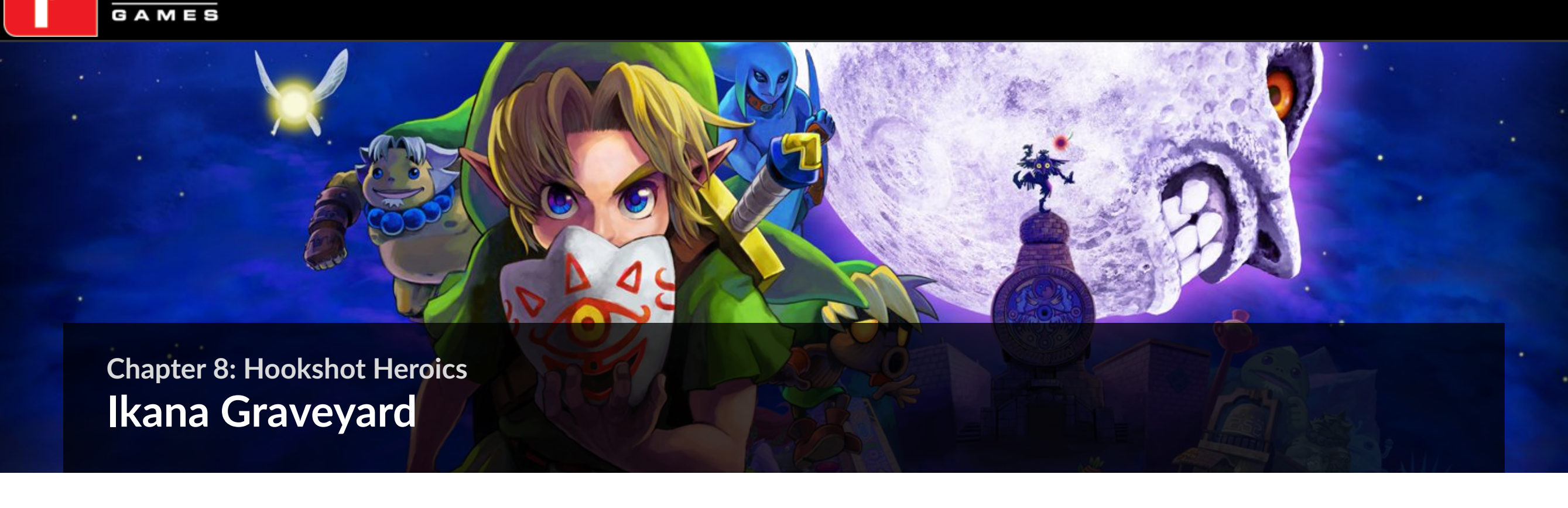
Ikana Road is a dangerous place, which is why you haven't visited this treacherous trail yet. Depending on the time, you'll face either a host of Real Bombchus (during the daytime) or Blue Bubbles (at night). Wear the Stone Mask to avoid detection by these monsters as you ride east, leaping over two metal fences with the aid of Epona.

Chest for Fun

If you like, dismount from Epona as you enter Ikana Road, and then use the Hookshot to reach the chest on the tall nearby pillar. It contains a Red Rupee.

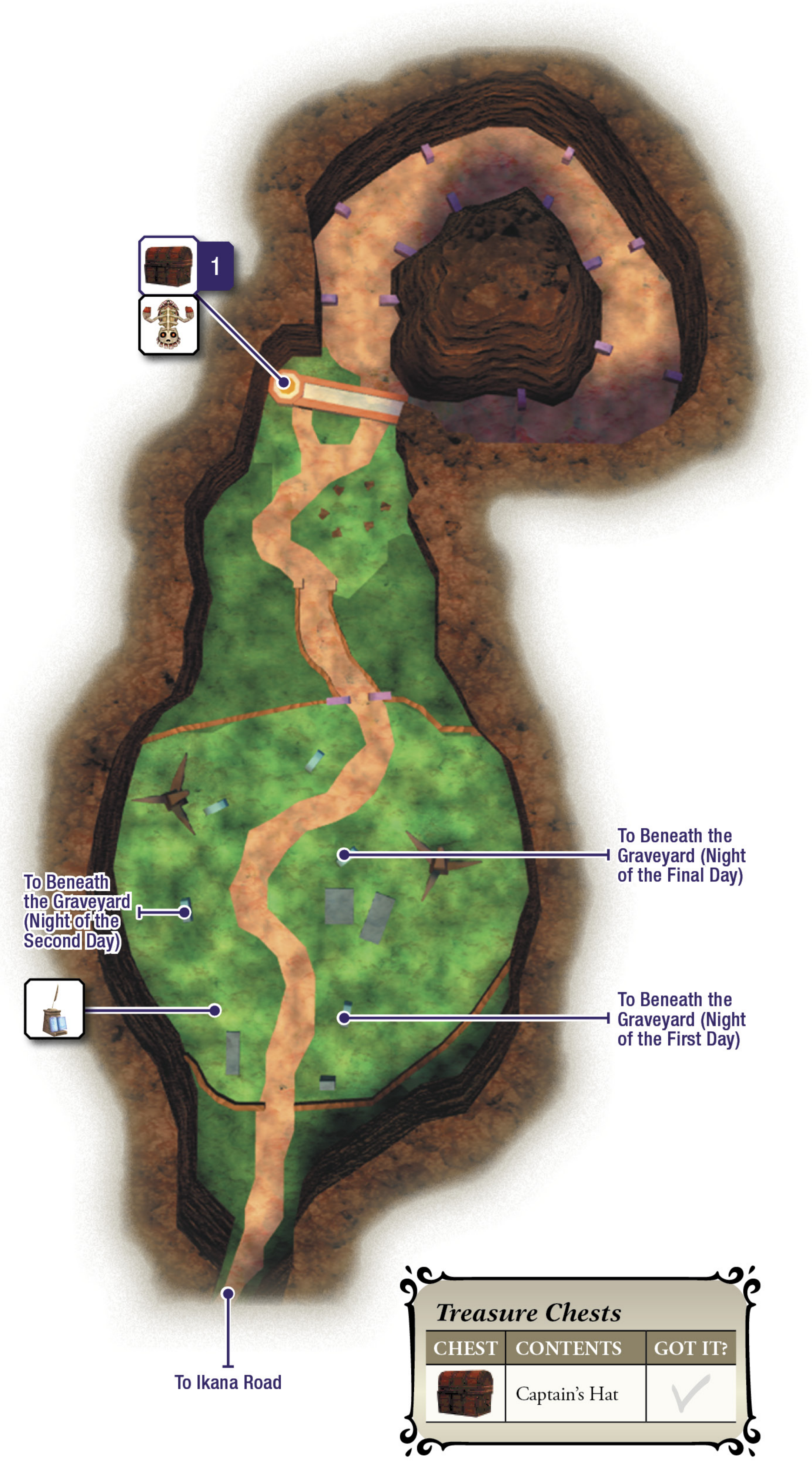
A large wall blocks the trail beyond the second fence, and a curious being calls out to you from on high. It is a Garo, one of the ninja spirits that used to serve as spies for the ancient Kingdom of Ikana. The Garo informs you that it can't let you pass until you obtain a special mask. It hints that by the Gorman Brothers, who run a racetrack near Milk Road, hold the mask. You already have the Garo's Mask, but resist the urge to use it for now. You'll return here when the time is right.

Instead, leave the Garo, and dismount from Epona. Go north, and climb a much shorter wall to reach the north trail that leads to Ikana Graveyard. It's a spooky place, so keep that Stone Mask on.



Chapter 8: Hookshot Heroics

Ikana Graveyard


1
To Beneath the Graveyard (Night of the Final Day)
To Beneath the Graveyard (Night of the Second Day)
To Beneath the Graveyard (Night of the First Day)
To Ikana Road

Treasure Chests

CHEST	CONTENTS	GOT IT?
	Captain's Hat	✓

Children of the Night

Ikana Graveyard
1 33

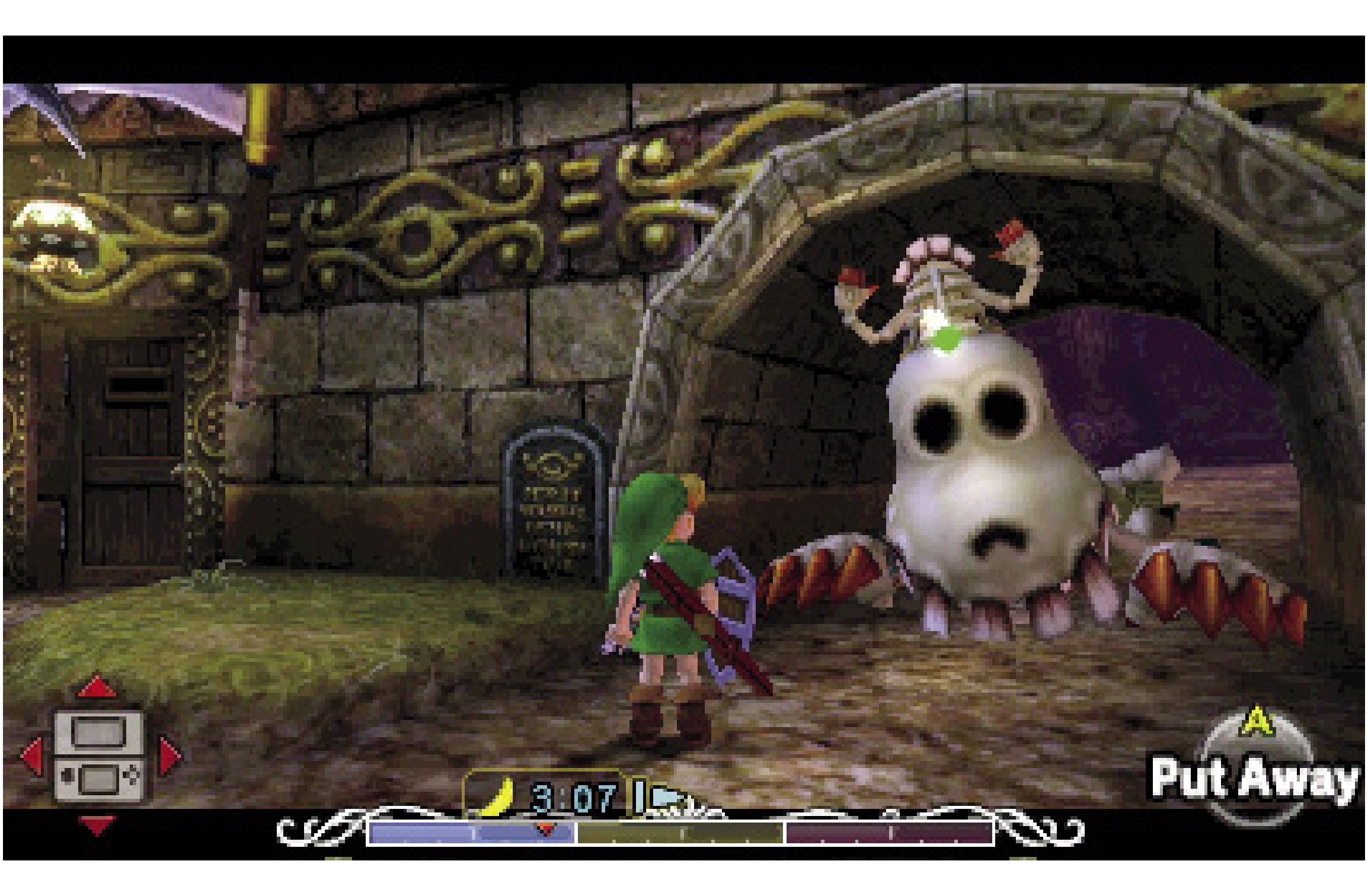
A host of walking skeletons known as Stalchildren roams Ikana Graveyard at night. They won't bother you much, especially if you wear the Stone Mask. Ignore or cut down the Stalchildren as you continue moving north.

Stalchild

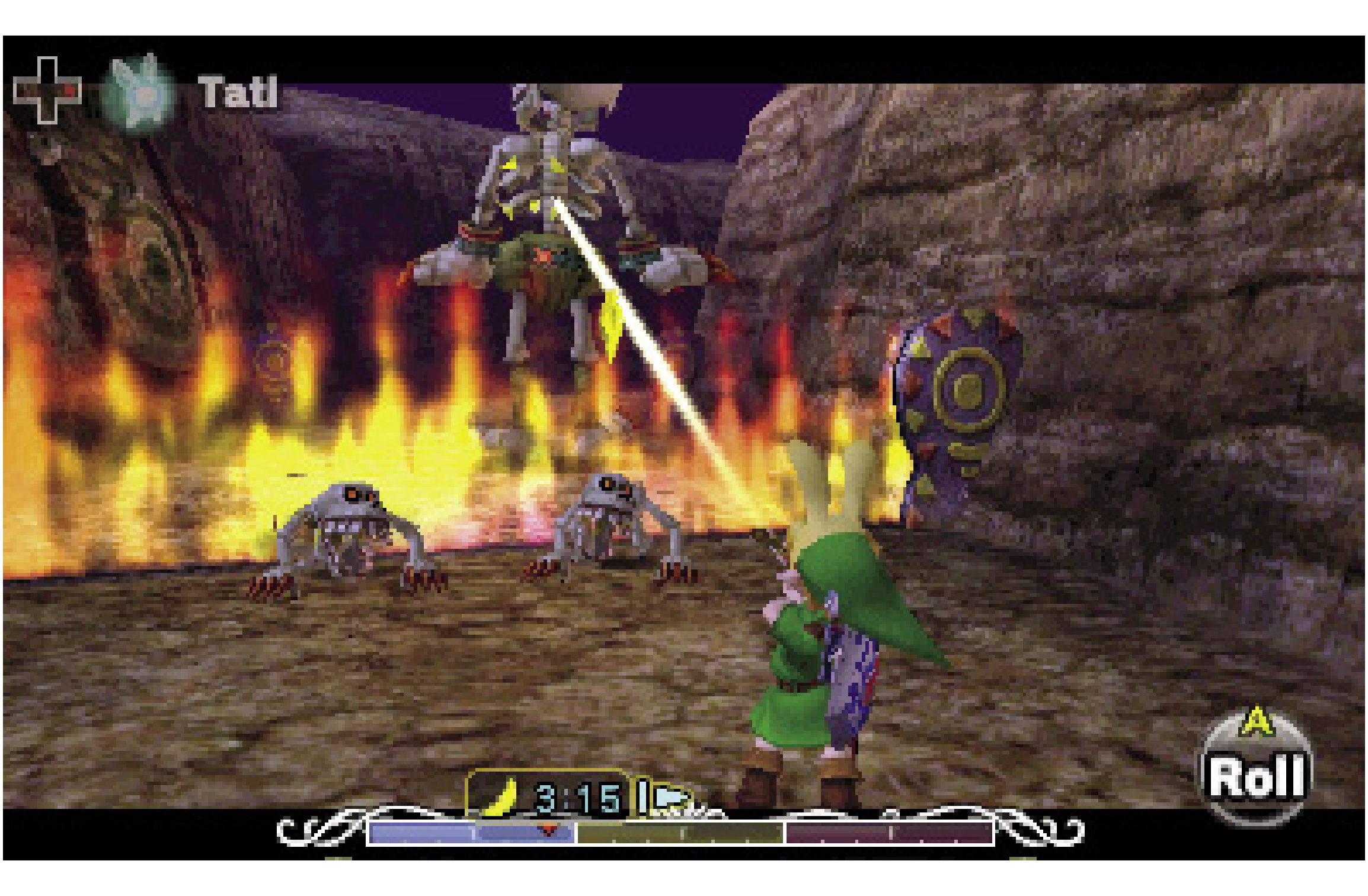
Damage: 1/4 Heart

The Kingdom of Ikana's fallen soldiers have been cursed to roam their homeland for all time. They shuffle around the landscape and take out their rage on anyone foolish enough to approach. Like their claw swipe attacks, the bones of Stalchildren are weak, and Link's blade easily shatters them.

Waking the Dead



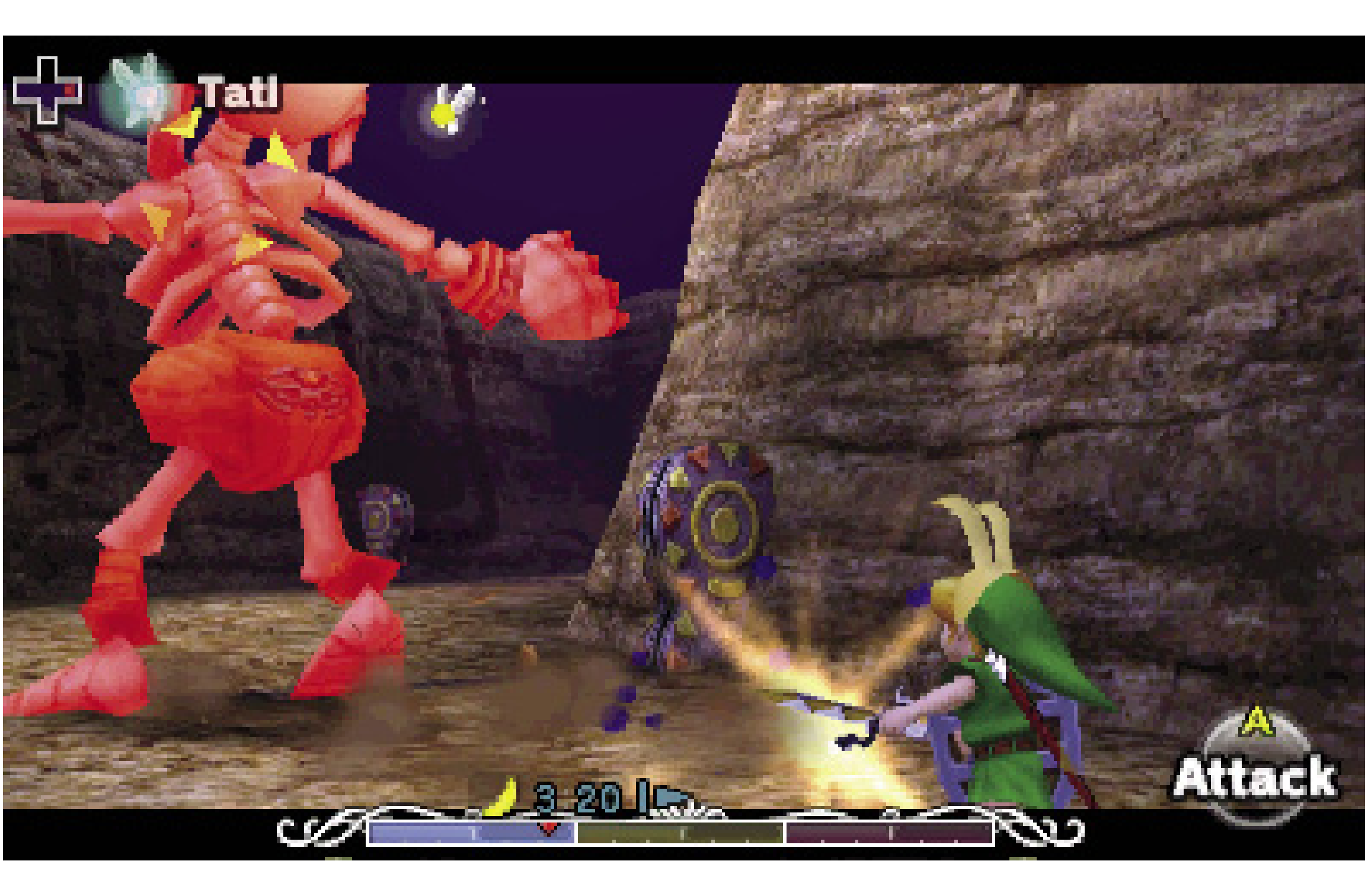
You can't enter the graveyard's north building at night, but you can awaken the giant sleeping skeleton that slumbers nearby. Before doing so, cut down the nearby bushes in search of arrows. After you've found some arrows, stand before the giant skeleton, put on the Bunny Hood, and play the Sonata of Awakening.



The Sonata of Awakening rouses the giant skeleton, who quickly stomps off, running away from you. You'll fail this event if the giant skeleton manages to escape, so hurry after it with the Bunny Hood. L-Target the skeleton and stun it with an arrow, then slay the first two Stalchildren that get in your way.

Gates of Wrath

Each time the giant skeleton passes through a pair of gates, walls of fire flare up, cutting you off from the monster. These fiery walls can really slow you down, so try to stun the skeleton with an arrow and keep it from advancing too far. Stop L-Targeting the giant skeleton after you stun it, and then quickly cut down the two Stalchildren that appear along with each fire wall. This banishes the flames, letting you continue your pursuit of the giant skeleton.

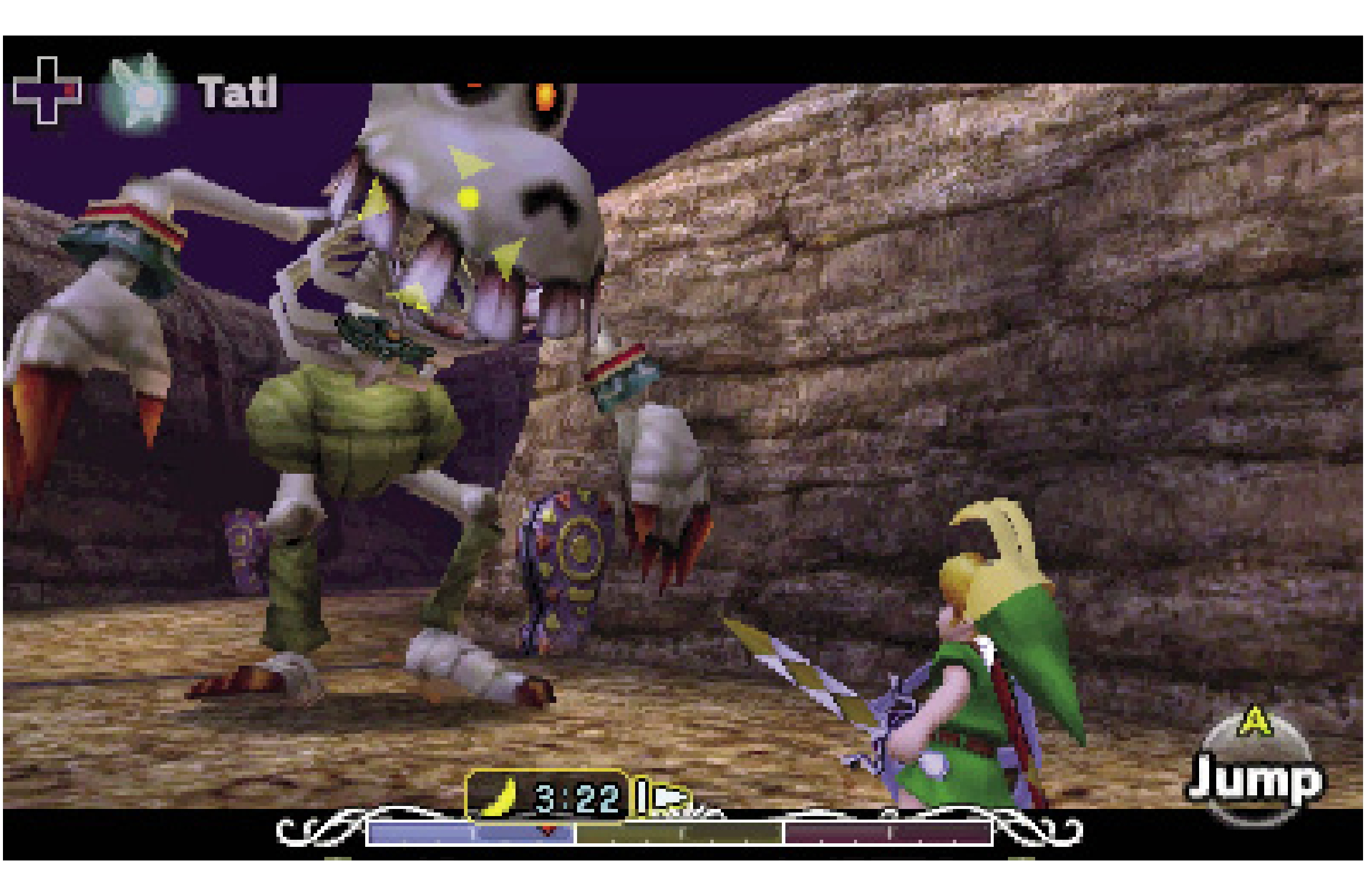


Once you're past the Stalchildren, L-Target the skeleton once more, and then quickly stun it again with the Hero's Bow. Stunning the giant skeleton with your Hero's Bow isn't necessary, but it helps you catch up. Race forward, and slash the giant skeleton with Link's sword to end the chase and begin a battle.

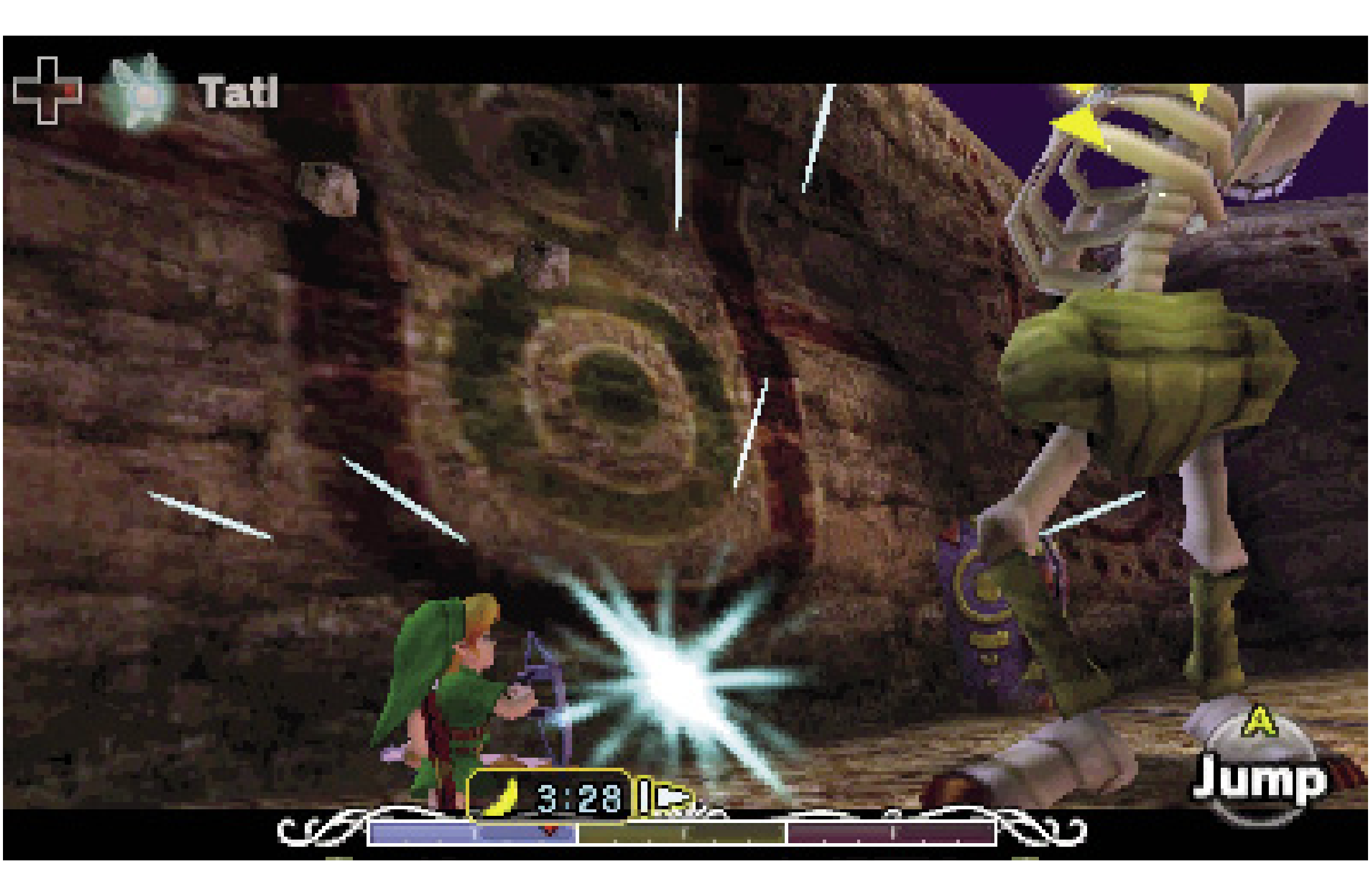
If at First You Don't Succeed...

If you fail to catch up to the skeleton and strike it with Link's sword, it eventually escapes, and you'll have to try catching it again on a new set of days. Play the Song of Time to reset to the Dawn of the First Day, and then return to Ikana Graveyard and try again.

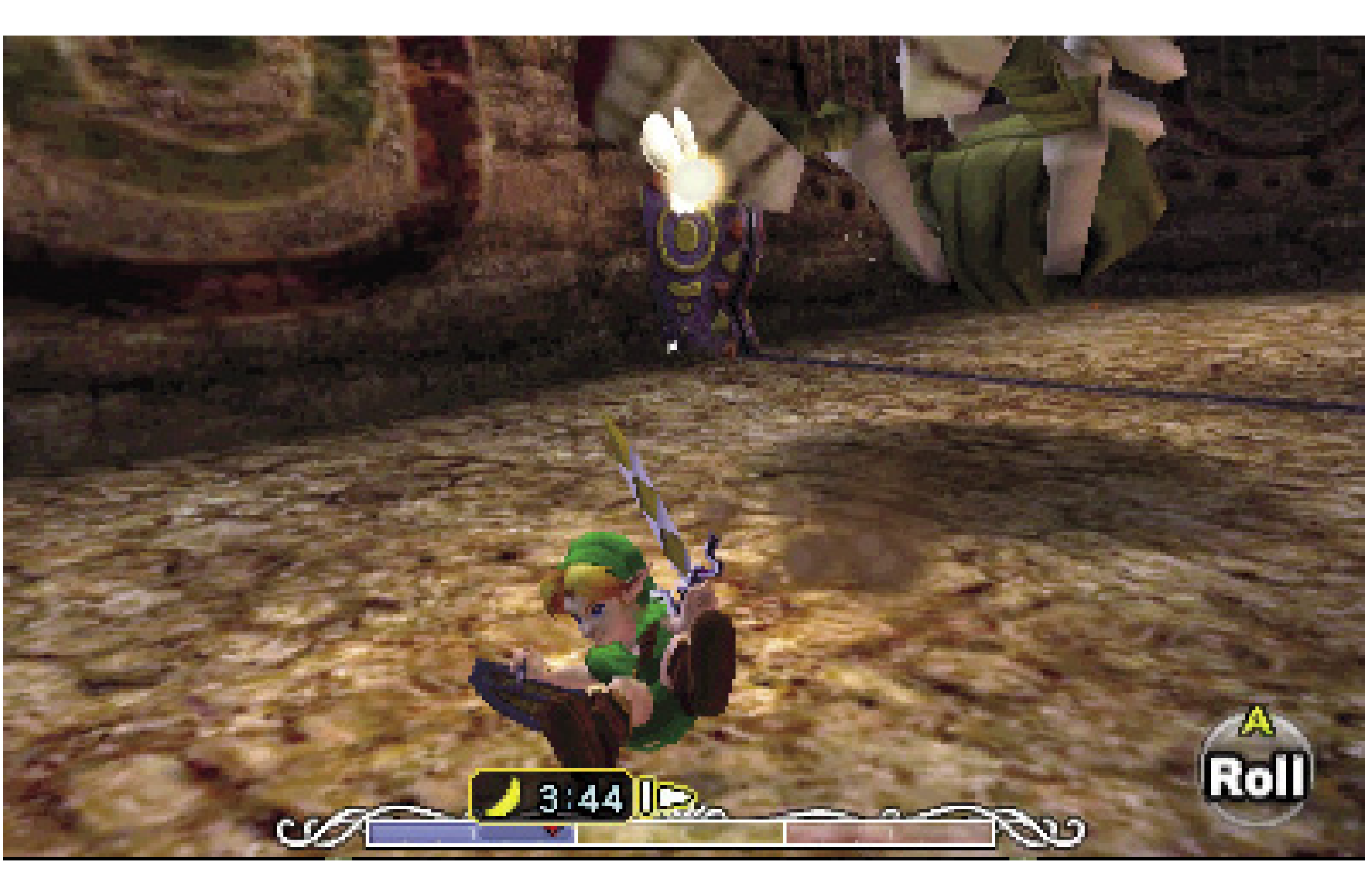
The Bigger They Are...



Once you slash the giant skeleton with Link's sword, the pursuit ends. The monster rounds on you in a rage, and the real battle begins!



The giant skeleton sure looks scary, but defeating it isn't all that difficult. It mostly swipes at you with its huge claws, dealing 1/2 Heart of damage if you're hit. Simply raise Link's shield to block these heavy blows, then counter with the sword while the skeleton is off balance.



After suffering significant damage, the giant skeleton begins to leap into the air, aiming to crush you when it lands. Run or roll away from its shadow to dodge the impact, then counter with Link's blade. Keep it up until the monster finally yields.

Skull Keeta's Plea

Having suffered enough, the giant skeleton begs Link to halt his attack. The monster then informs Link that it once commanded the Ikana Army and introduces itself as Skull Keeta.

Long has Skull Keeta waited for a worthy hero to awaken and challenge it. Link has done just that, so Skull Keeta wants to reward him. The fallen commander asks Link to take its soul, which rests in a nearby chest, and use it to help the Stalchildren in the Graveyard find peace.

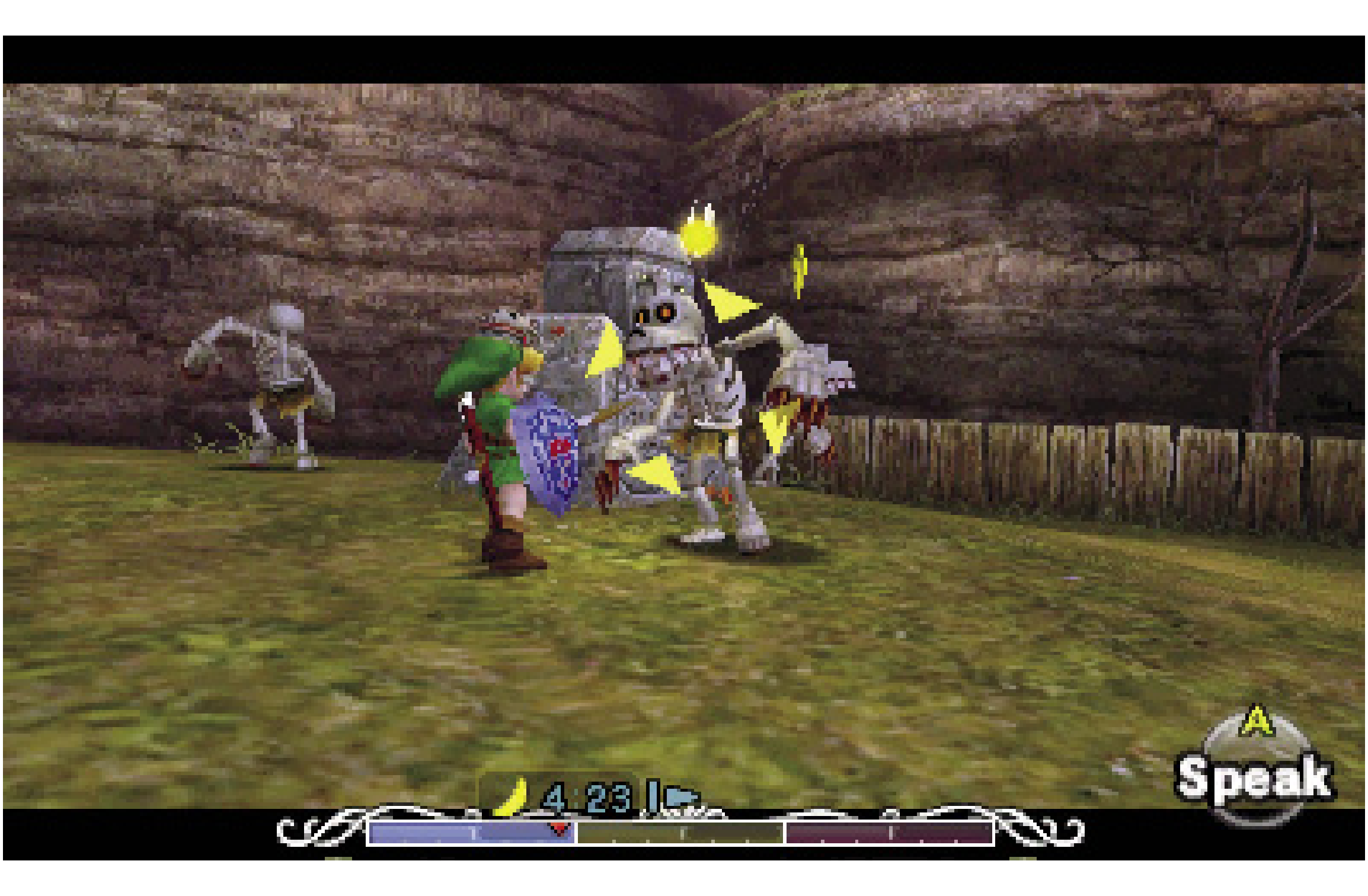
After Skull Keeta departs, use the Hookshot to zip over to the ornate chest that was surrounded by flames. Inside, you discover the item that contains Skull Keeta's soul: the Captain's Hat.

Ikana Graveyard Chest #1: Captain's Hat

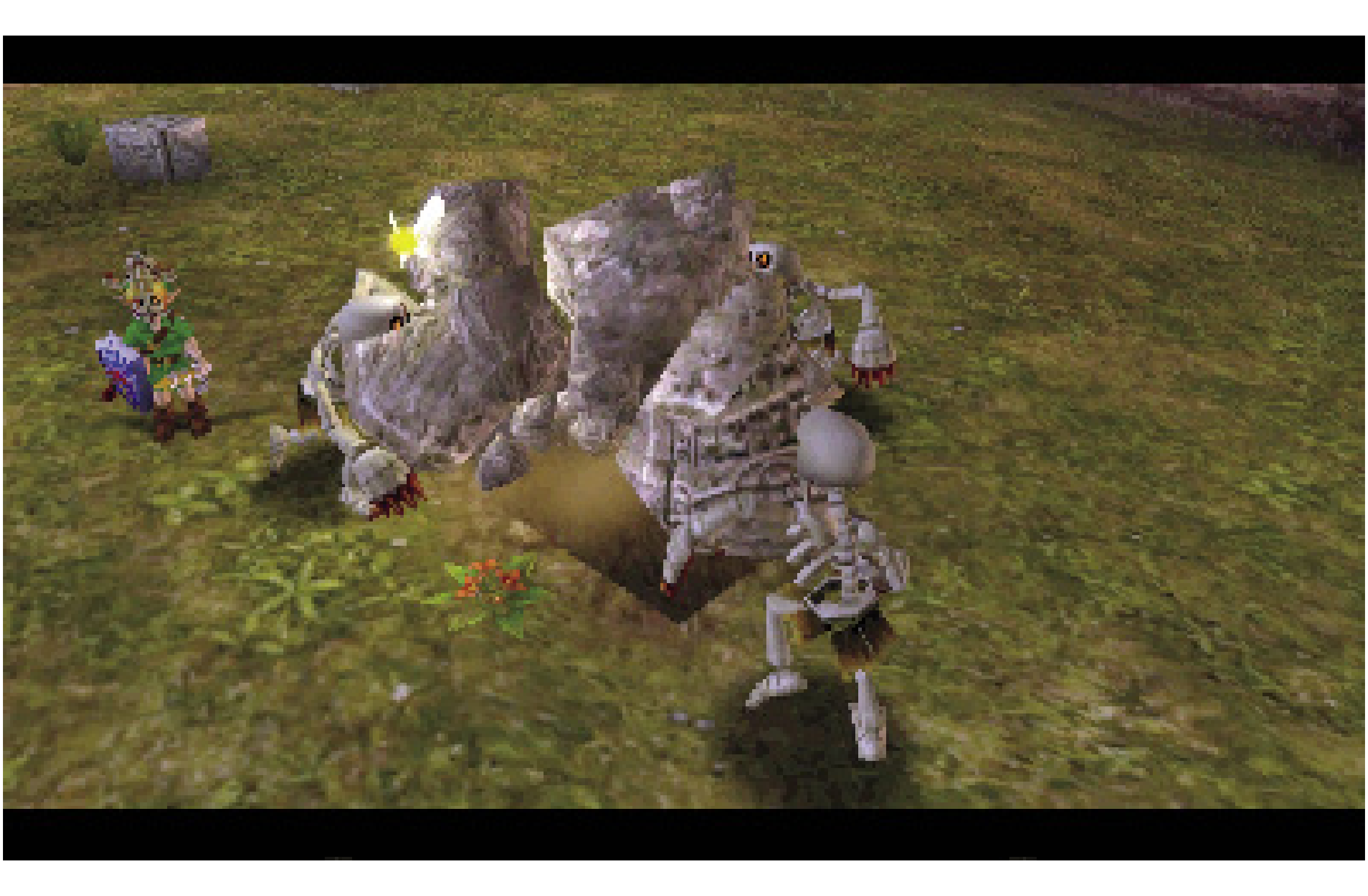
Captain's Hat

You got the Captain's Hat! The ghosts of a hundred soldiers swear allegiance to this symbol of authority.

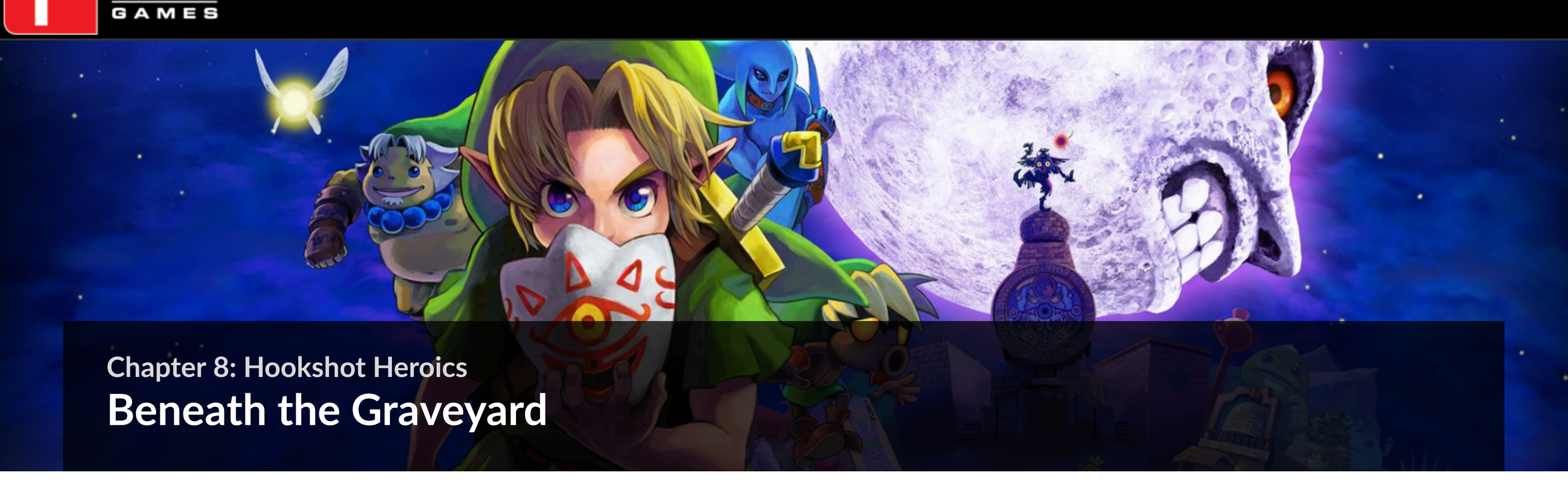
Guarded Gravestone



Now that you've found the Captain's Hat, quickly check the time. If it's not yet the Dawn of the Second Day, backtrack a bit through the graveyard, and locate a gravestone with three Stalchildren circling it. Put on the Captain's Hat, and speak to any of the three circling Stalchildren by L-Targeting it.

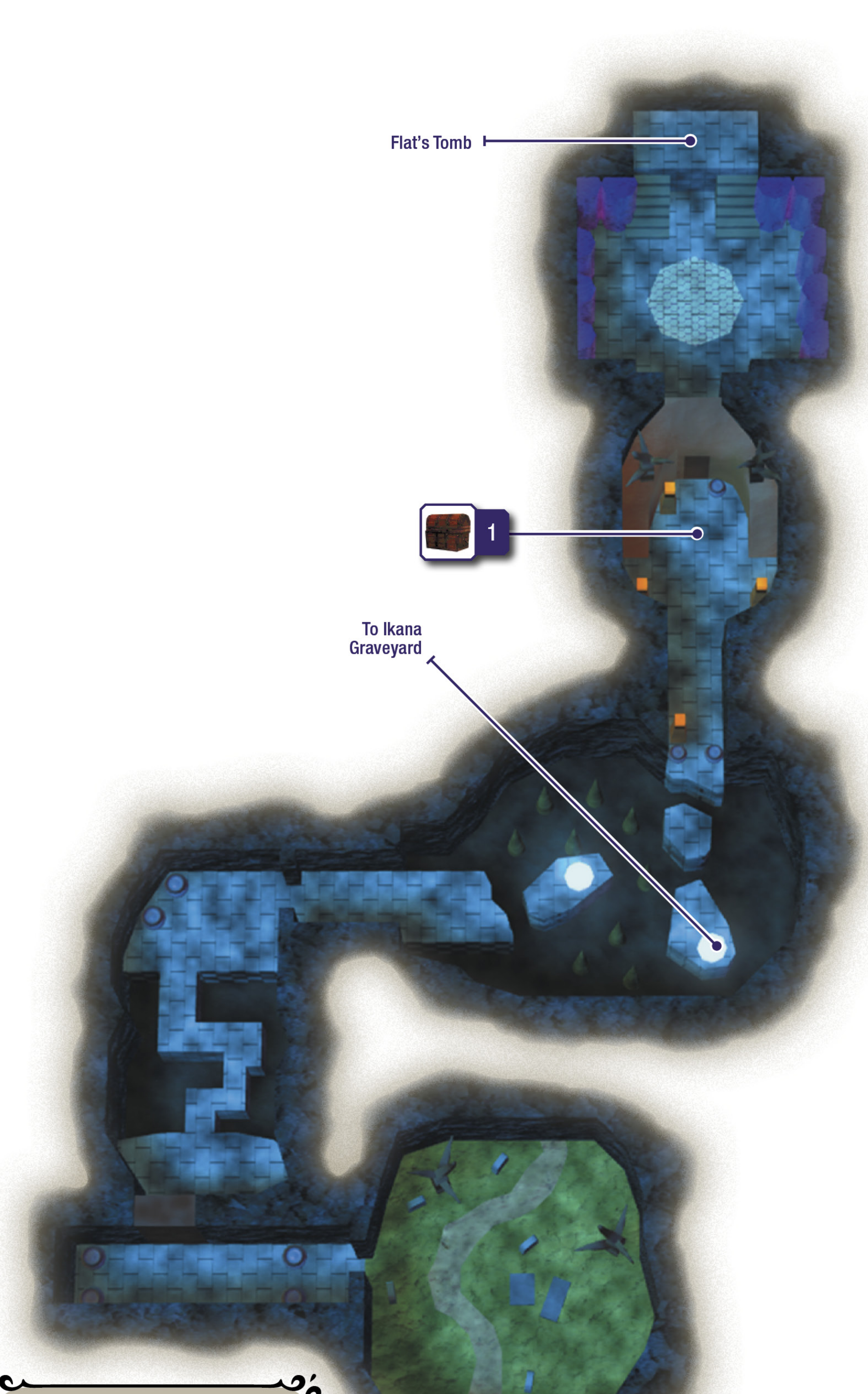


The Stalchildren believe you to be their captain, Skull Keeta, and will follow your orders. Tell them to open the grave, and they'll quickly smash the gravestone apart, revealing a hole in the ground. What in Termina could be down there? Well, there's only one way to find out.



Chapter 8: Hookshot Heroics

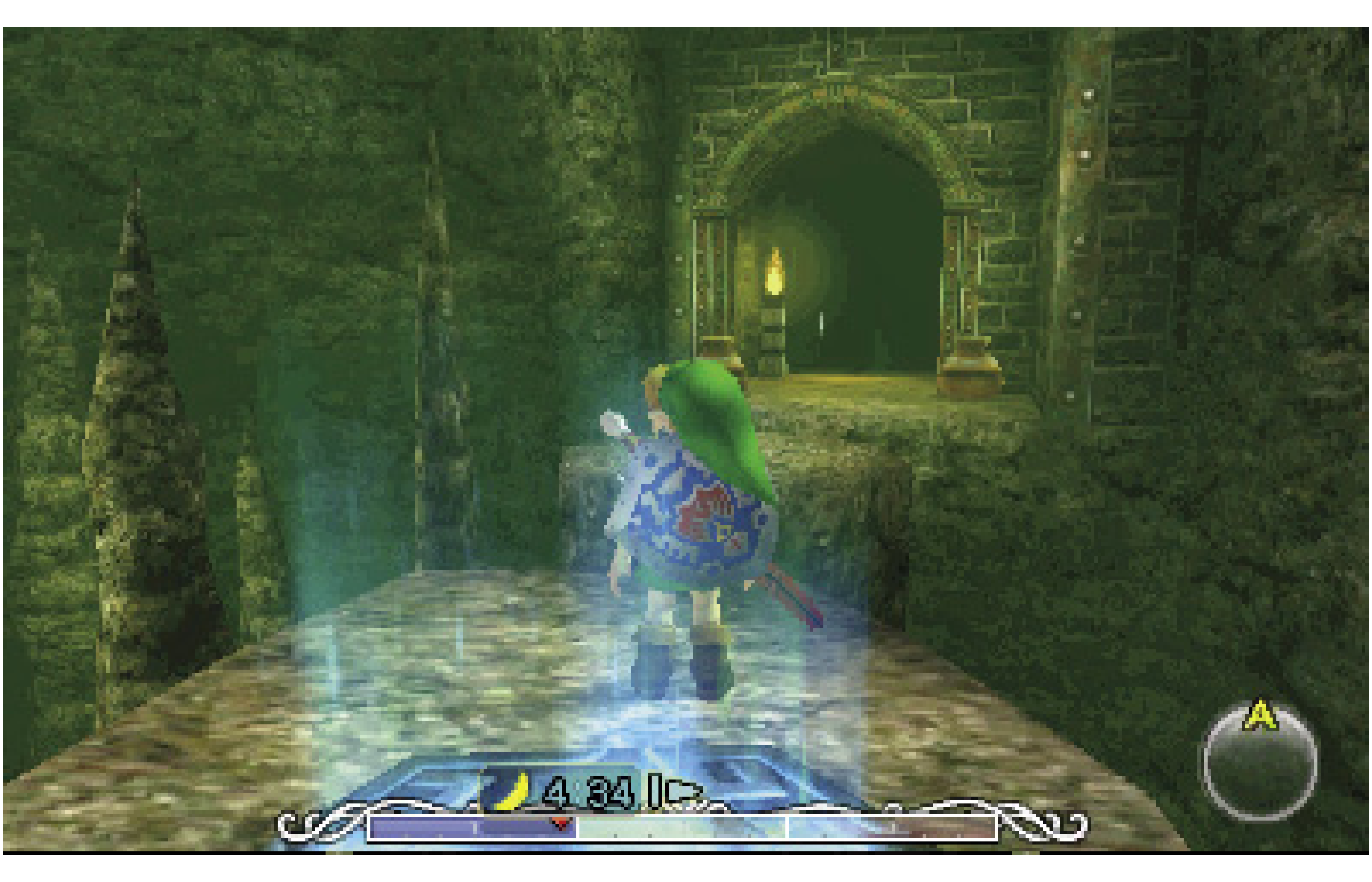
Beneath the Graveyard



Treasure Chests

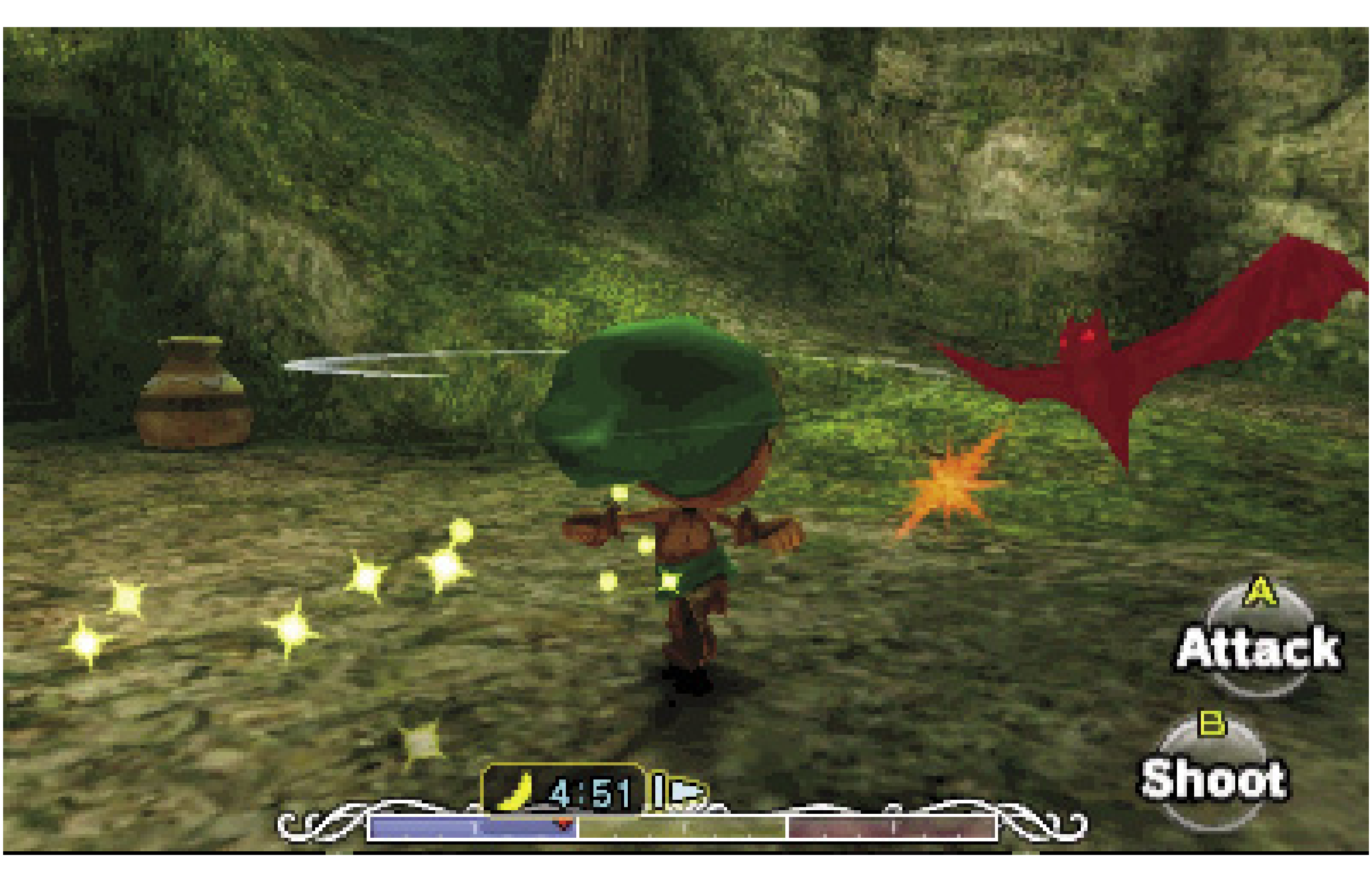
CHEST	CONTENTS	GOT IT?
	Purple Rupee	✓

Entry Cavern



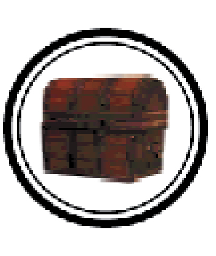
You land in a large underground cavern. Leap over to the nearby doorway that features two jars and a torch. Smash the jars for items before proceeding into the next room.

Bad Bat Cave

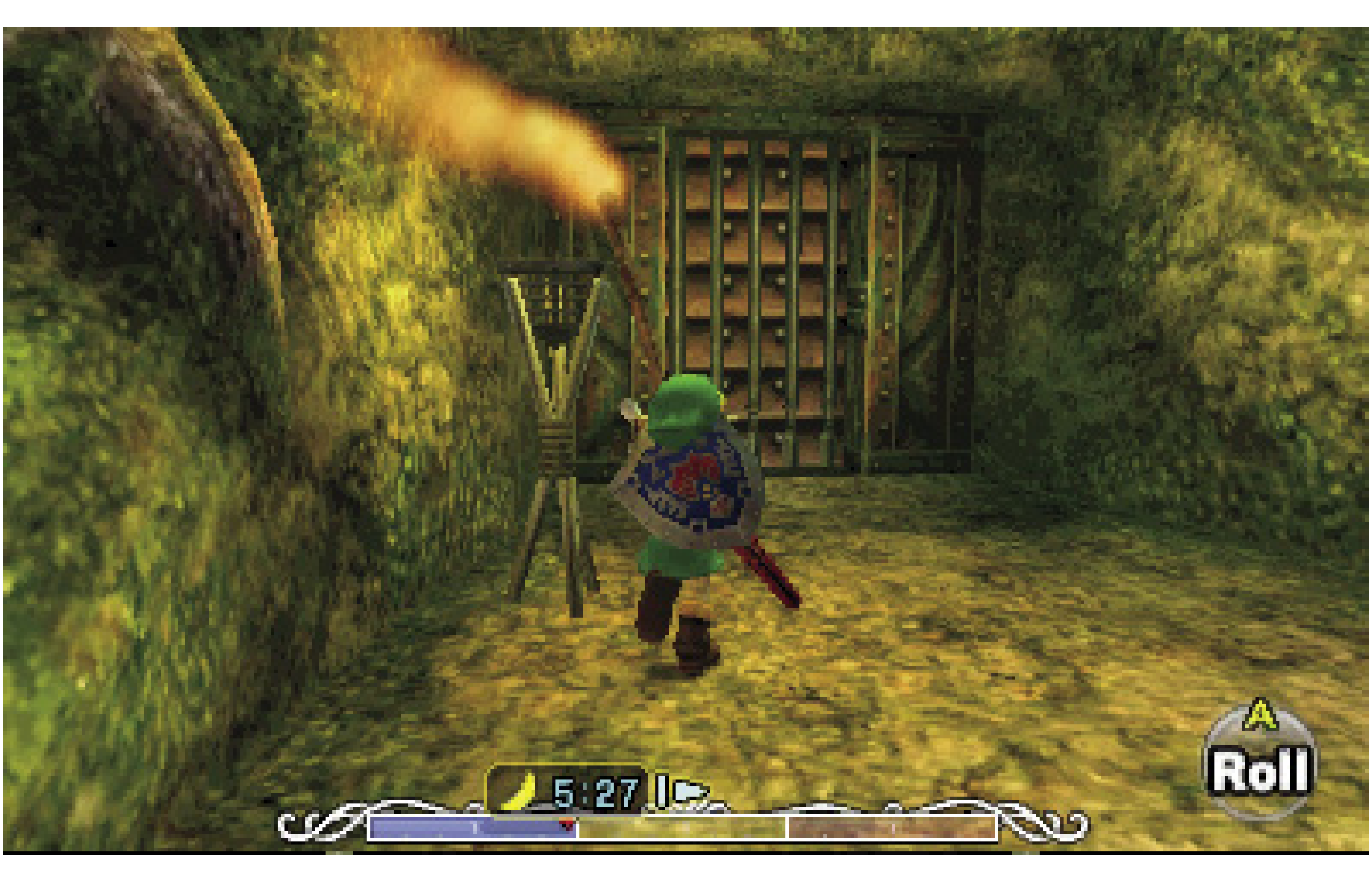


The next room is filled with pesky Bad Bats. Put on the Deku Mask, and perform lots of spin attacks to slay them all with ease.

After you’ve beaten all of the Bad Bats, a chest appears in the middle of the room. Flip its lid for a Purple Rupee.

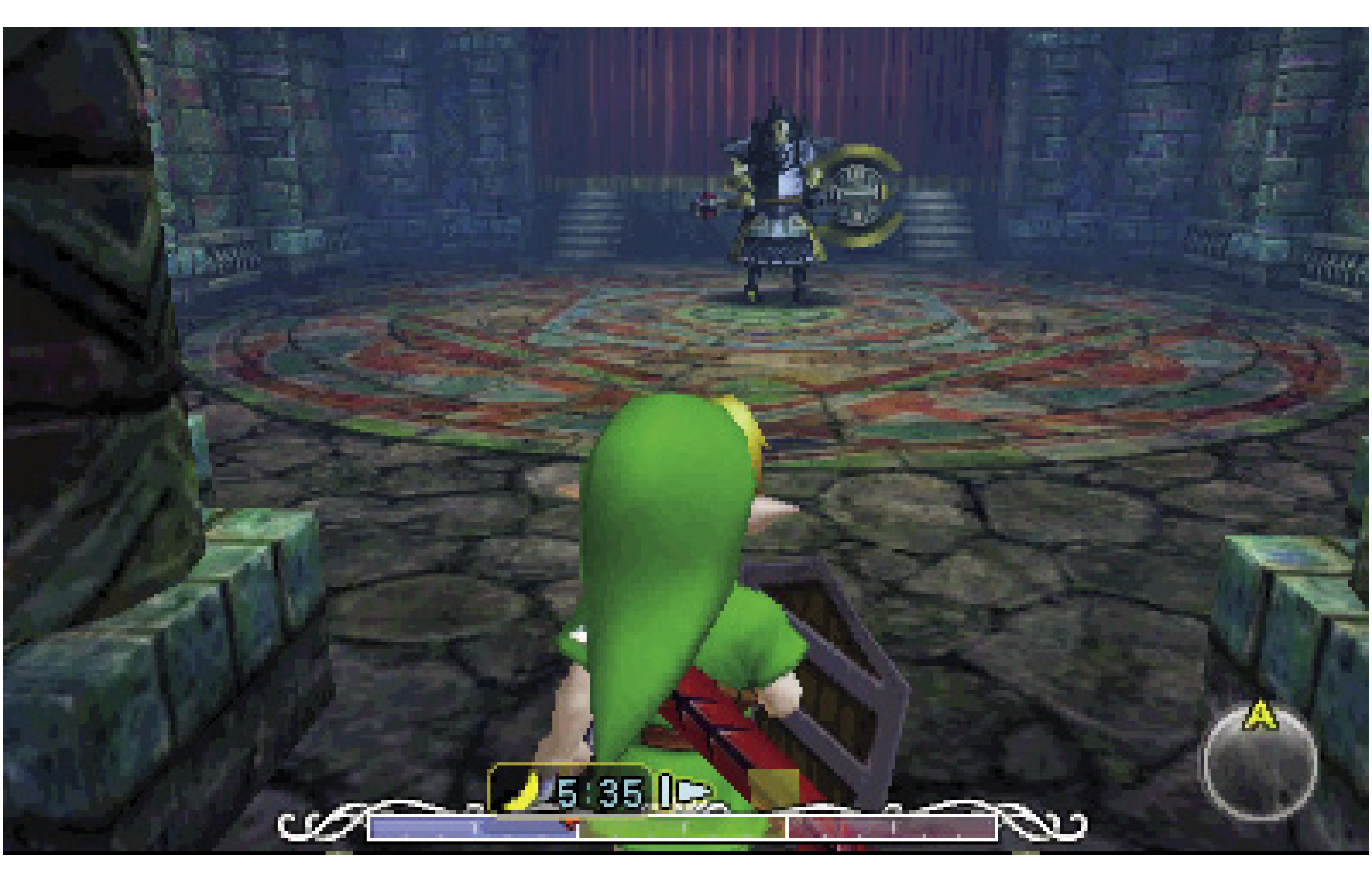


Beneath the Graveyard Chest #1: Purple Rupee



Leave the Bad Bat cave, and light one of your Deku Sticks on the torch outside. Return to the Bat Bat cave, and light its three unlit torches to open the north door. Go through to visit the next room.

Iron Knuckle Chamber

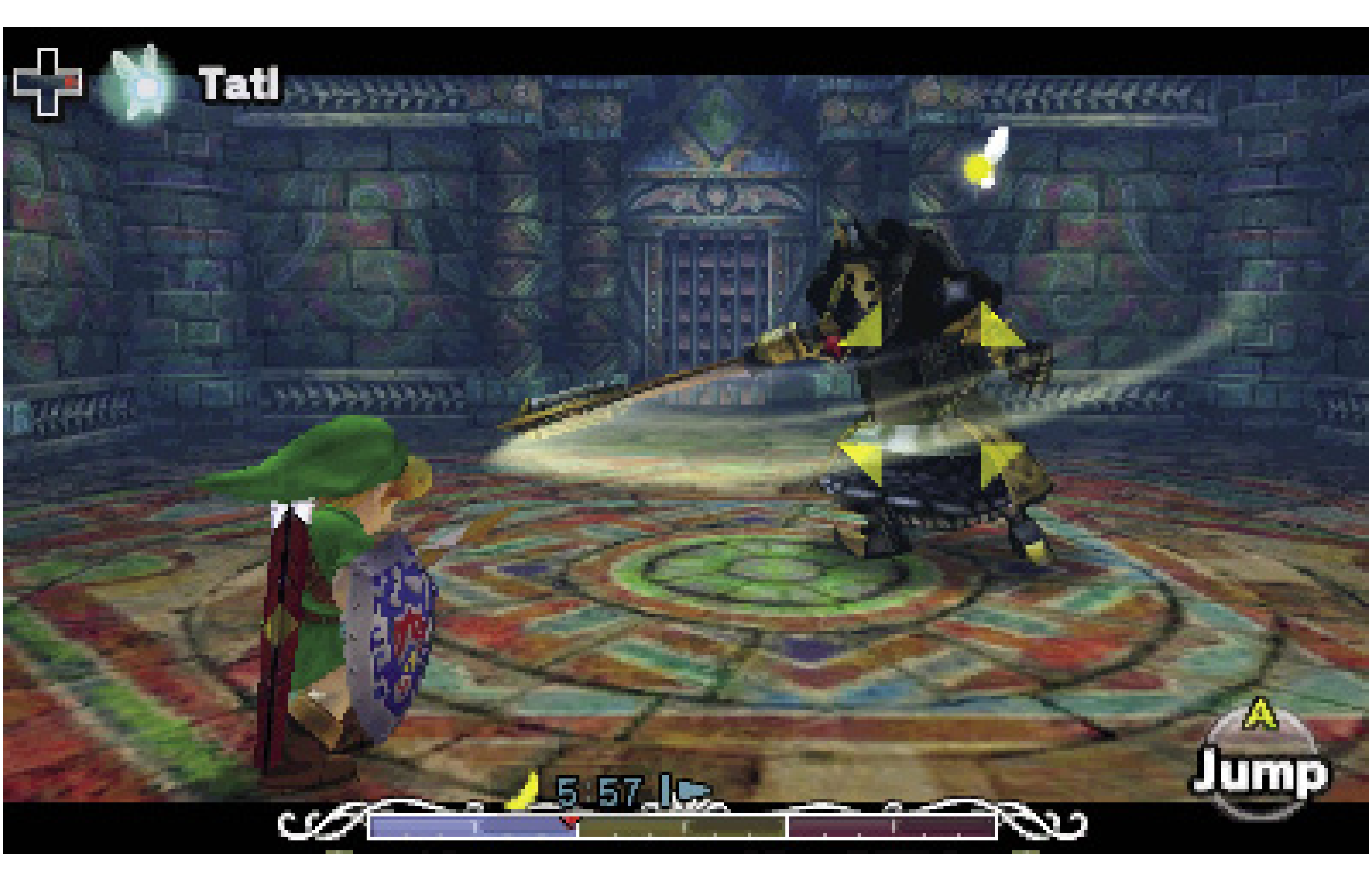


A mighty warrior awaits you in the small room beyond the Bad Bat cave: an Iron Knuckle. Fortunately, this fearsome fiend remains lifeless until you strike it. Stand back, and hit the Iron Knuckle with an arrow to wake it safely from afar.

Iron Knuckle

Damage: 4 Hearts

Beware these armored warriors, for the heavy axes that they wield inflict tremendous damage. Lock on and bait an Iron Knuckle into striking at you, then quickly backflip away. After dodging, strike the Iron Knuckle with Link’s blade, then leap back out of range again. Repeat this until you shatter the Iron Knuckle’s armor. At this point, the villain becomes faster and even more dangerous. Roll around to make the armorless Iron Knuckle miss you, then lock on again and resume dodging and countering until the menace finally falls. Bombs are also effective against Iron Knuckles, but they can be dangerous to use, especially after an Iron Knuckle has lost its armor.

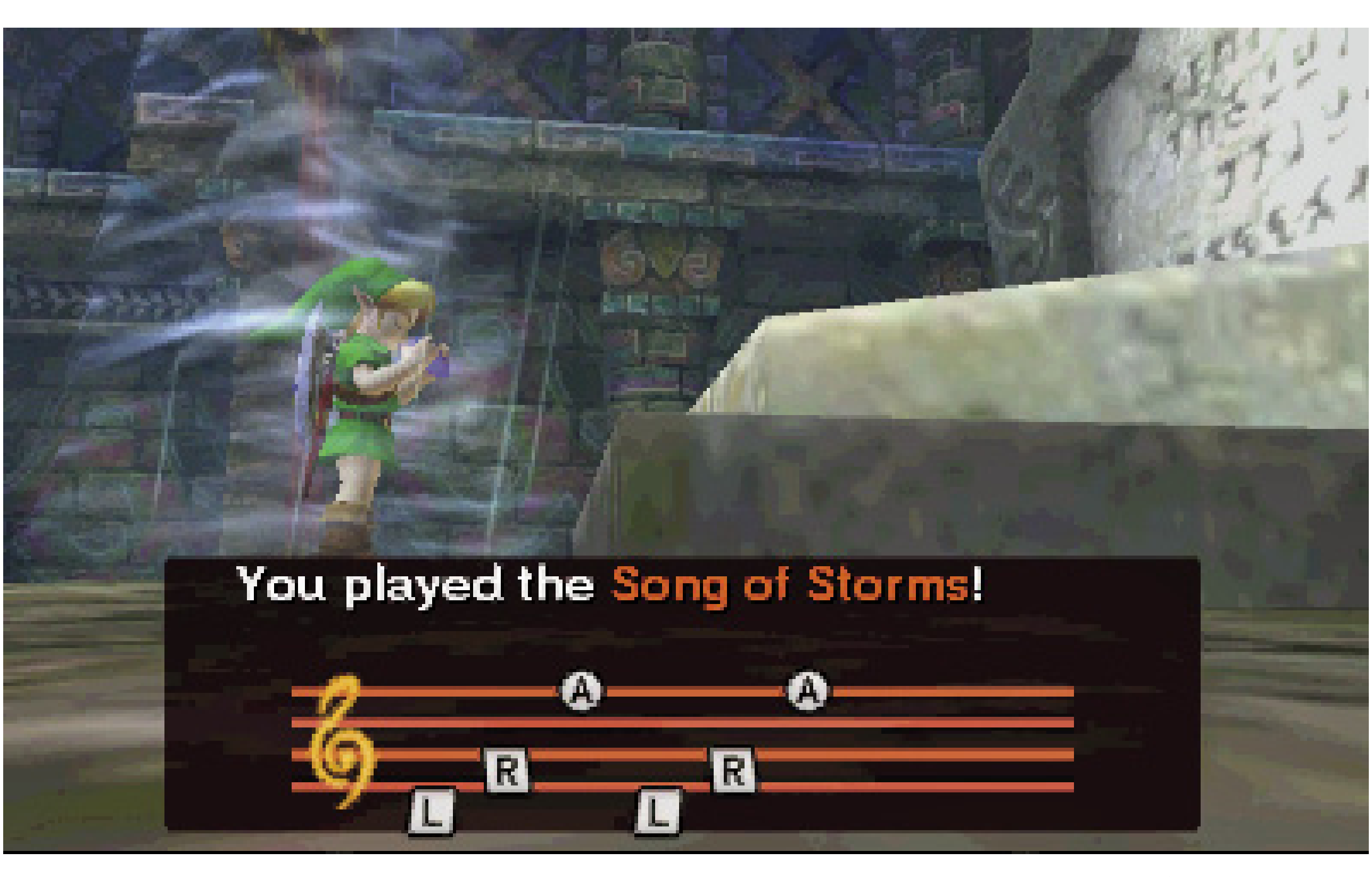


Lock on and dodge the Iron Knuckle’s vicious blows, then quickly counter with a single sword strike before racing back out of range again. Don’t get greedy for damage; just land a single strike, and then flee. Roll around to escape the Iron Knuckle after it loses its armor and gains speed. Keep making it miss and countering, again landing only a single blow during each exchange.

A Little Help from a Little Friend

Remember those Fairies that you bottled before? They’ve got your back. As long as you have a Fairy in a bottle, you don’t need to fear falling in battle. If you fall, the Fairy automatically pops out of its bottle and revives you. Fight on, brave hero!

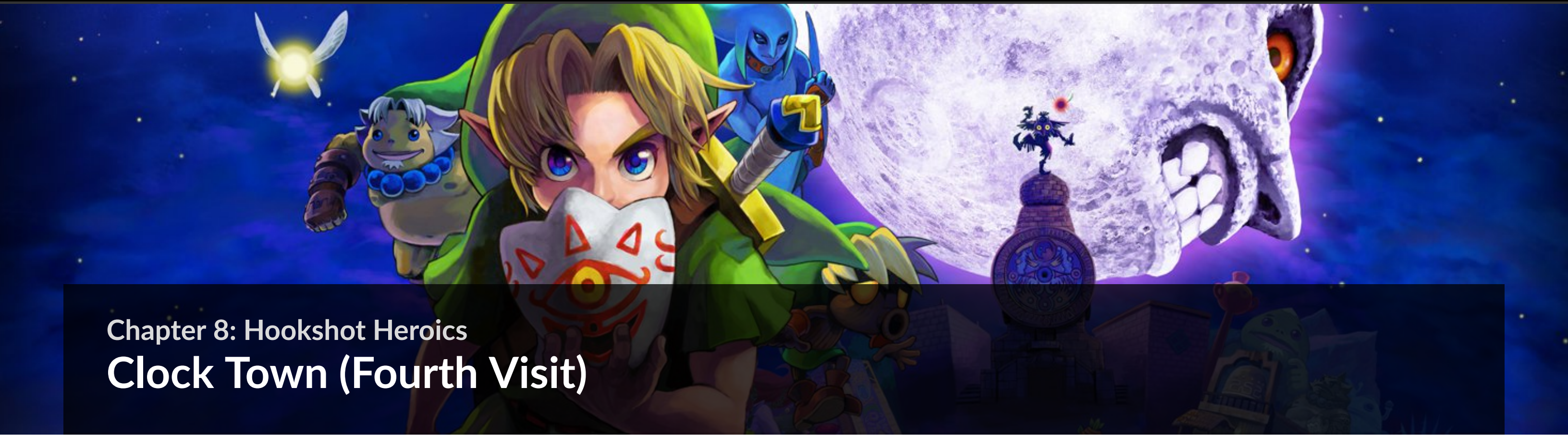
Flat’s Tale



When the Iron Knuckle has finally fallen, a panel opens in the far wall, revealing a ghost and a gravestone. It’s the spirit of Flat, the Ikana Royal Family composer.

Flat explains that he and his brother, Sharp, composed all the songs connected to the Royal Family that remain in this grave. It seems that Sharp betrayed Flat and had his brother’s spirit sealed away in this awful grave.

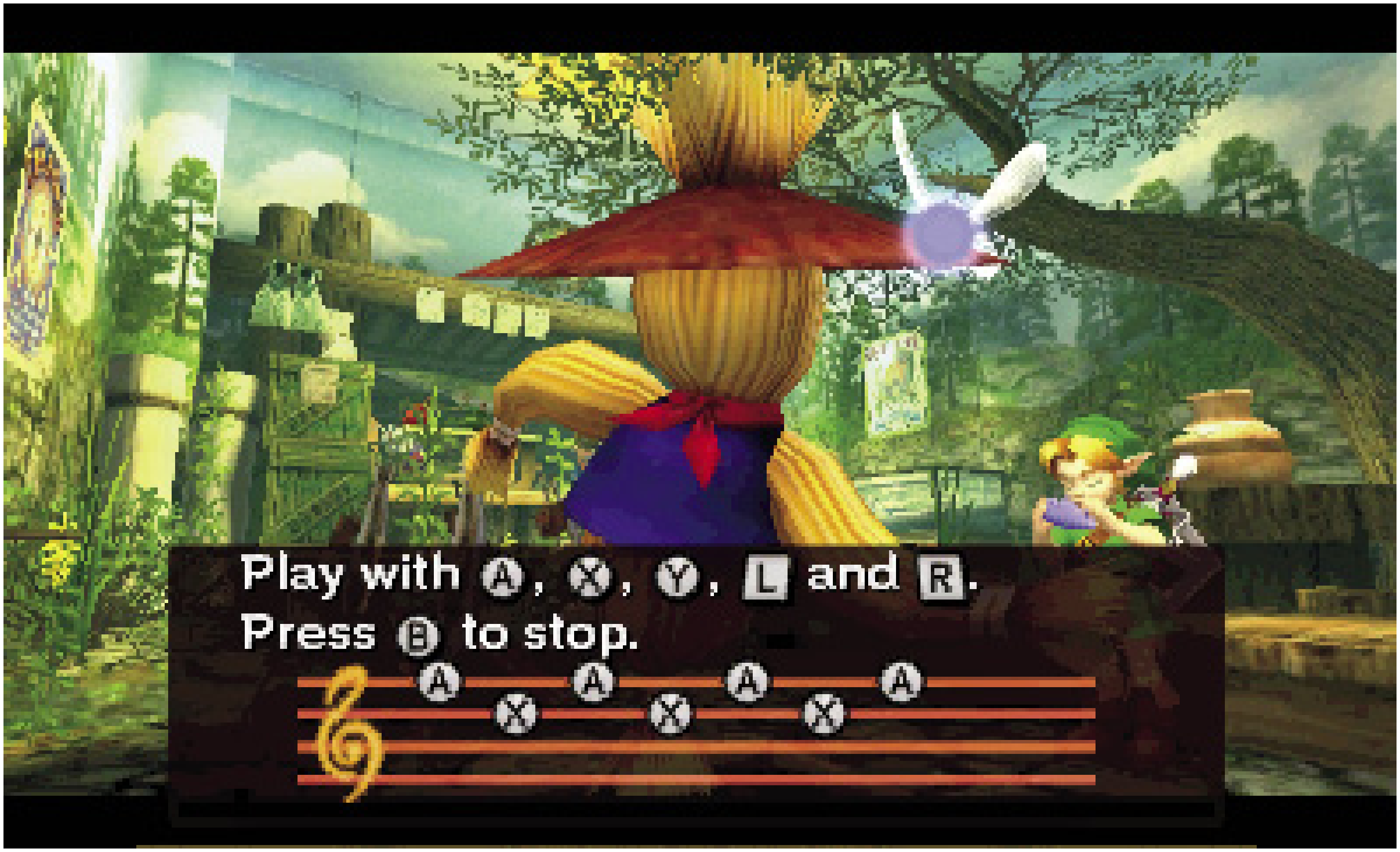
Flat invites Link to learn a song that can cleanse the cursed, black soul of his brother, Sharp. Inspect the gravestone by locking on to it, then play the notes that are etched on the gravestone to learn the Song of Storms.



Chapter 8: Hookshot Heroics

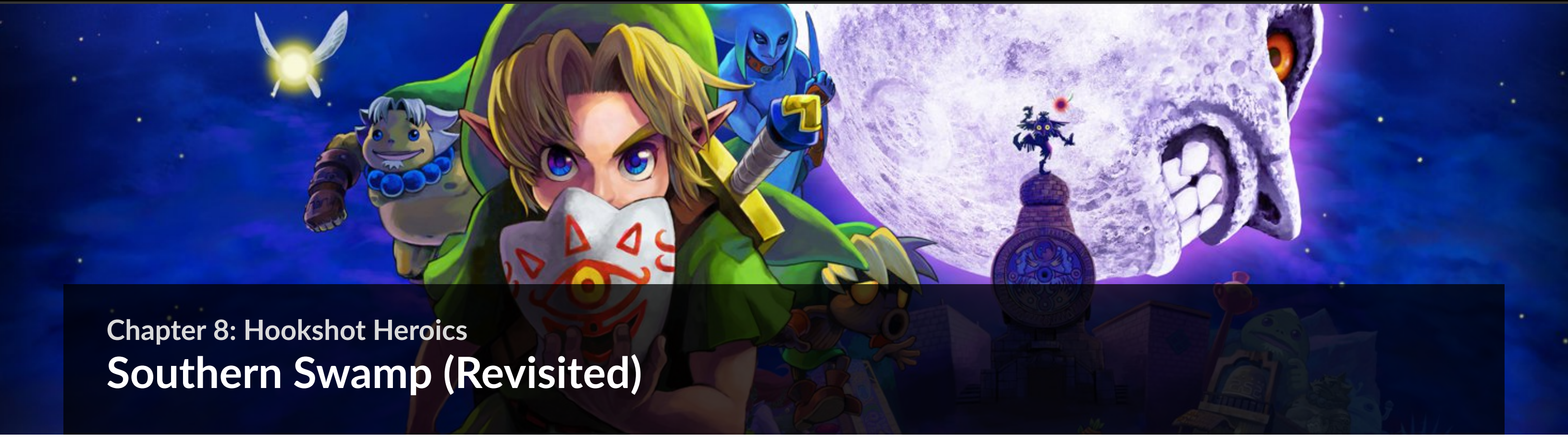
Clock Town (Fourth Visit)

Scare up Another Song



Play with Ⓐ, Ⓧ, Ⓨ, L and R.
Press Ⓑ to stop.

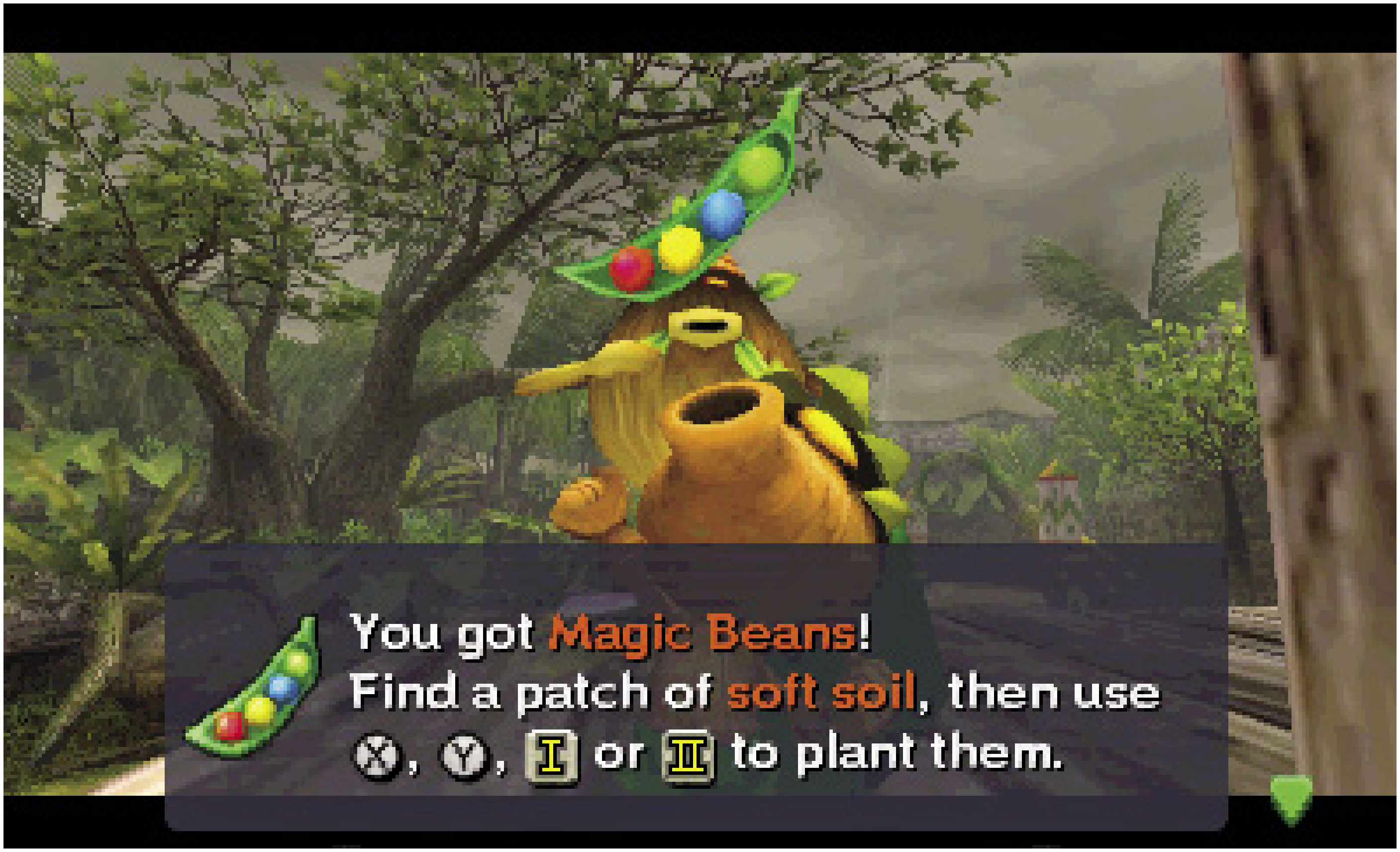
You've accomplished all you can in this haunting grave for now. Backtrack to the surface, and soar back to Clock Town. Visit the scarecrow in the Trading Post, and make a new Scarecrow's Song by playing your favorite eight notes for the scarecrow on the ocarina.



Chapter 8: Hookshot Heroics

Southern Swamp (Revisited)

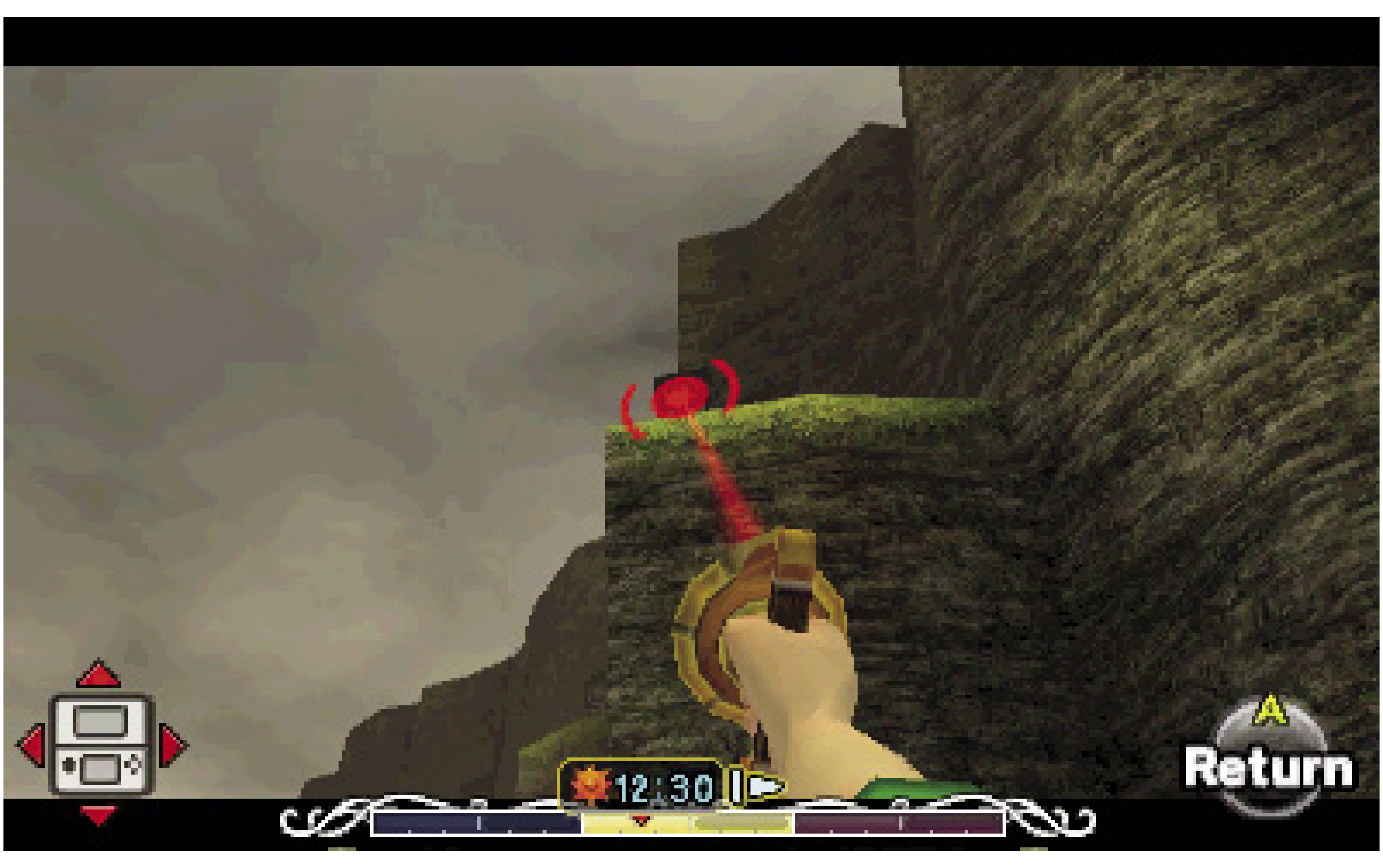
Grab Some Magic



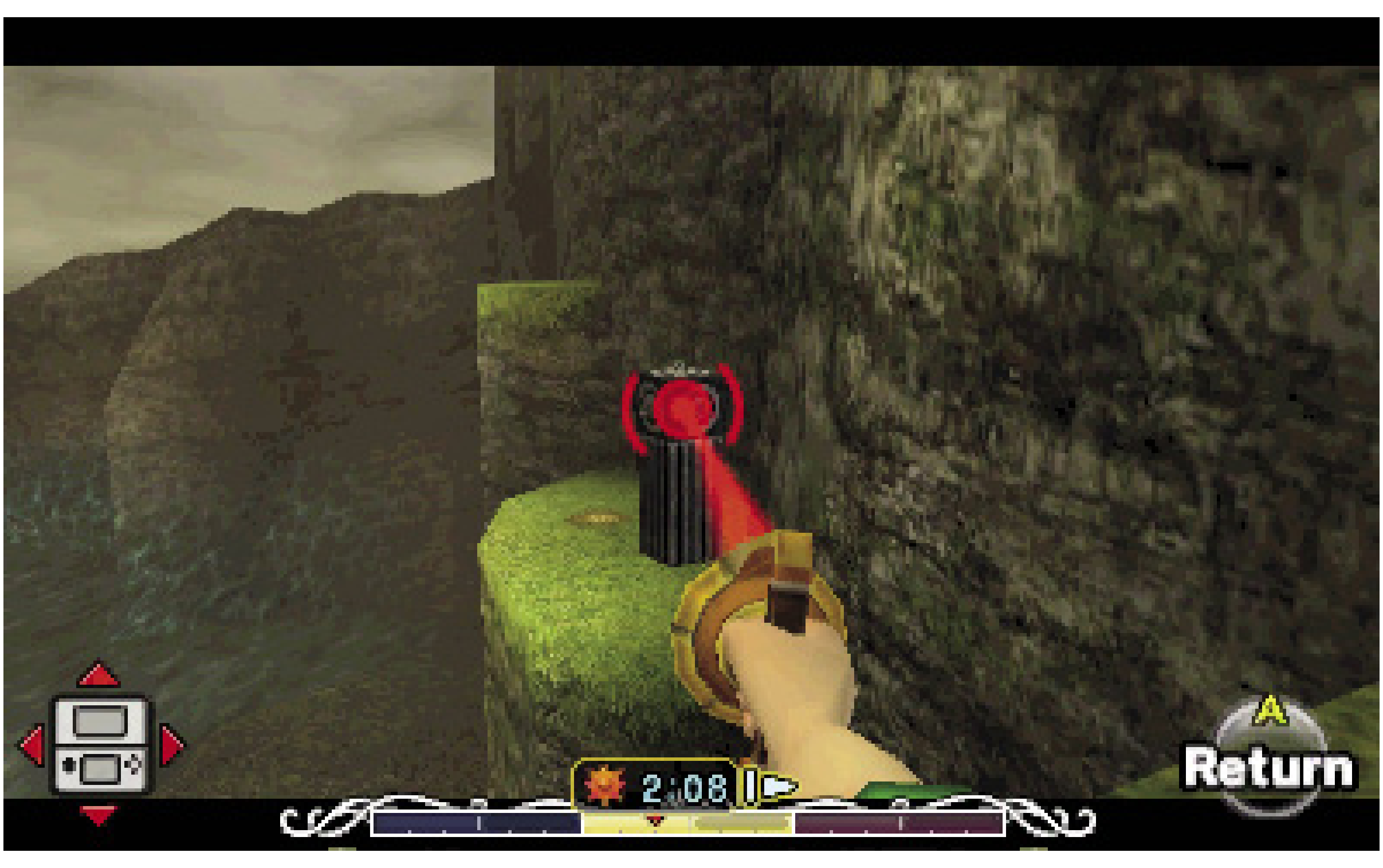
You got Magic Beans!
Find a patch of soft soil, then use
Ⓧ, Ⓨ, I or II to plant them.

For your next trick, you'll also need a Magic Bean. Warp to the Southern Swamp, put on the Deku Mask, and pay 10 Rupees to buy a Magic Bean from the Business Scrub near the Swamp Tourist Center as Deku Link. Now you're all set. Soar to the Great Bay Coast for more profitable adventure.

Growing Lovelier by the Bay



After soaring to the Great Bay Coast, swim north, heading back to the northeast lagoon as if you were going to bottle up some more fish from the little pond. Stand near the pond, but instead of fishing, look up and spy an anchor stone atop a high east ledge above you. Get close enough so that you can fire the Hookshot at the anchor stone and zip up onto the ledge.

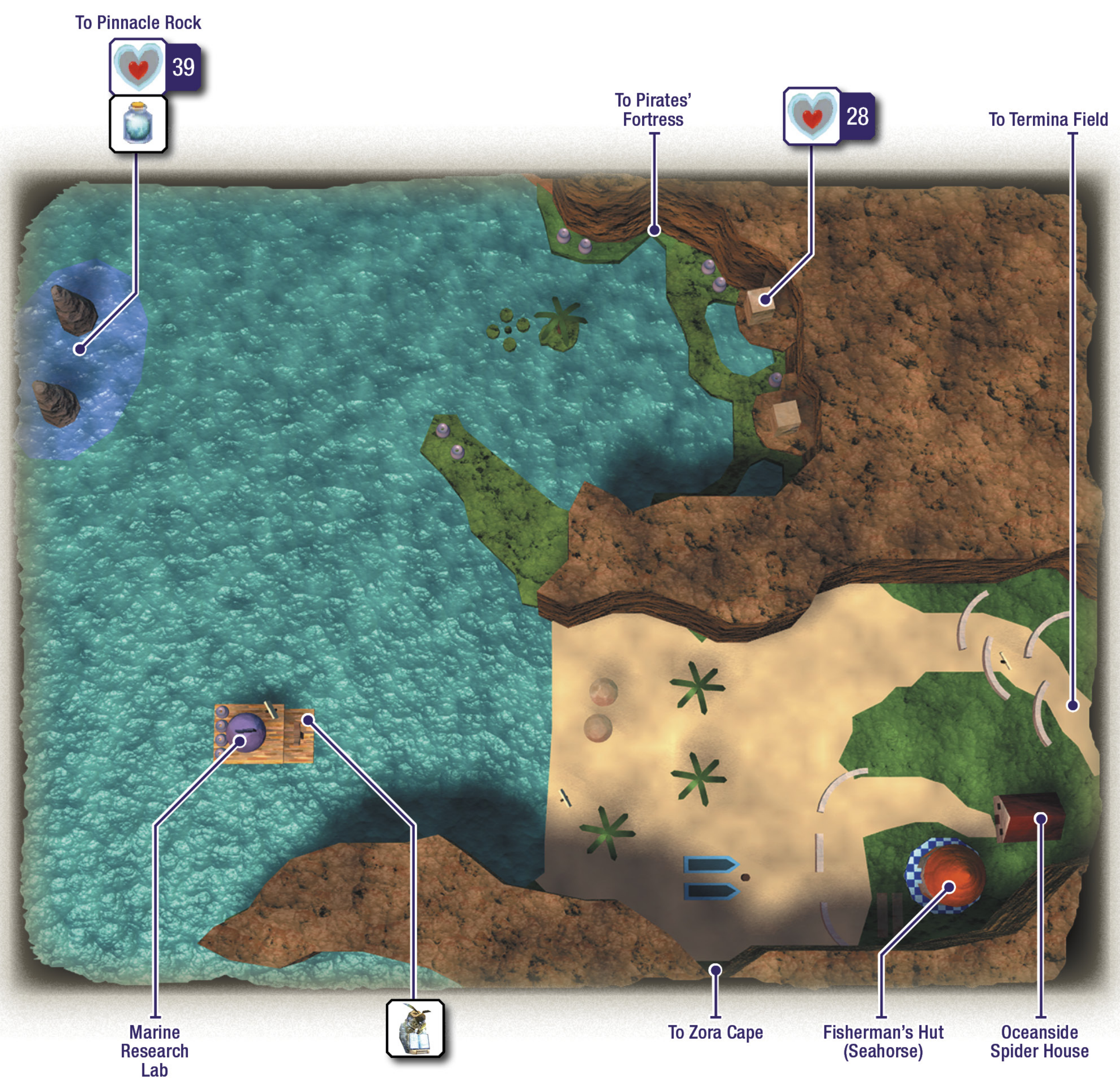


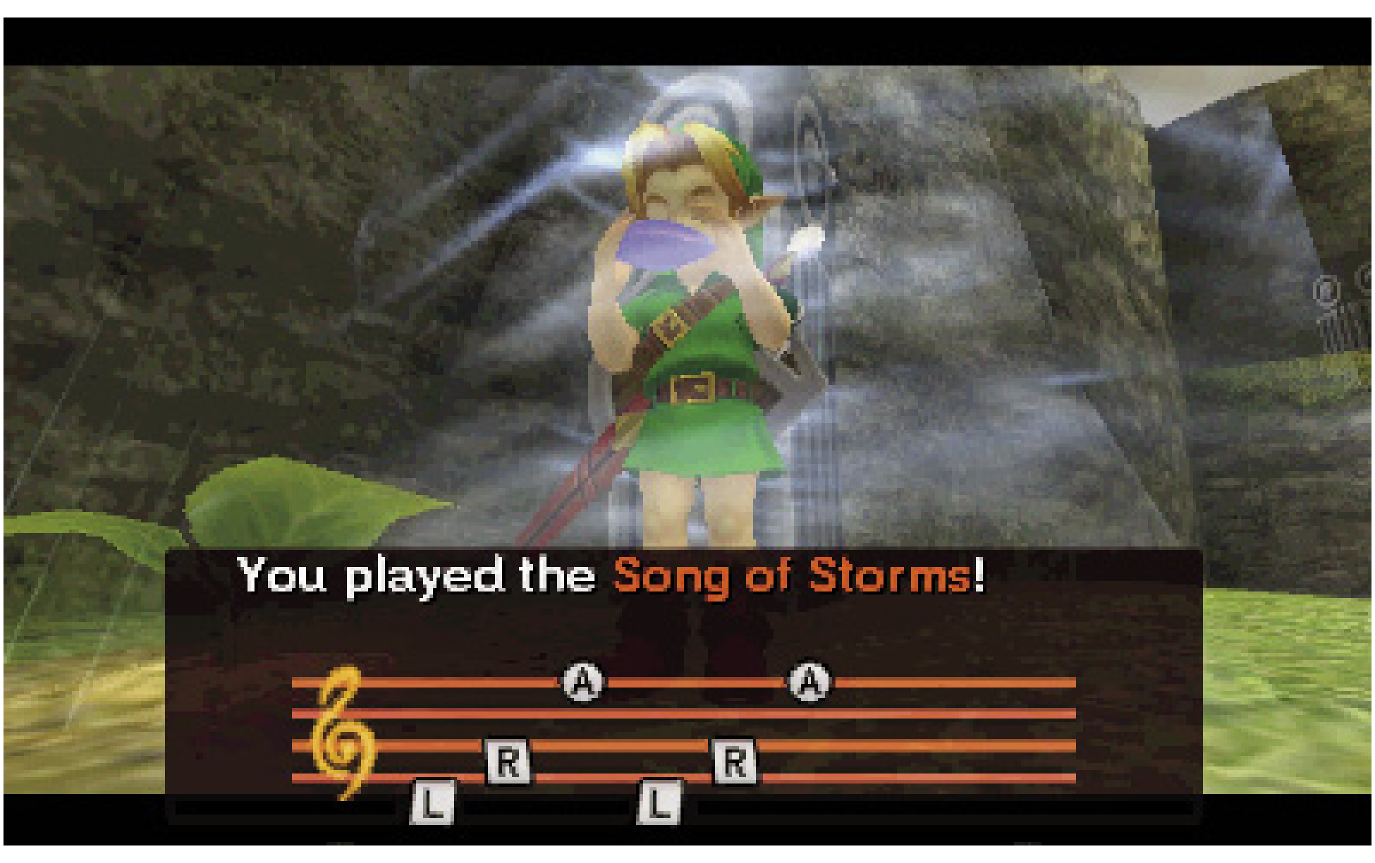
The next ledge to the north is lower than the one you're standing on, and it features a hole. Dropping through the hole lands you in a cavern with two cows that give you free milk if you play them Epona's Song. However, don't drop down to the hole—Hookshot over to the next ledge's anchor stone instead. Hookshot again to the next ledge, and you'll discover a patch of soft soil.

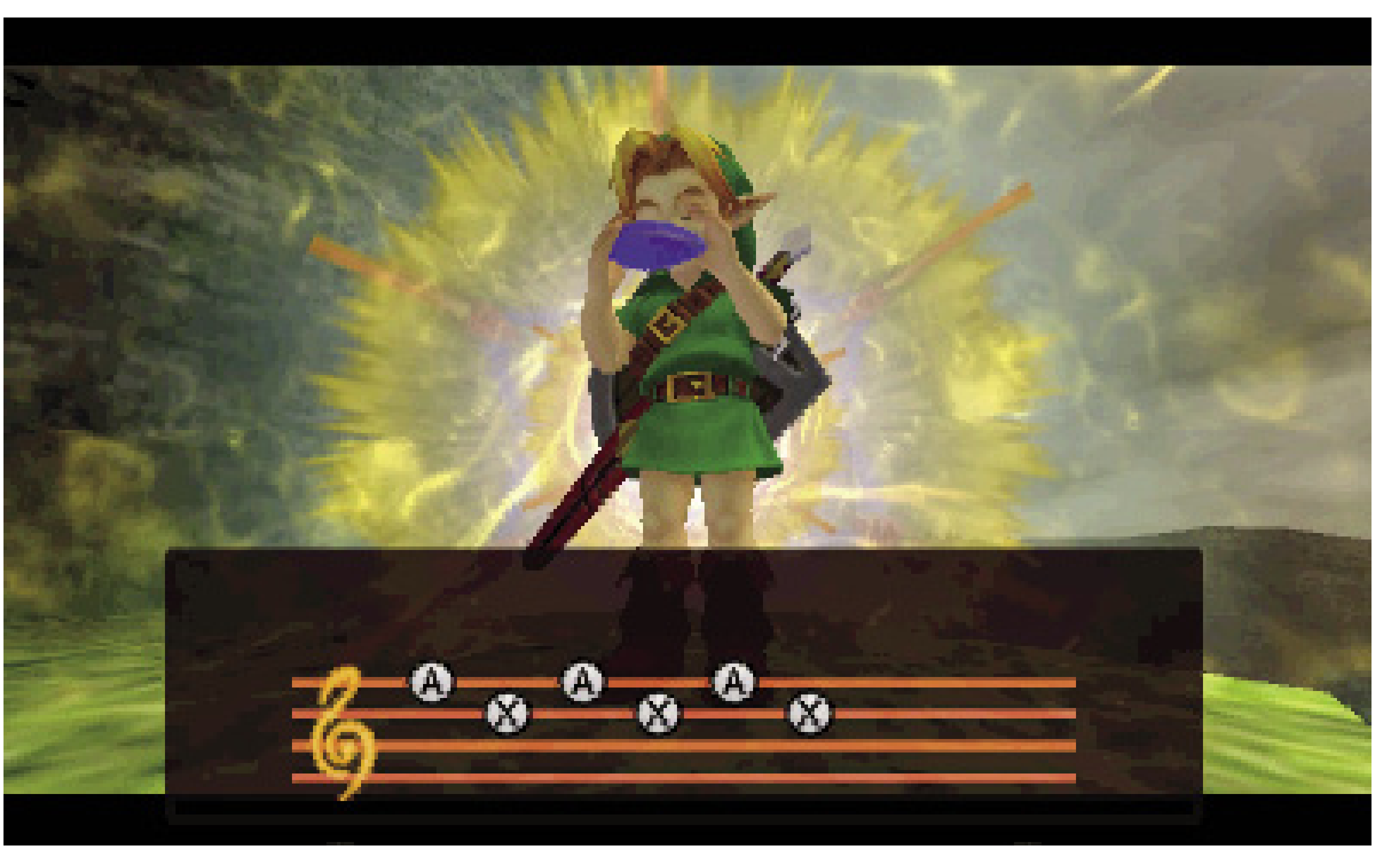
Plant your Magic Bean in the ledge's soft soil. Now you just need to water it. Do this by playing the Song of Storms, which you recently learned from Flat in the Ikana Graveyard. This makes it rain, growing the leaf platform for you without the need for Spring Water. How convenient!

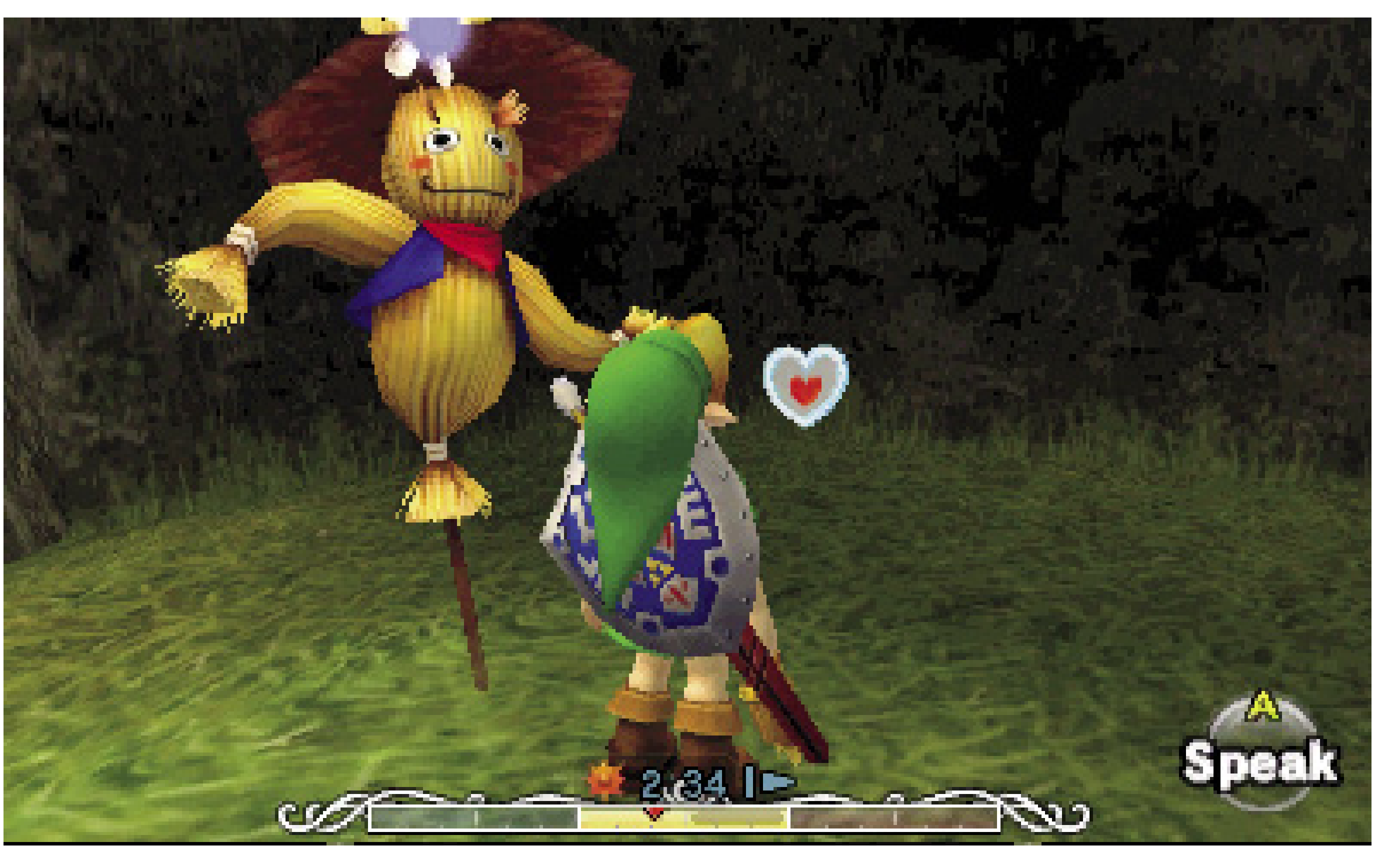
Ride the leaf platform up to the next ledge, and jump off. Notice that Tatl flies over to a final distant ledge. There must be something over there, but it's too far to reach. Play the Scarecrow's Song that you created back in Clock Town to summon the scarecrow over by Tatl.

You know what to do. Use the Hookshot to zip over to the scarecrow. Hey, there's a Piece of Heart over here!

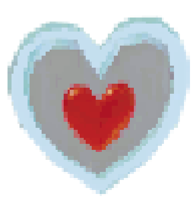



You played the Song of Storms!





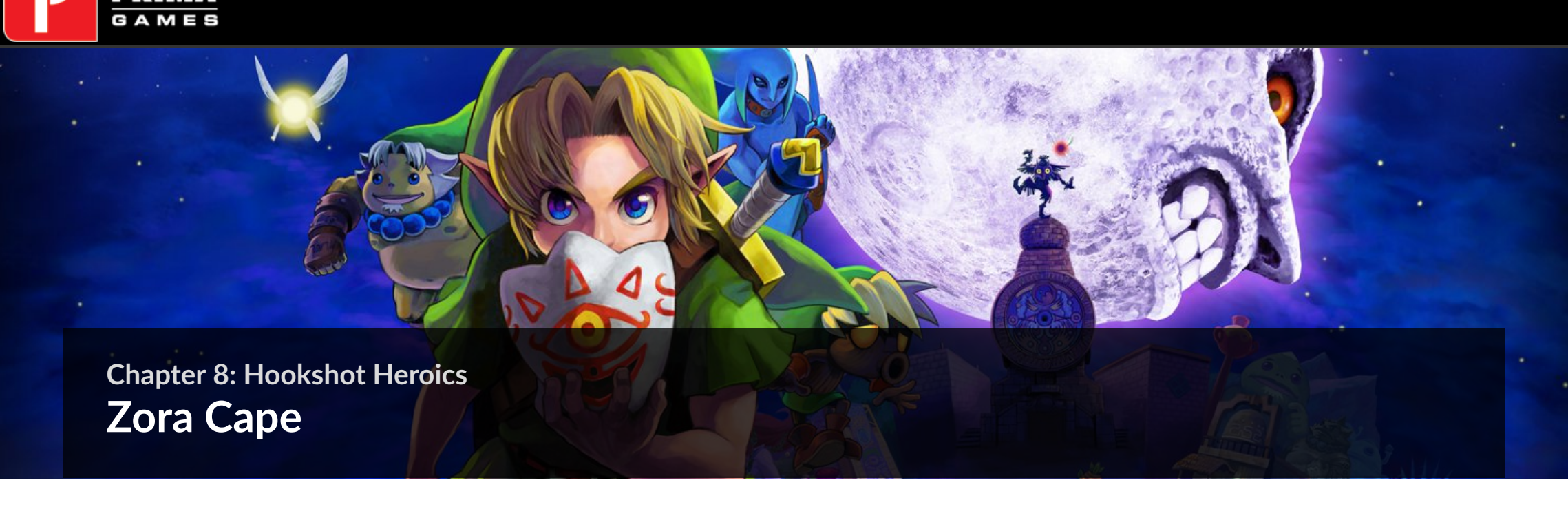
Piece of Heart #28



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

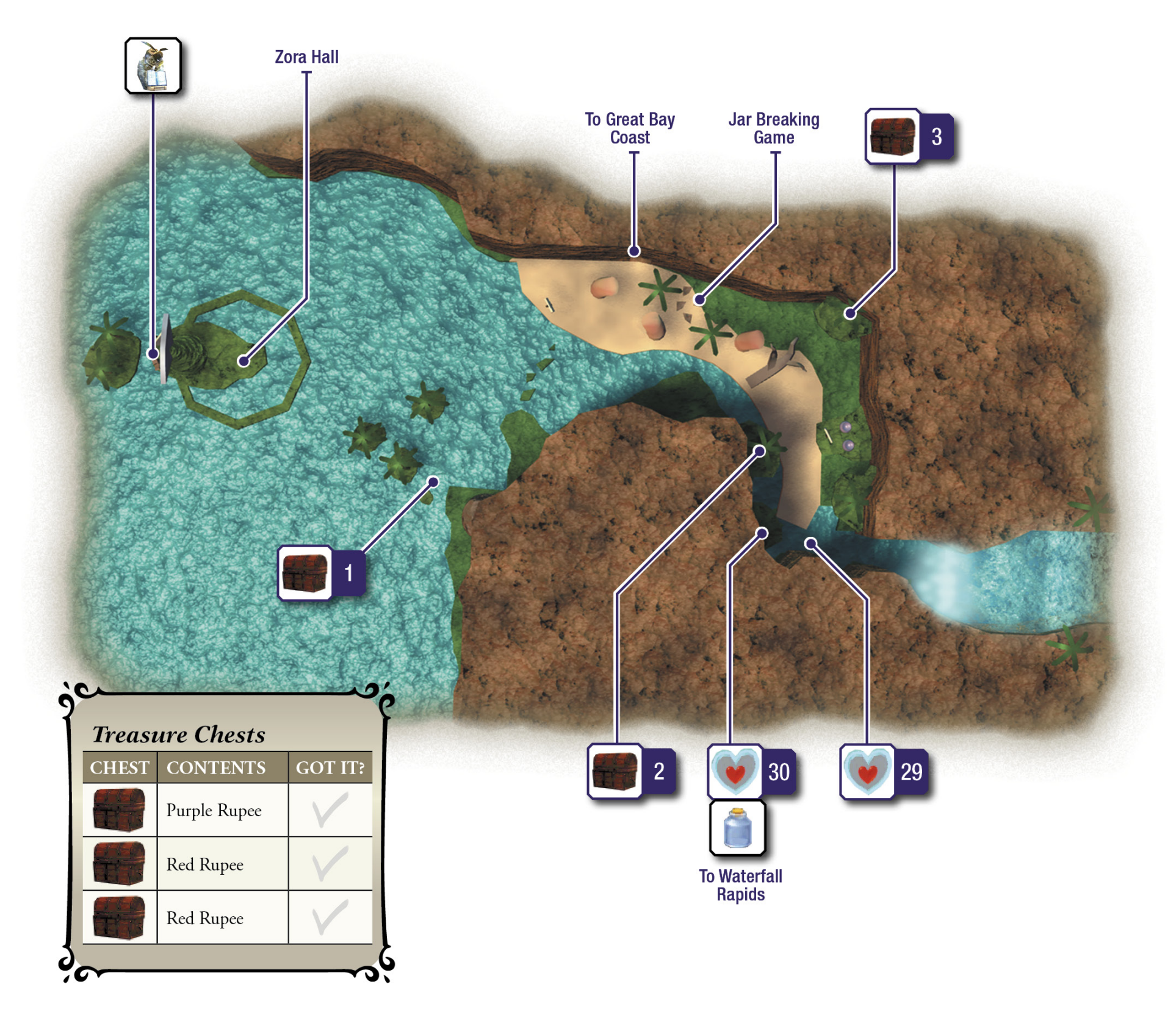
To Zora Cape

Soar back to the Great Bay Coast's owl statue and swim directly east, heading for the beach. When you hit sand, put on the Stone Mask and go south, traveling through a tunnel that leads to Zora Cape.



Chapter 8: Hookshot Heroics

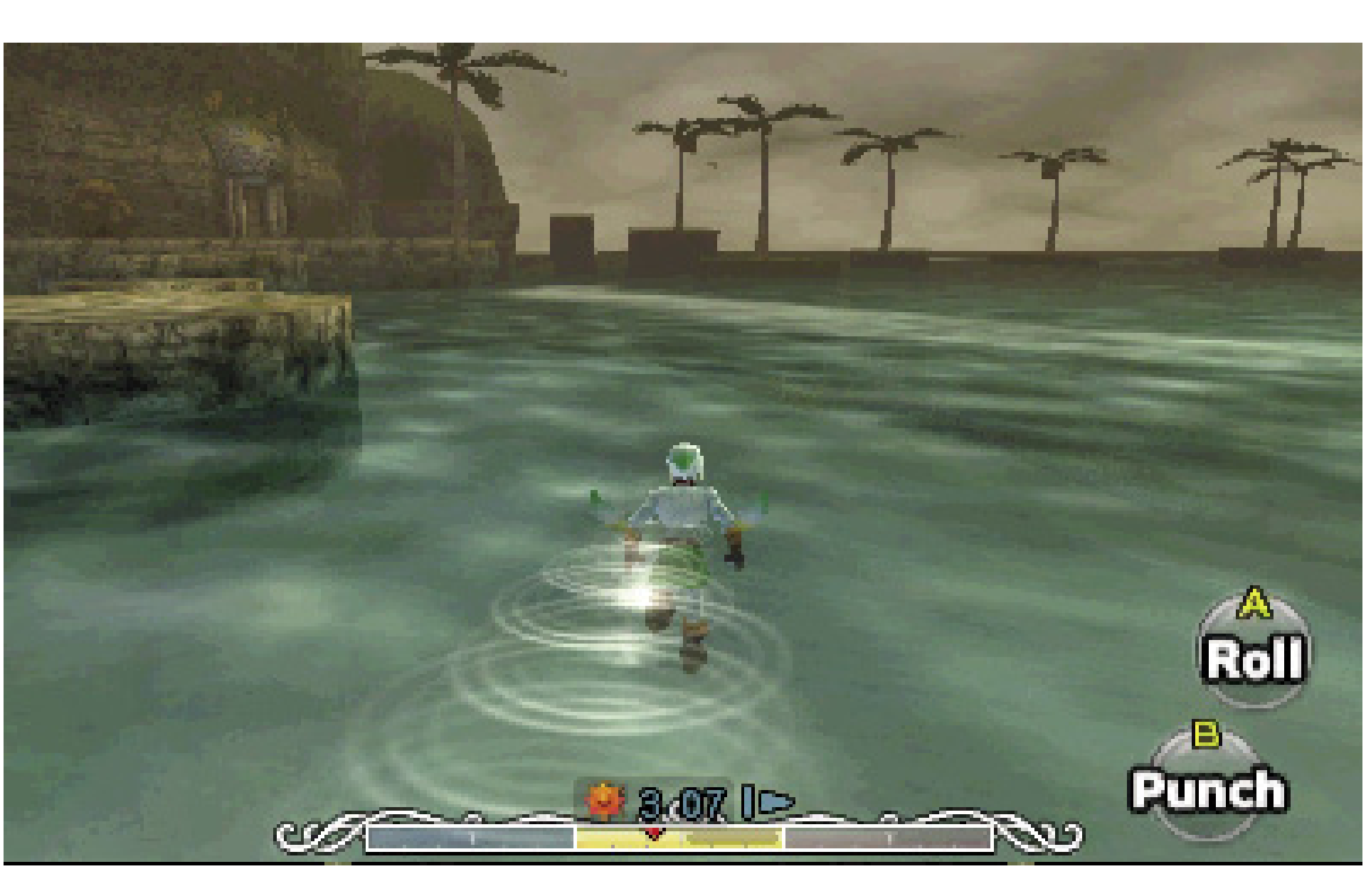
Zora Cape

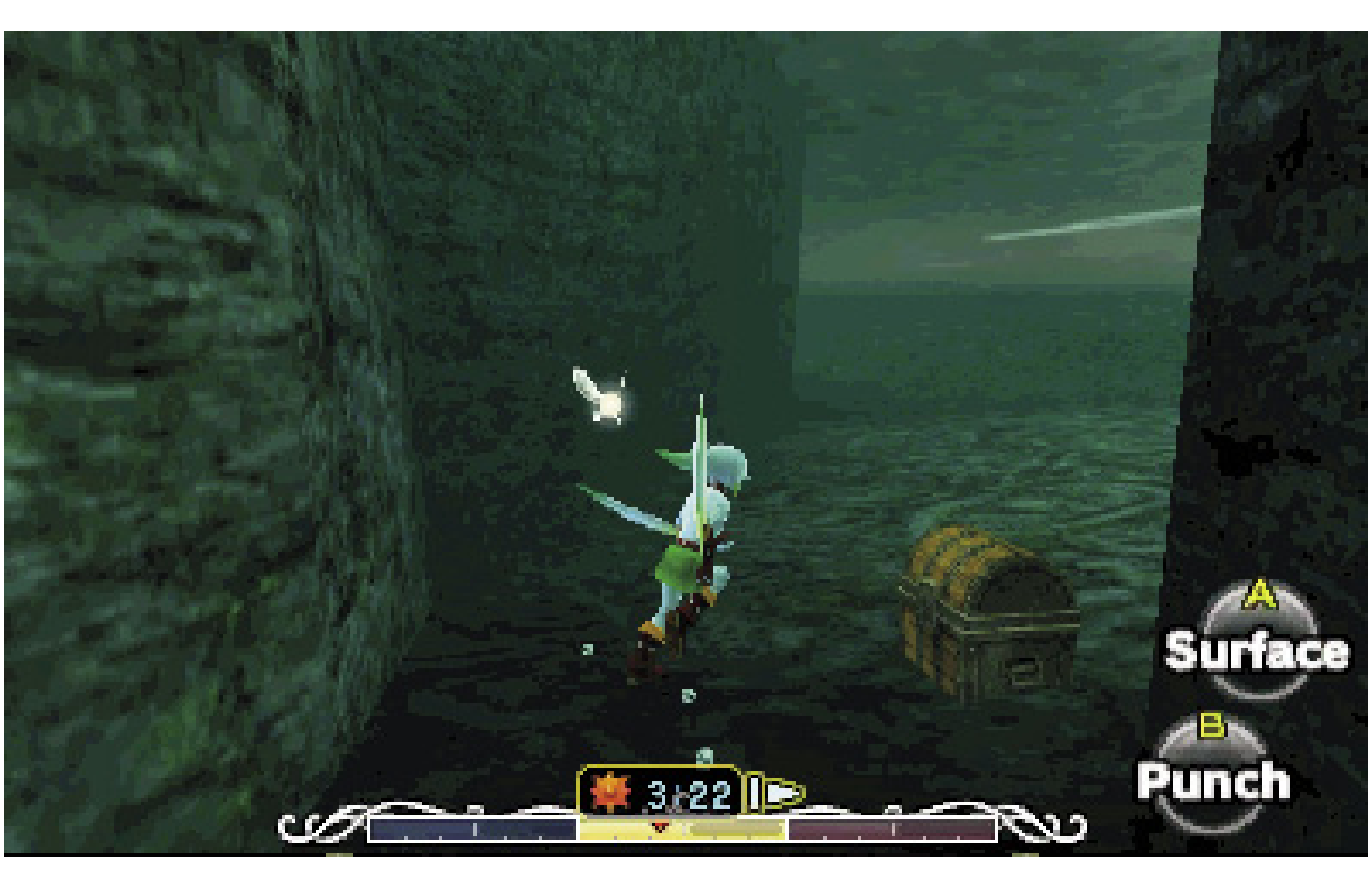


Treasure Chests

CHEST	CONTENTS	GOT IT?
	Purple Rupee	✓
	Red Rupee	✓
	Red Rupee	✓

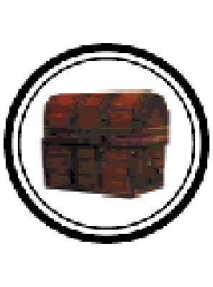
Sunken Treasure





Zora Cape is filled with dangerous Like Likes and Leevers, but they won't bother you as long as you wear the Stone Mask. Go southwest until you reach the water's edge, then switch to the Zora Mask and dive underwater.

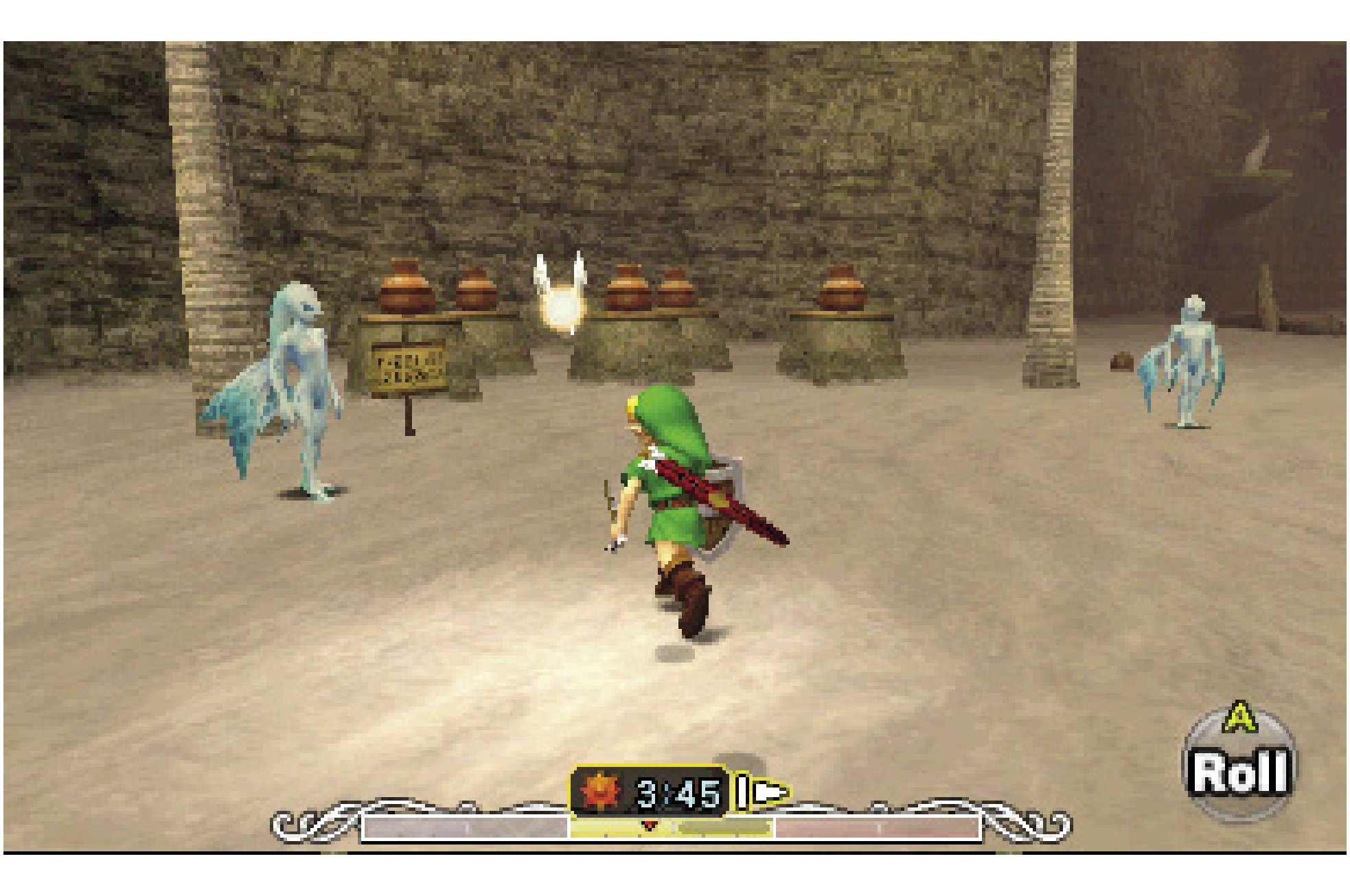
Use your map to track down a sunken chest to the south. Open it as Zora Link to cash in on a Purple Rupee.



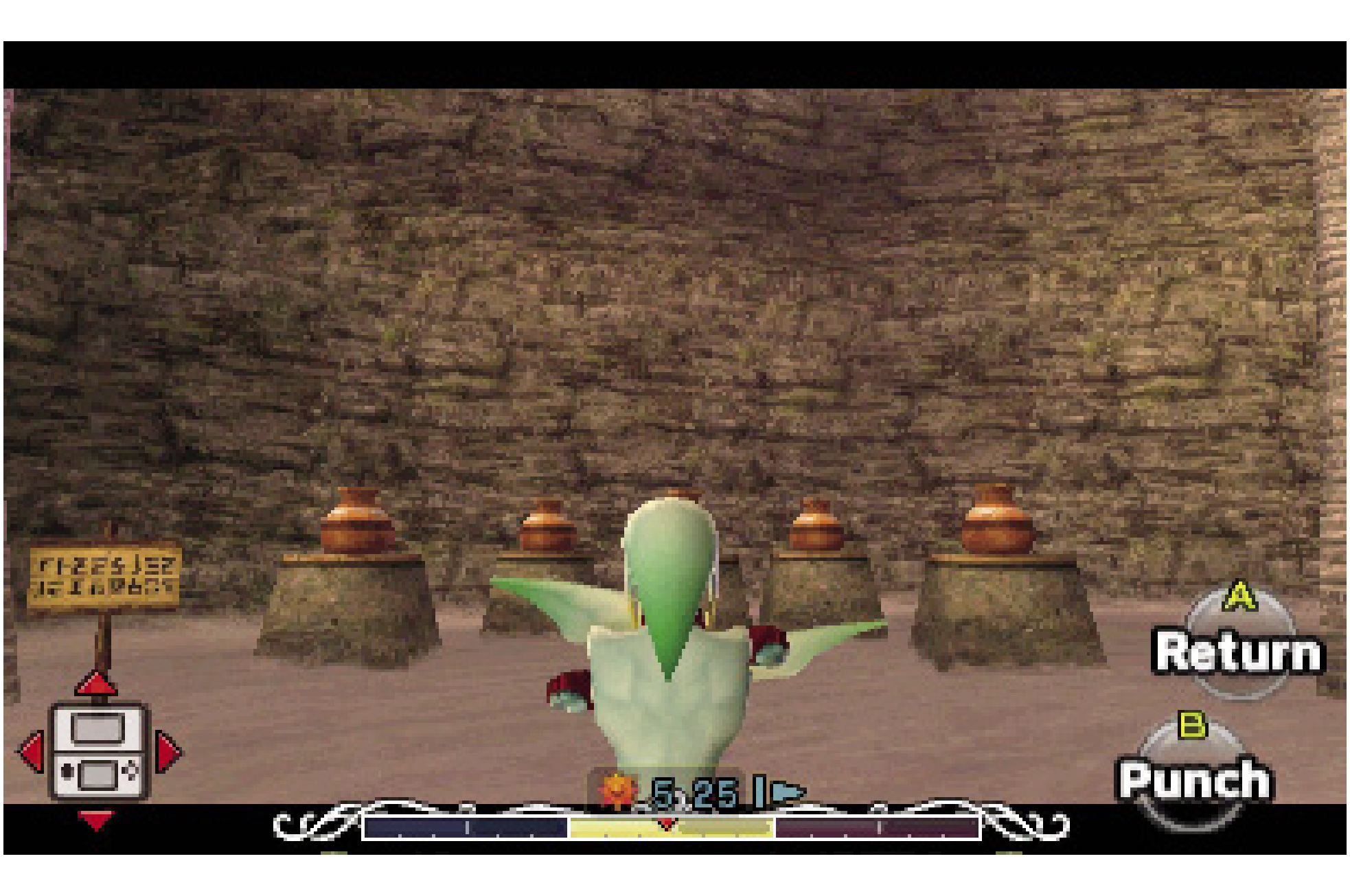
Zora Cape Chest #1: Purple Rupee

Game of Throws

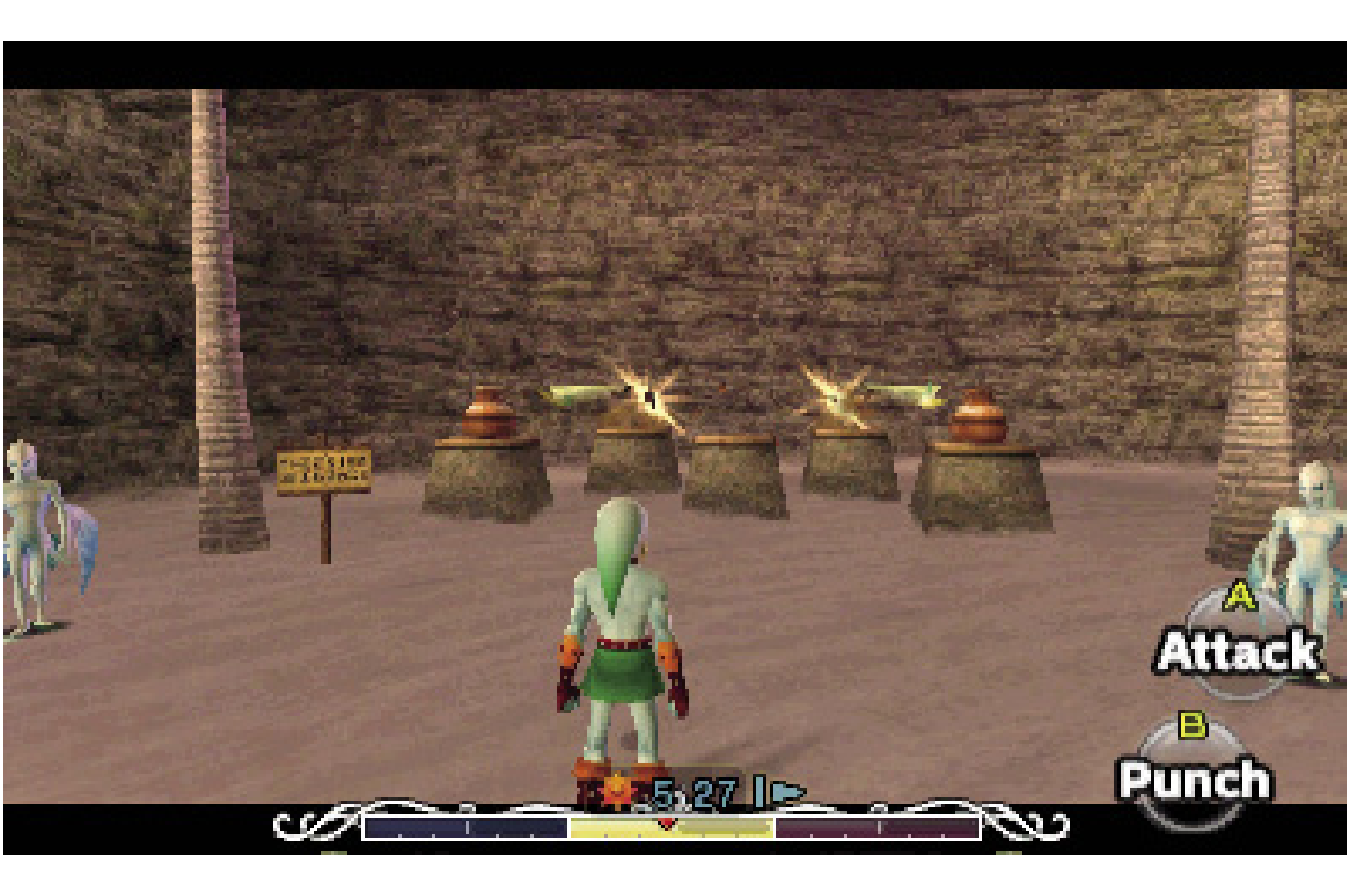
That Purple Rupee soon comes in handy, for some Zoras have set up a little game back on the beach. Swim back to dry land, and speak with the Zoras to learn the gist of their game. If you can manage to break all of the jars that they've set up nearby in one try, you win!



Zora Link's fin toss is the key to beating this game. Stand before the jars and line yourself up so that, while holding Ⓑ to aim, Zora Link's head is completely covering the central jar. The two nearby palm trees should also be "framing the shot," with each palm tree just barely visible at the left and right sides of your screen. Once you're all lined up, release Ⓑ to throw Zora Link's fins.



If you do it correctly, the fins smash through the central jar, split off and break the two rear jars, and then smash the two outside jars as they spread apart during their return trip. It isn't easy, but a perfect throw earns you 100 Rupees. (Less the 10-Rupee cost of jar replacements, of course.)

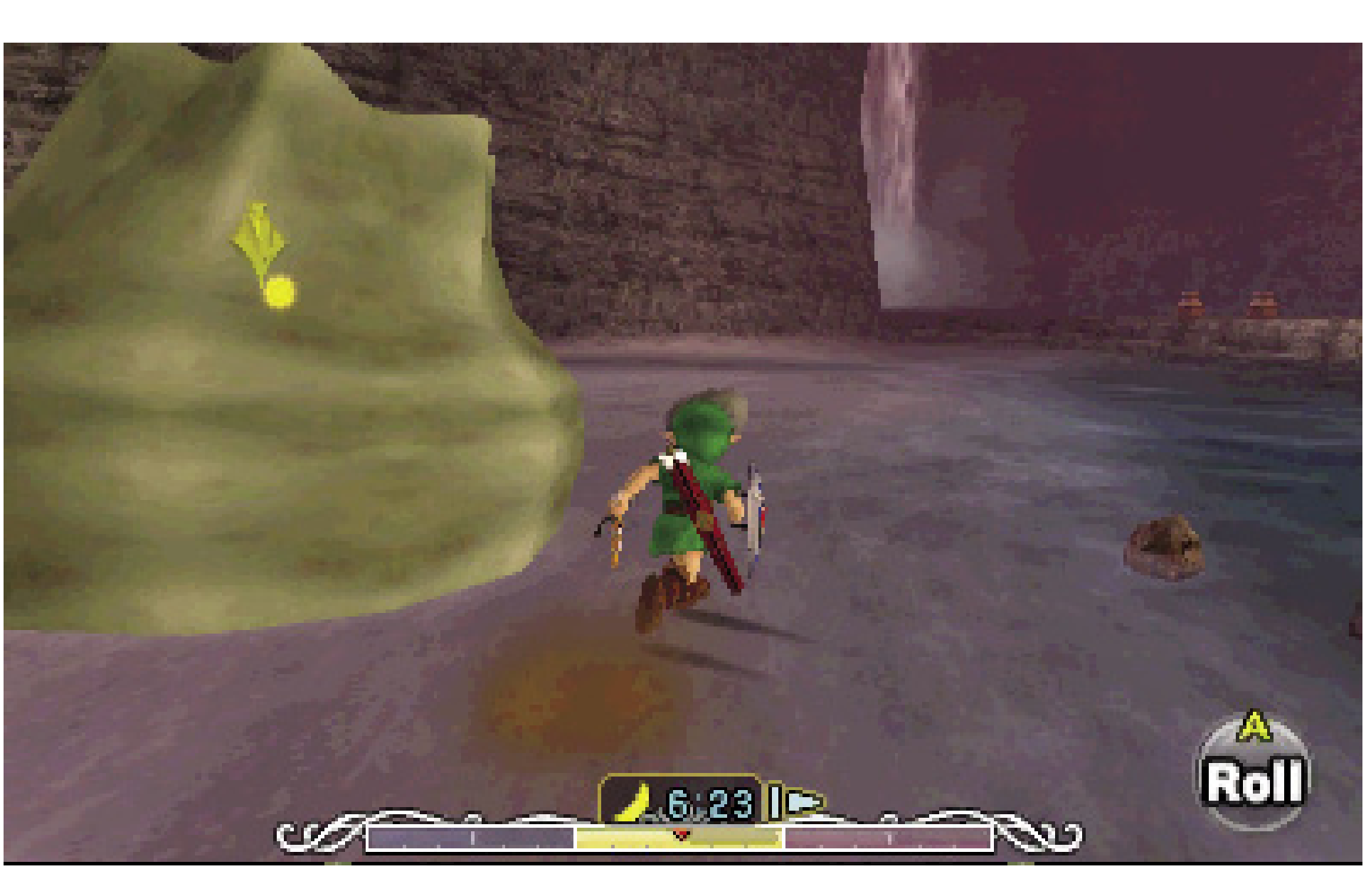


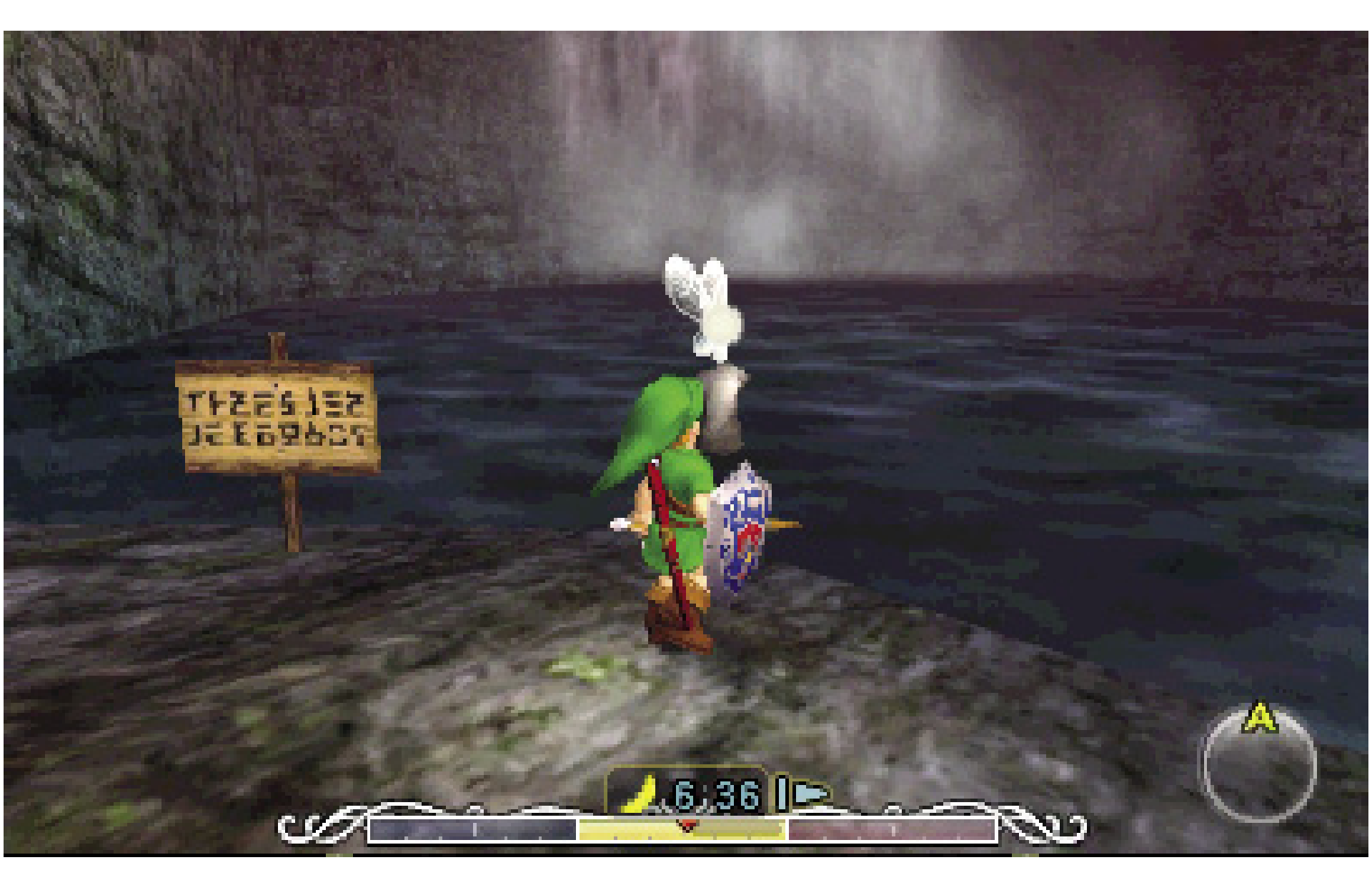
Rupees are all that you can win from this game, but you need to beat it if you want to complete your Bombers' Notebook. If you only break some of the jars, you still have to pay 10 Rupees to replace them before you can try again. Study the fins' flight path after each throw, and make little adjustments until you find the sweet spot and smash all of the jars.

Way to go, Mikau!

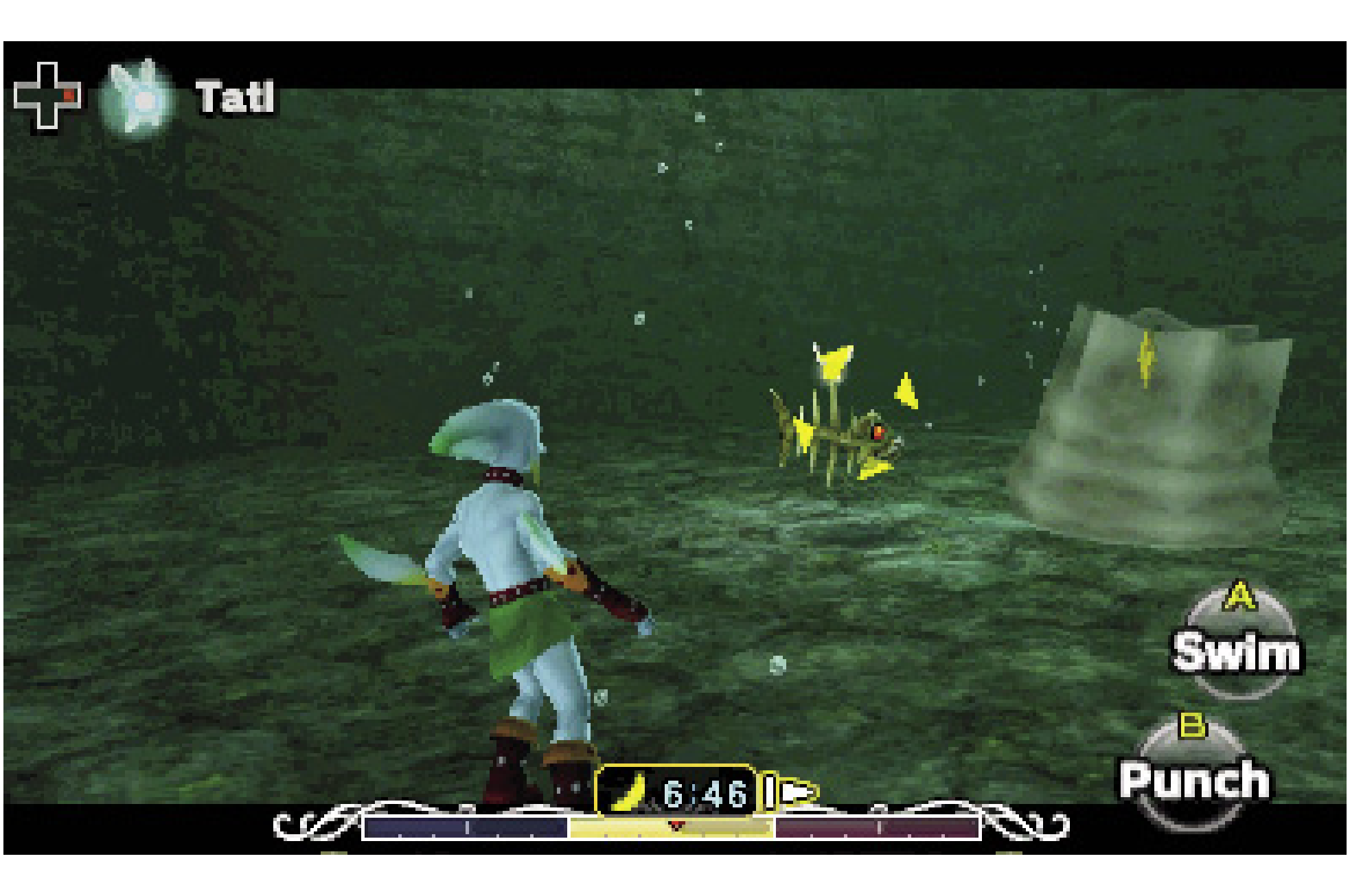
The Like Like's Heart

Return to dry land, and follow the trail to the southeast. Keep going until you reach a big waterfall, using the Stone Mask to ensure that the roaming Like Likes and Leevers don't bother you.



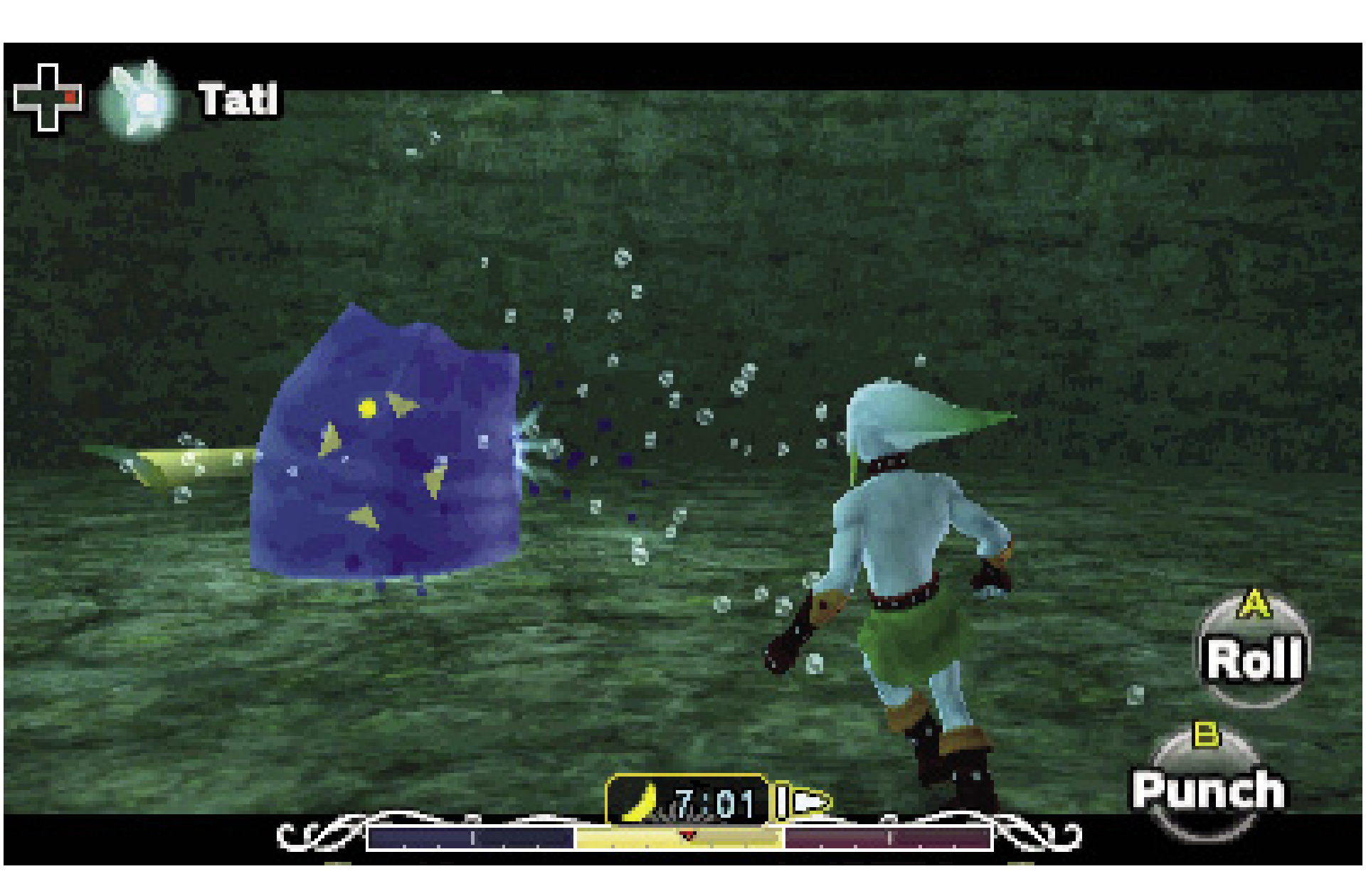


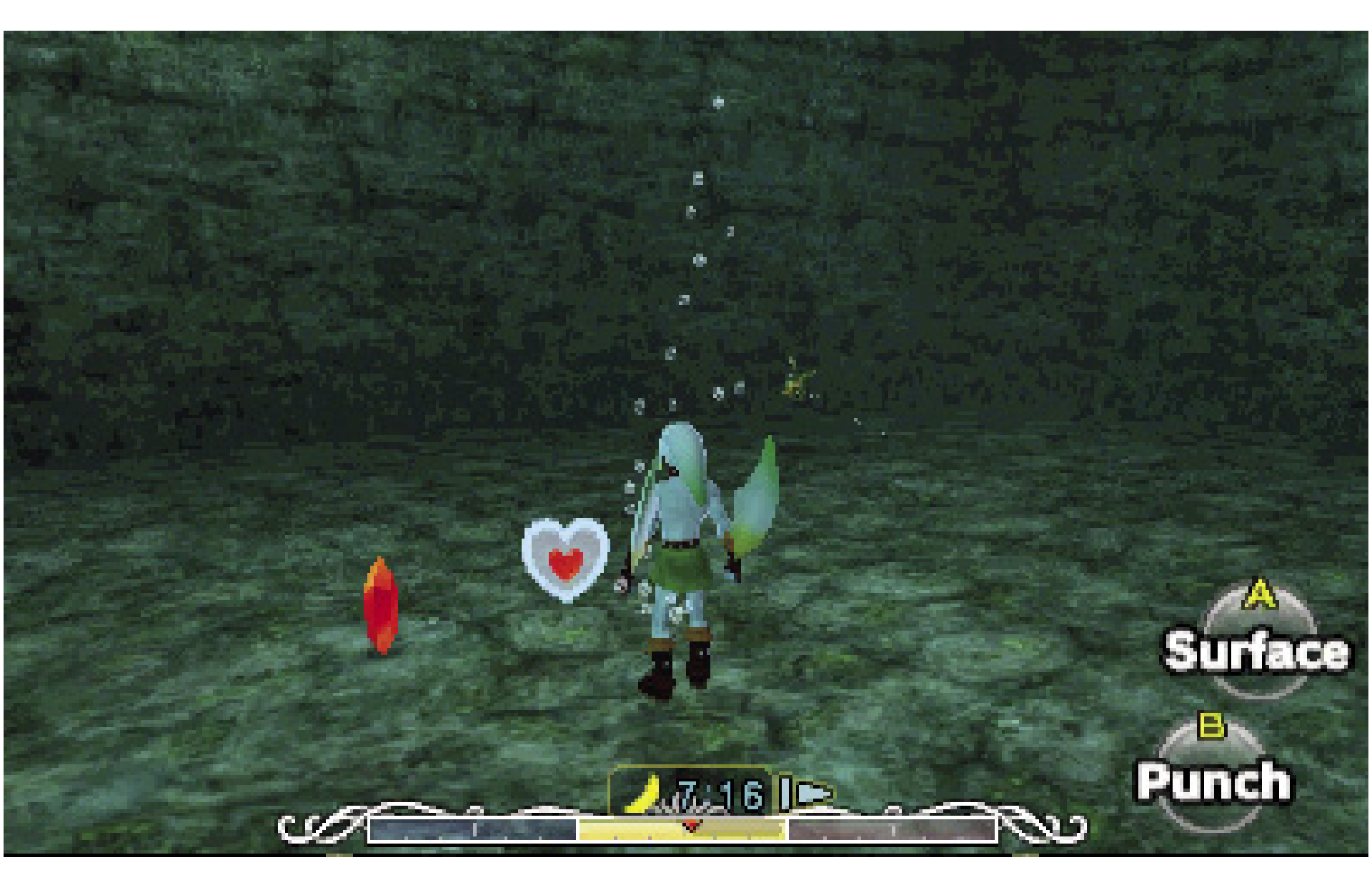
When you reach the waterfall, swap your Stone Mask for the Zora Mask, and then hop into the pool. Move close to the waterfall, and then dive all the way down to the sea floor. Ensure that you're near the outside wall as you dive, for a dangerous Like Like lurks in the center of the pool.



The Like Like won't chase you—it remains near the center of the deep pool. However, the current draws you toward the Like Like, so fight against the current and keep your distance. Target the surrounding Skullfish first and defeat them all, holding and releasing Ⓑ to throw Zora Link's fins at them from a safe range.

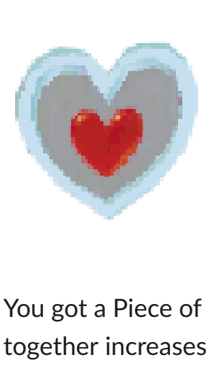
Now for the Like Like. Stun this item-eating monster by throwing Zora Link's fins at it from range, then get close and tap Ⓑ to hit the Like Like with a single melee fin strike. Flee before the Like Like recovers, then stun it with another fin toss and close in for another blow. Keep it up until you've defeated the Like Like.





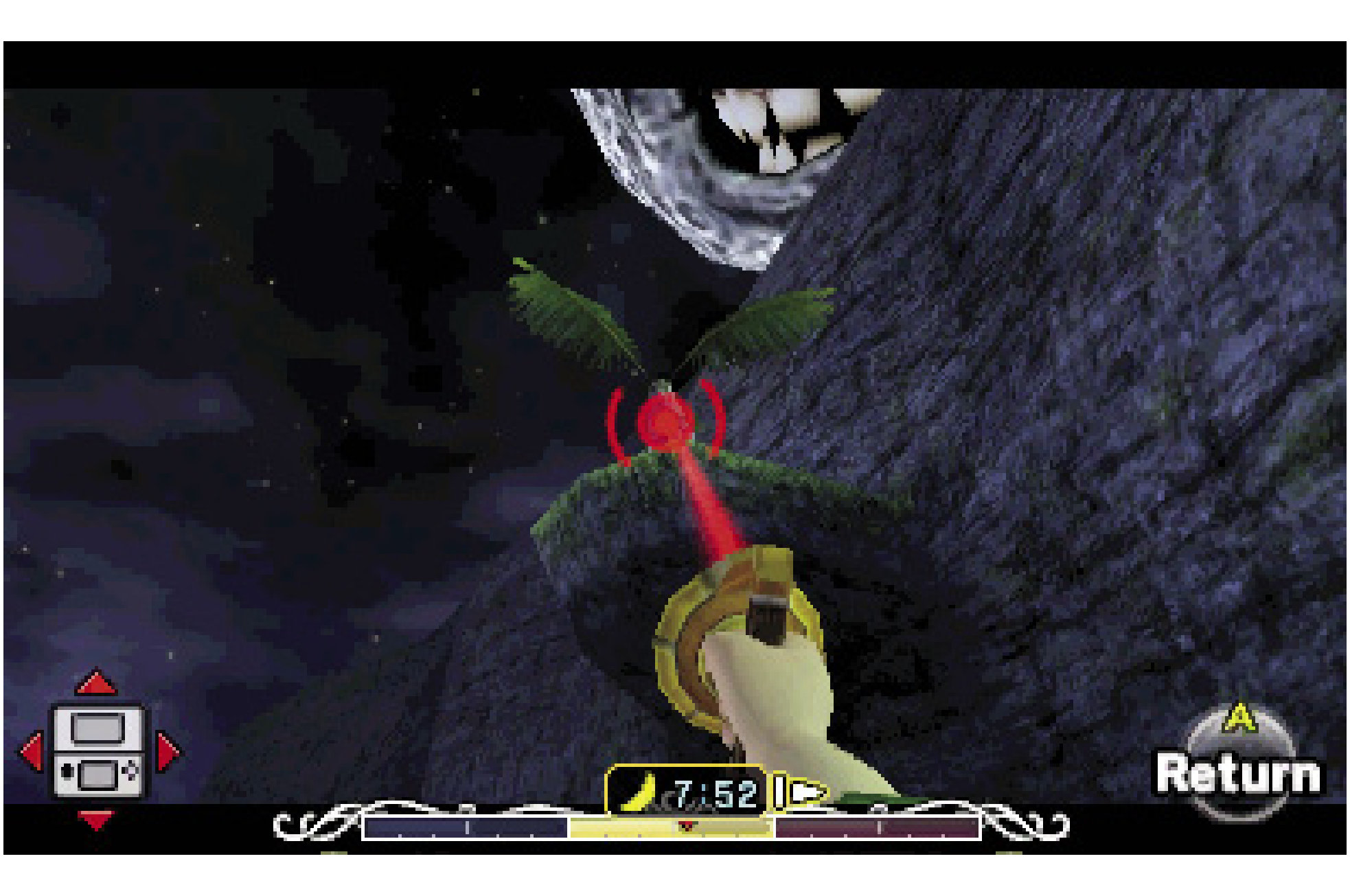
This reclusive Like Like leaves behind a Piece of Heart and some precious Rupees. Collect these worthy prizes before returning to the surface.

Piece of Heart #29



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

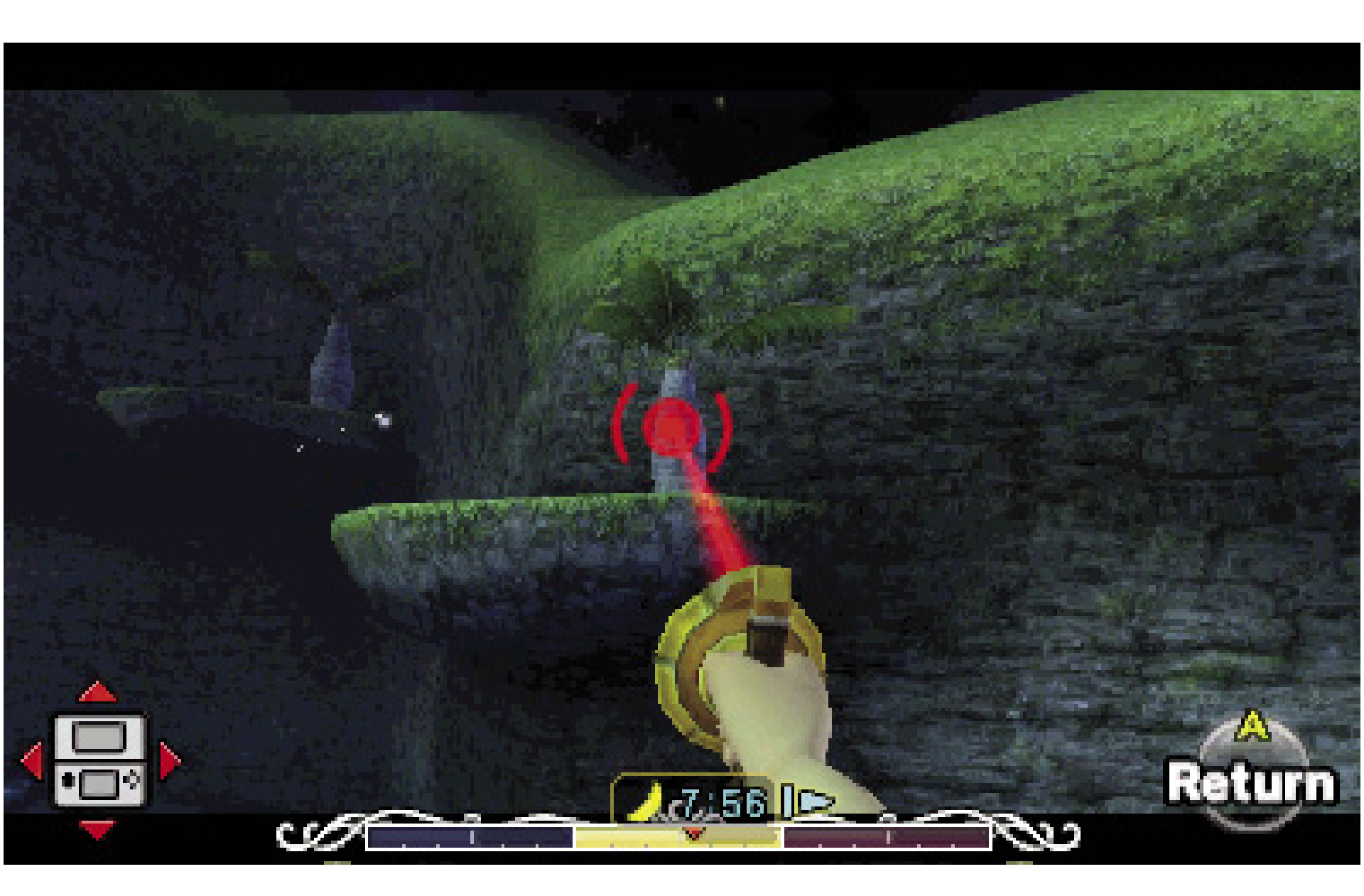
Ledge Treasure

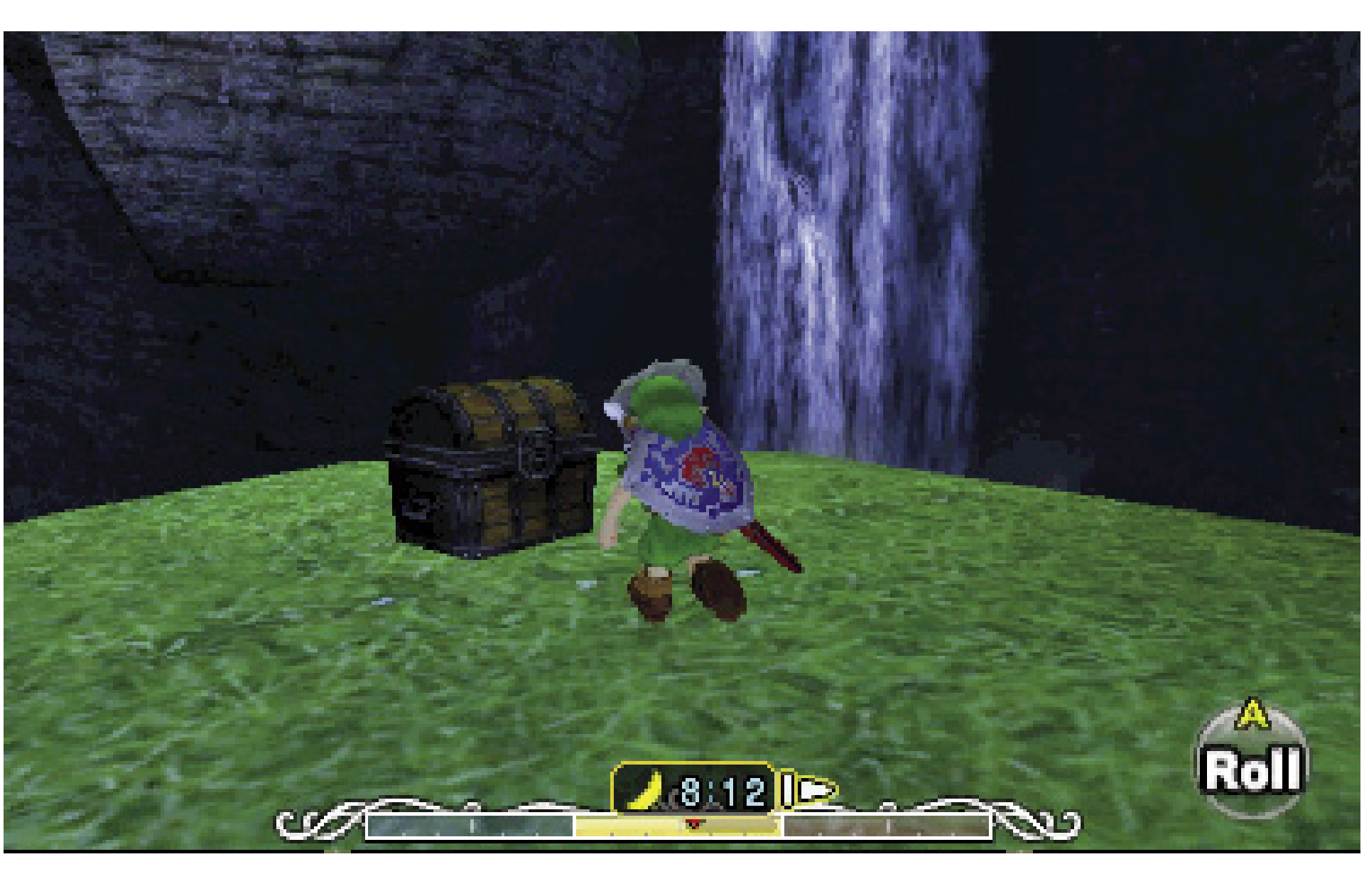


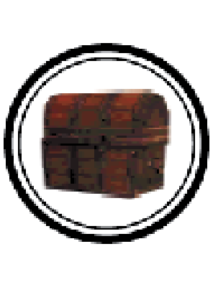
Back on the surface, put on the Stone Mask, and slay the Like Like to the north. Collect the Rupees that it drops, then look up and spy a high ledge with a palm tree. Hookshot the palm tree to zip up to the ledge.

After you land on the ledge, aim south and target another palm tree. Hookshot over to the palm tree to reach the ledge across the trail.

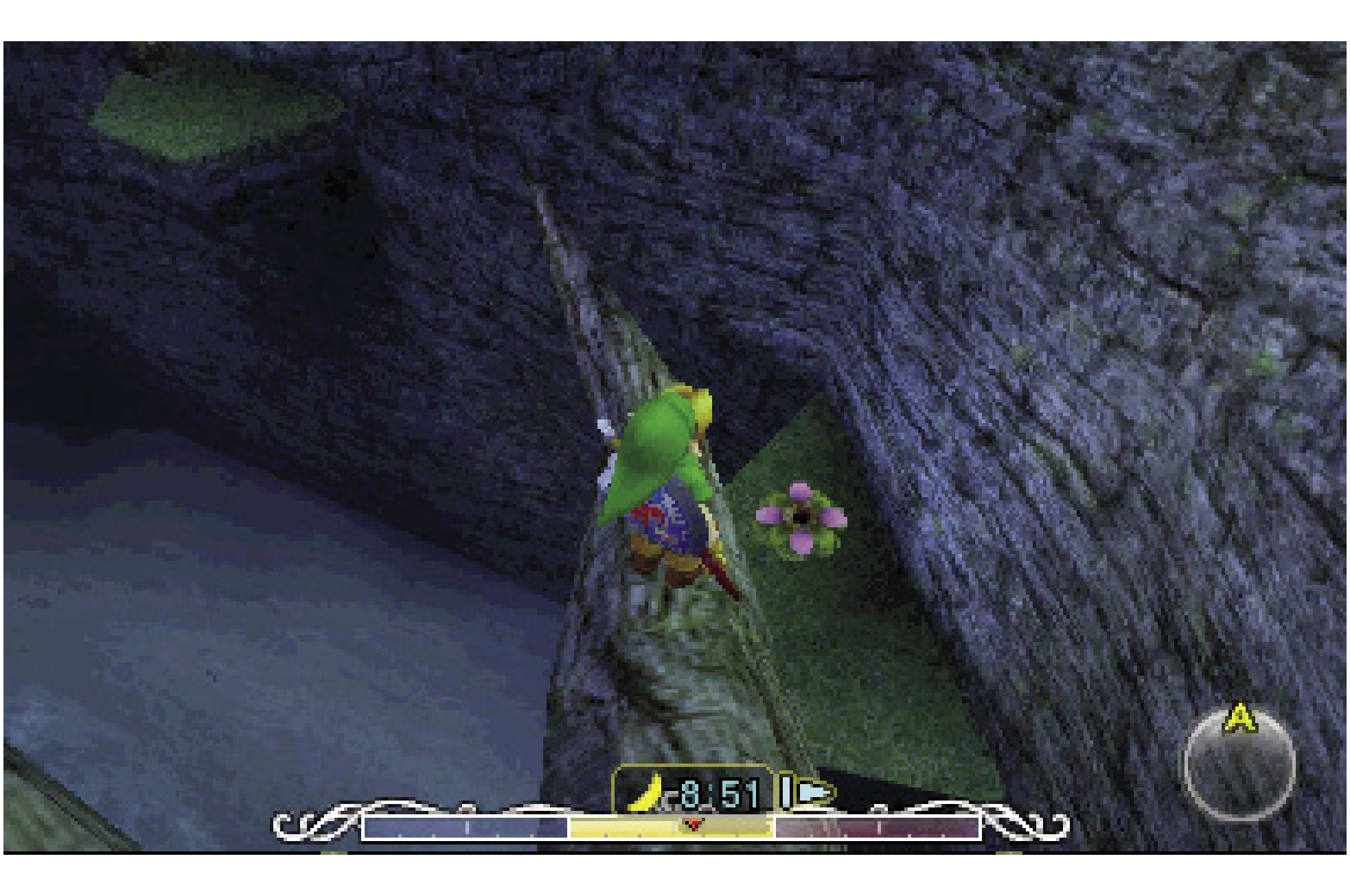
Look up and Hookshot the next ledge's palm tree to reach a chest. Open it for a Red Rupee.





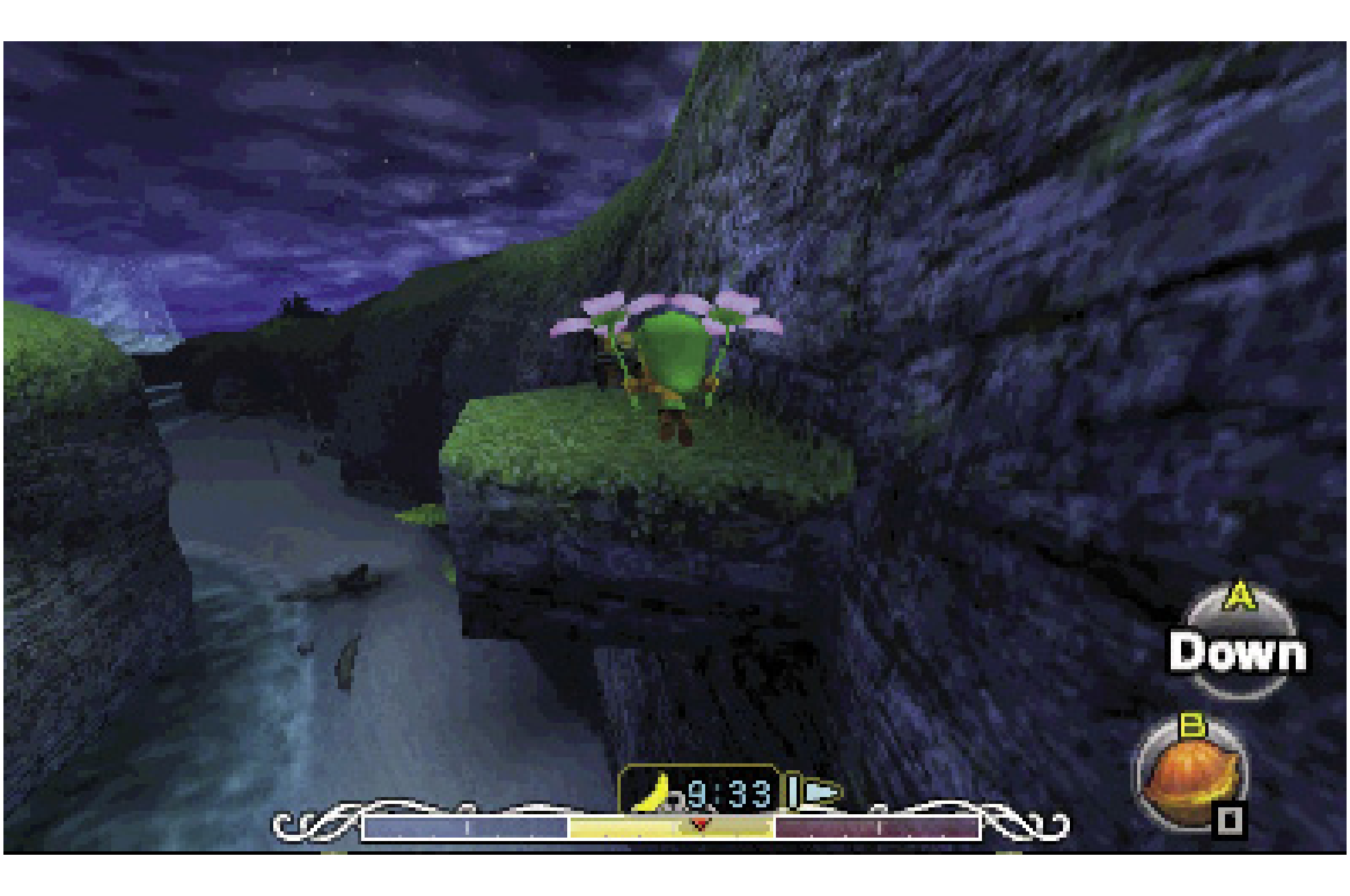


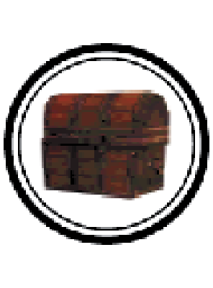
Zora Cape Chest #2: Red Rupee



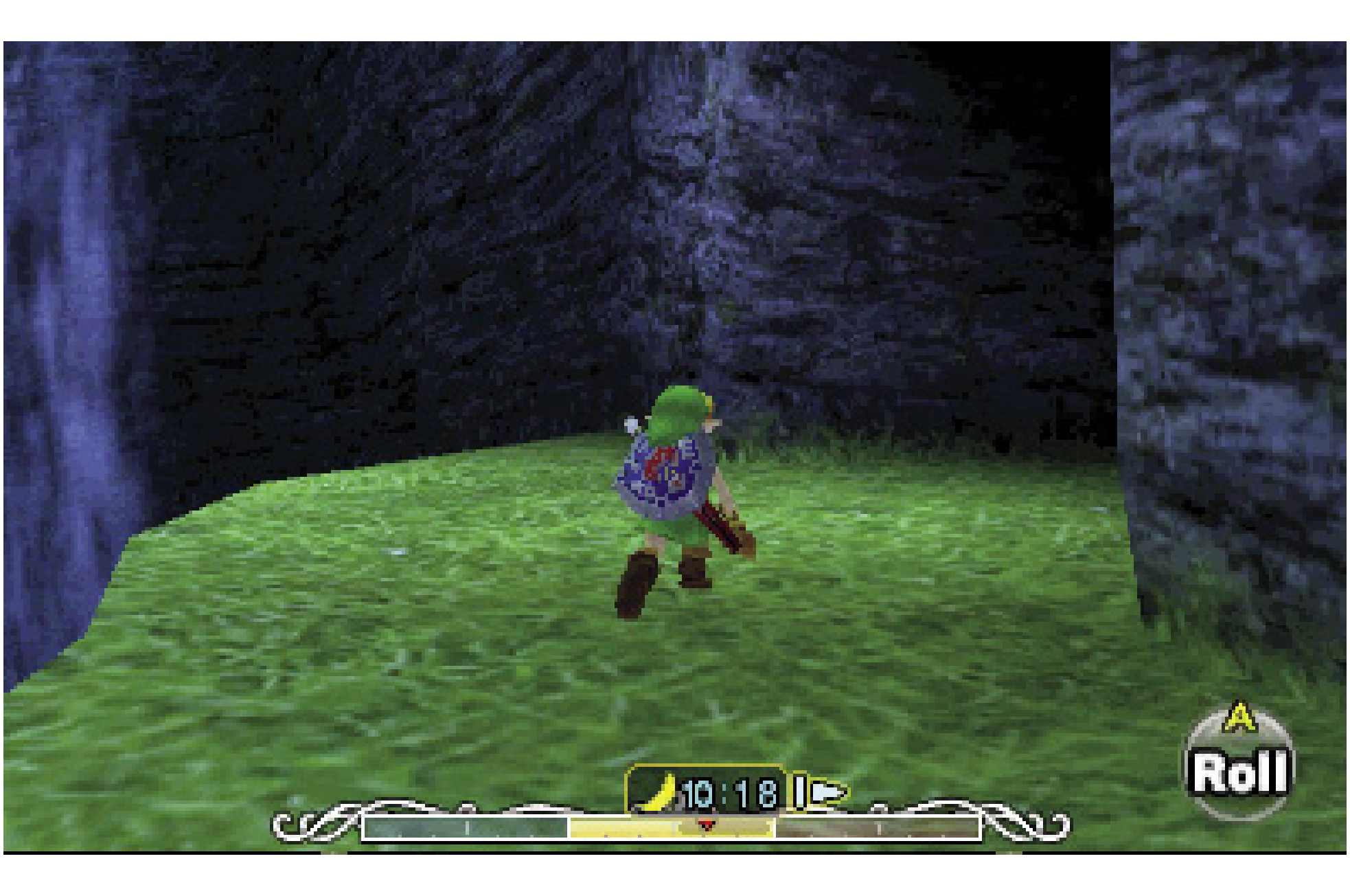
After looting the chest, zip over to the east ledge, then carefully step out onto a large root. Spot a ledge below you with a Deku Flower, then make a careful jump from the root's skinniest part to reach it. The Bunny Hood can help you jump farther if you're having trouble.

Once you reach the lower ledge, put on the Deku Mask and dive into the Deku Flower. Launch out and glide to the north ledge, which features another chest that contains a Red Rupee.

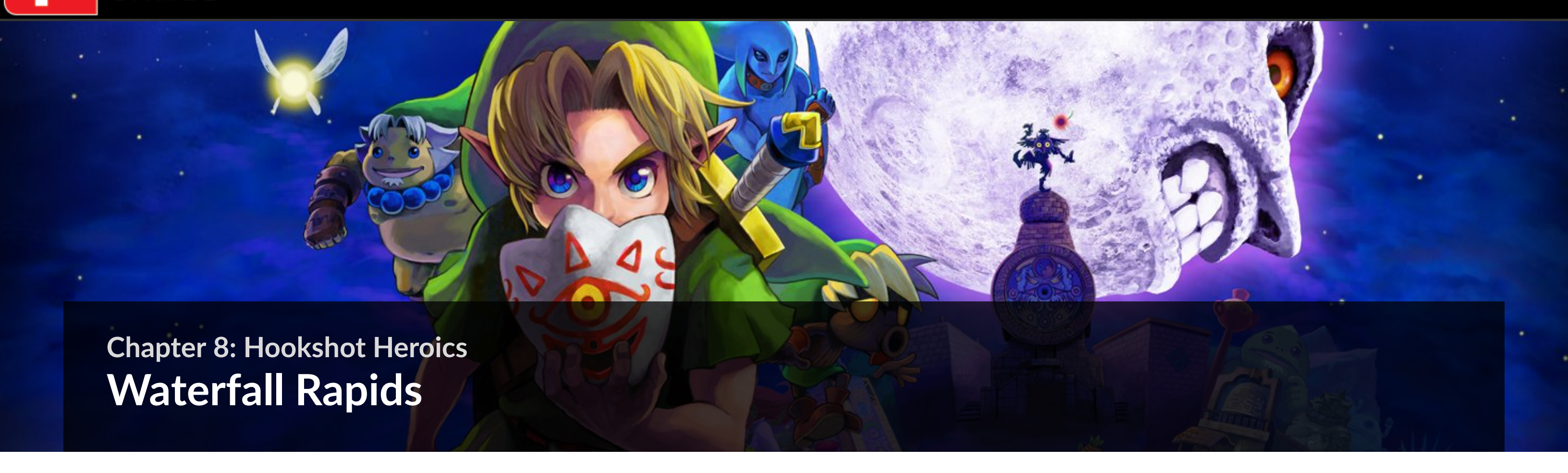




Zora Cape Chest #3: Red Rupee

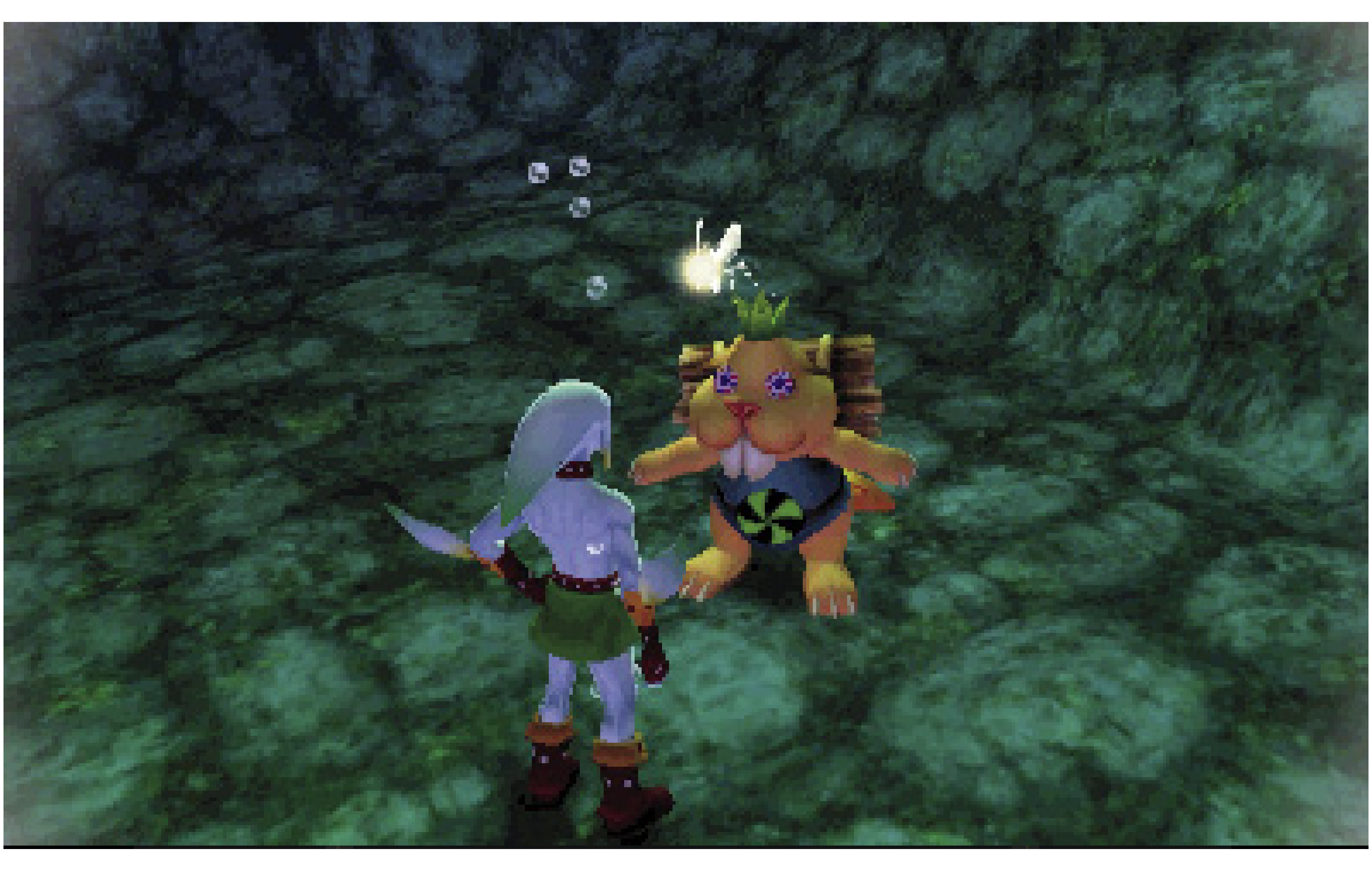


After raiding the chest, Hookshot the lower ledge's palm tree, then continue using the Hookshot to make your way back around the ledges. This time, aim to zip over to the south ledge near the waterfall. Enter the cave that you discover up there to visit the Waterfall Rapids.



Waterfall Rapids

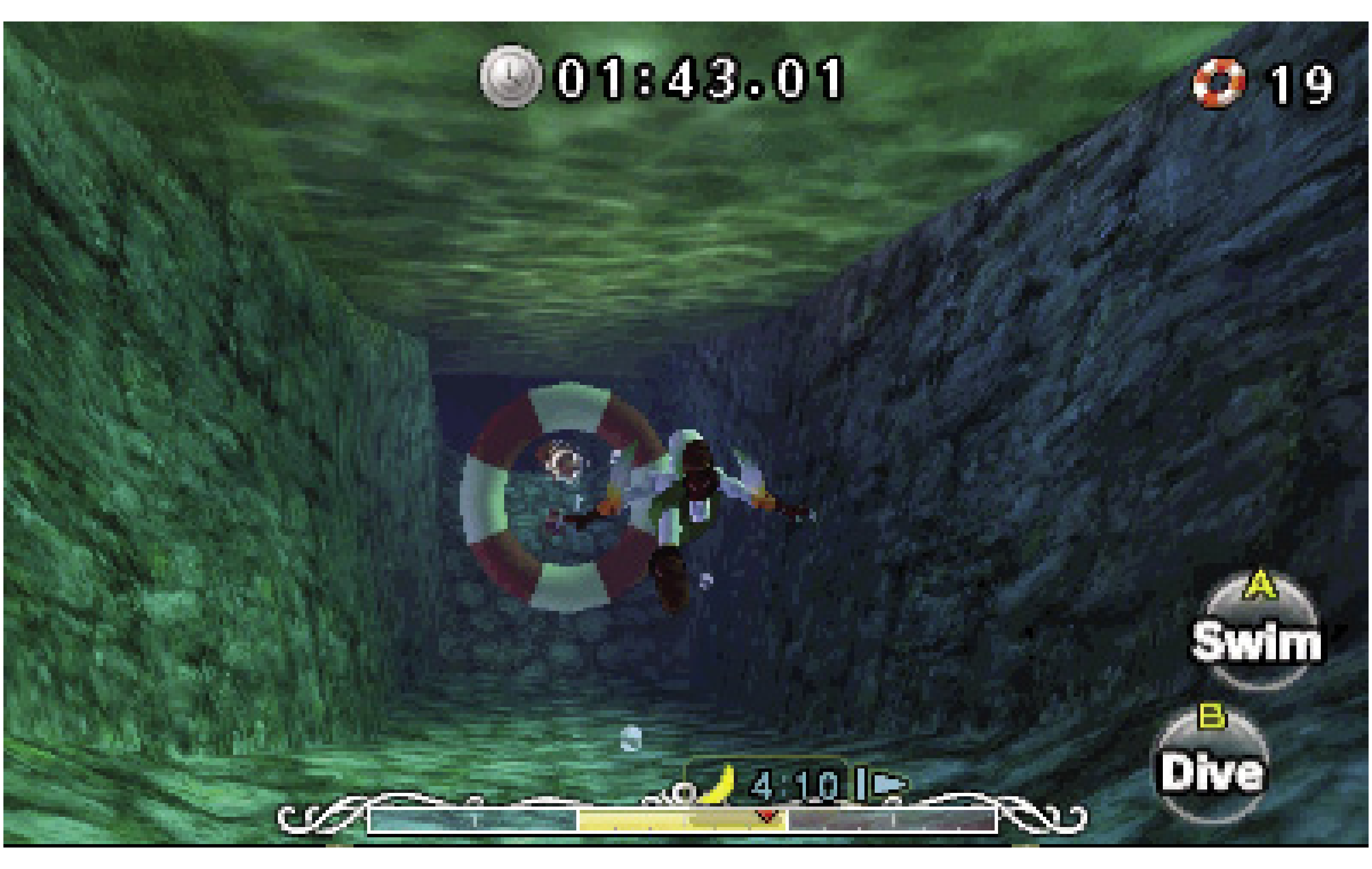
The Beavers’ Bottle



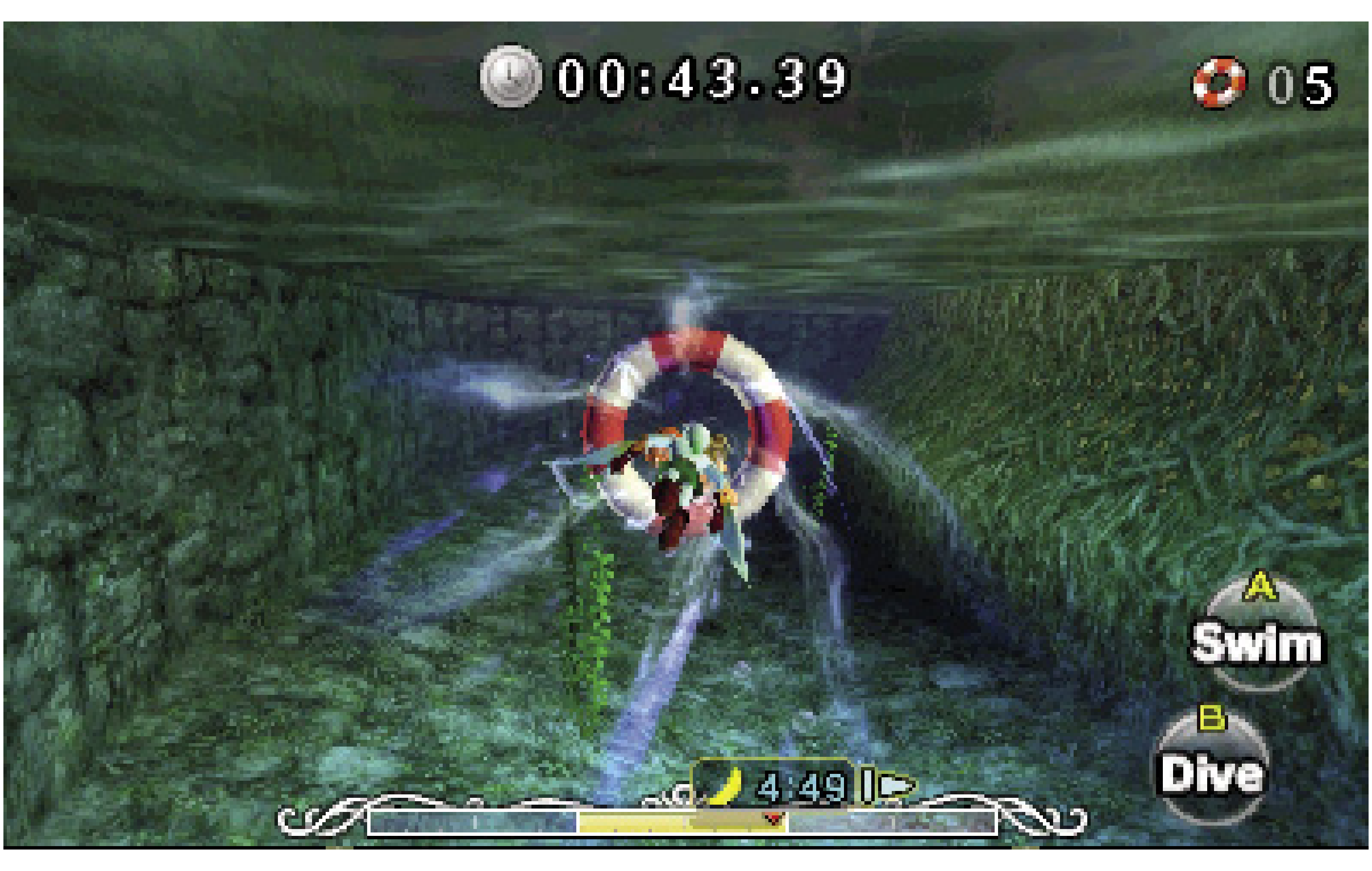
Your Hookshot antics have led you to a special secluded place. Watch as a little beaver swims around the tranquil pond, then jump into the pond yourself. L -Target the beaver, which swims down to the bottom.

Put on the Zora Mask, and dive down to speak with the little beaver. He seems to know you and says that he’ll give you an Empty Bottle if you can swim through all of the rings in the river in under two minutes. Sounds like a fair deal.

Accept the beaver’s challenge, and he’ll tell you that there are 20 rings to swim through. You must swim through them all in the proper order, so don’t skip any. Jump into the water, tap Ⓑ to sink toward the first ring, then hold Ⓐ to swim through it. Keep holding Ⓐ and use Circle Pad to swim upward, heading for the second ring. After that, simply follow the linear course through the subsequent tunnels, chasing the little beaver through each ring until you reach the end. Two minutes is plenty of time to work with, so don’t worry if you make some mistakes.



For the most part, you simply need to hold Ⓐ to swim forward, making minor adjustments to your height and direction with [Circle Pad]. Use R for extra speed when you’re passing through straights—it’s a big timesaver. Run into underwater jars while holding R , and you’ll smash them and restore your magic power. Your magic power is also refilled after each race (even if you lose), so don’t feel the need to spare it.

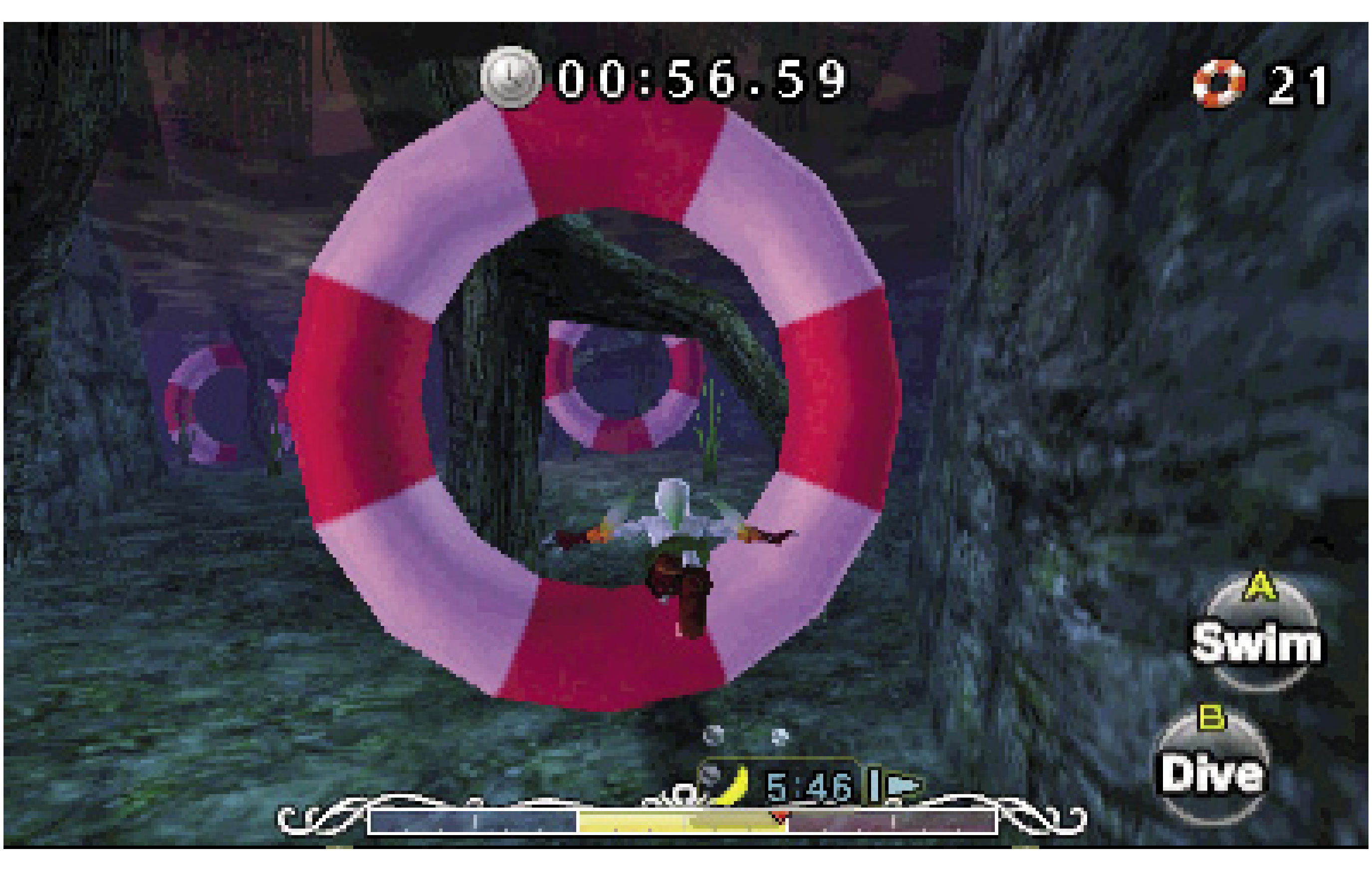


Ring King

Swimming through the rings takes practice, but you have plenty of time to work with. You’re free to reset to the Dawn of the First Day after you’ve finished here at the Waterfall Rapids, so don’t worry about the passage of time. Just say positive as you strengthen your swimming skills, and focus on swimming through each of those rings.

Beat the beaver’s challenge, and he’ll call for his big brother. They aren’t ready to part with their precious Empty Bottle just yet. Big brother beaver demands that you beat him if you want the prize. The course and time limit are the same, but you’ll need to swim through 25 rings this time.

The additional rings make some of the maneuvers more challenging, but you still have two minutes to reach the end. Try to use R more often as you race big brother beaver around the course. Pass through all 25 rings in under two minutes to win your prize.



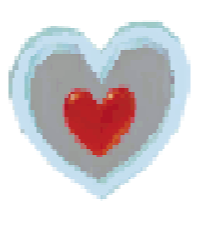
Empty Bottle #5

You got an Empty Bottle! You can carry various items in this. Equip the bottle, and use it to contain or release items.

Another Run around the Rapids

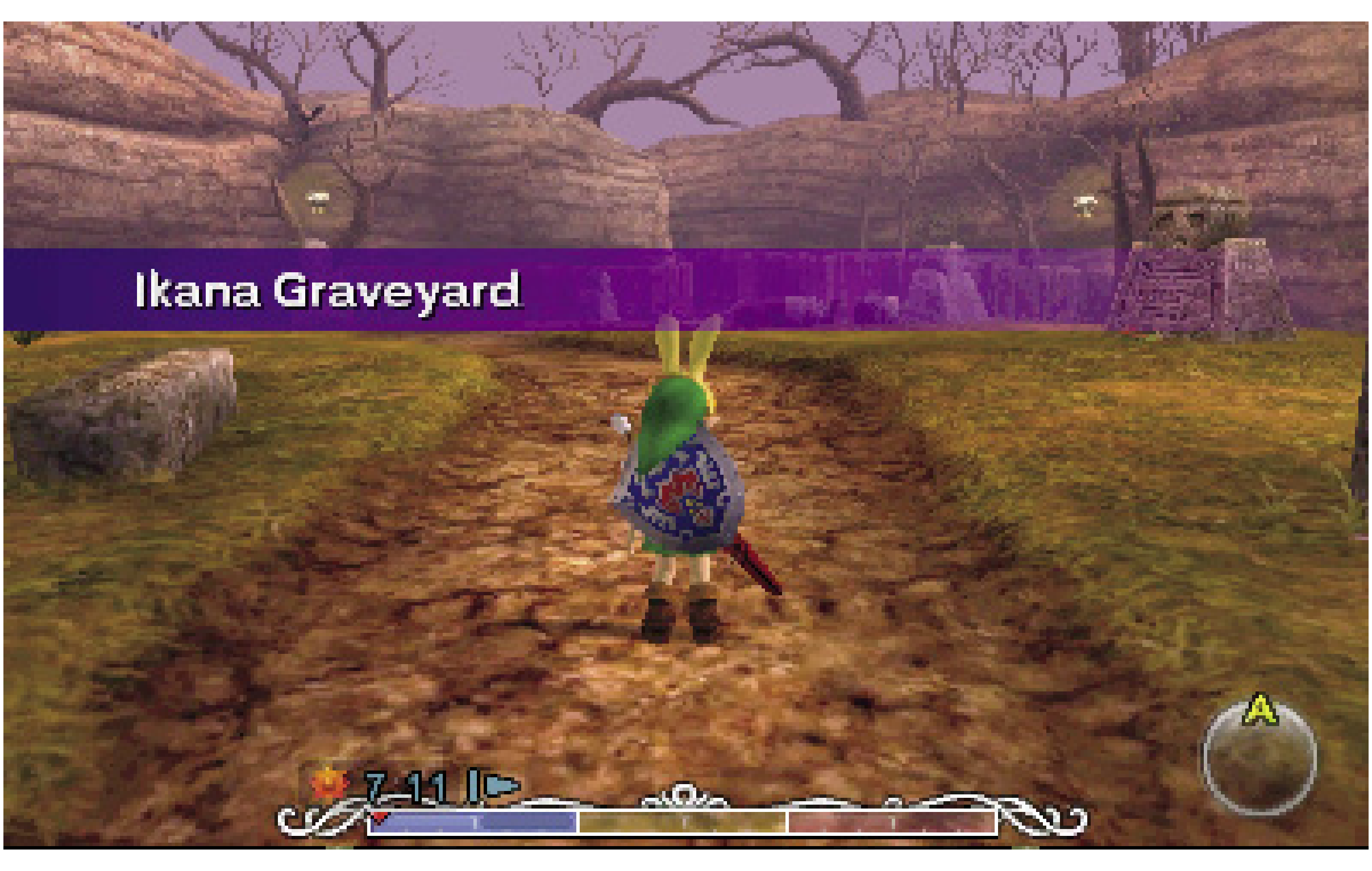
After you’ve obtained the Empty Bottle, swim over and speak to the beaver brothers again, and they’ll let you try an even tougher challenge. First, you’ll need to follow little brother beaver around the course, passing through 20 rings in under 1 minute and 50 seconds. Beat the little beaver, and his big brother then challenges you to a familiar follow-up race. Chase him through 25 rings and reach the end in under 1 minute and 50 seconds to win another fabulous prize: a Piece of Heart.

Piece of Heart #30



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

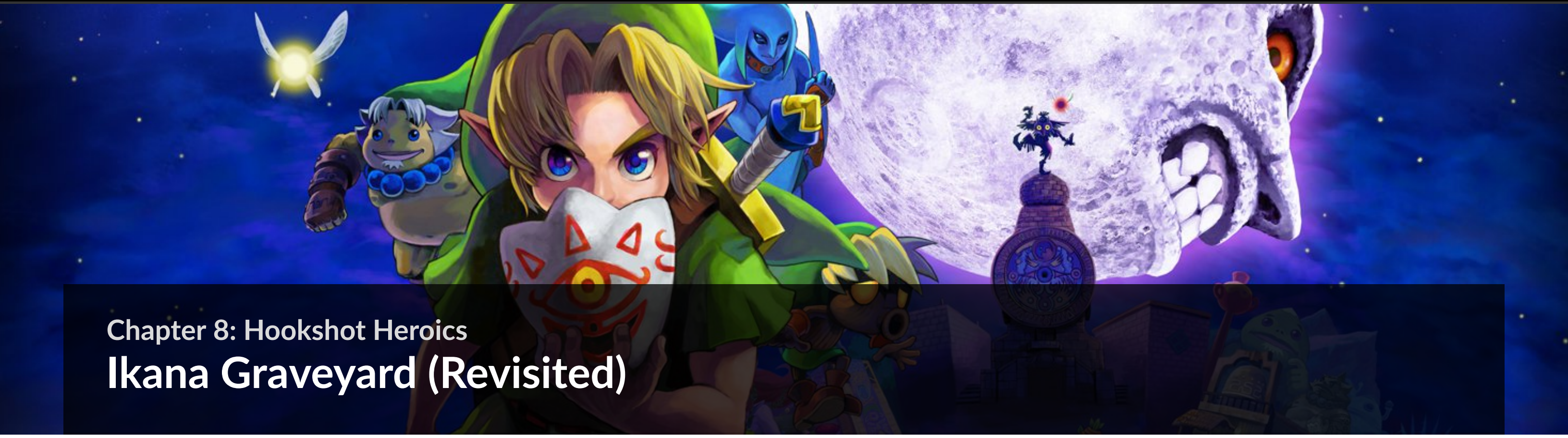
Back to the Graveyard



That’s enough frolicking around the Great Bay for the moment. Your next stop is Ikana Graveyard, but it must be the Night of the Second Day. If time has advanced to the Final Day, play the Song of Time to reset to the Dawn of the First Day. Ride Epona east along Ikana Road, hop the two metal fences, and then climb the wall to return to Ikana Graveyard. After you arrive, play the Song of Double Time and advance to the Night of the Second Day (6 p.m. on the Second Day).

Iron Knuckle Awaits

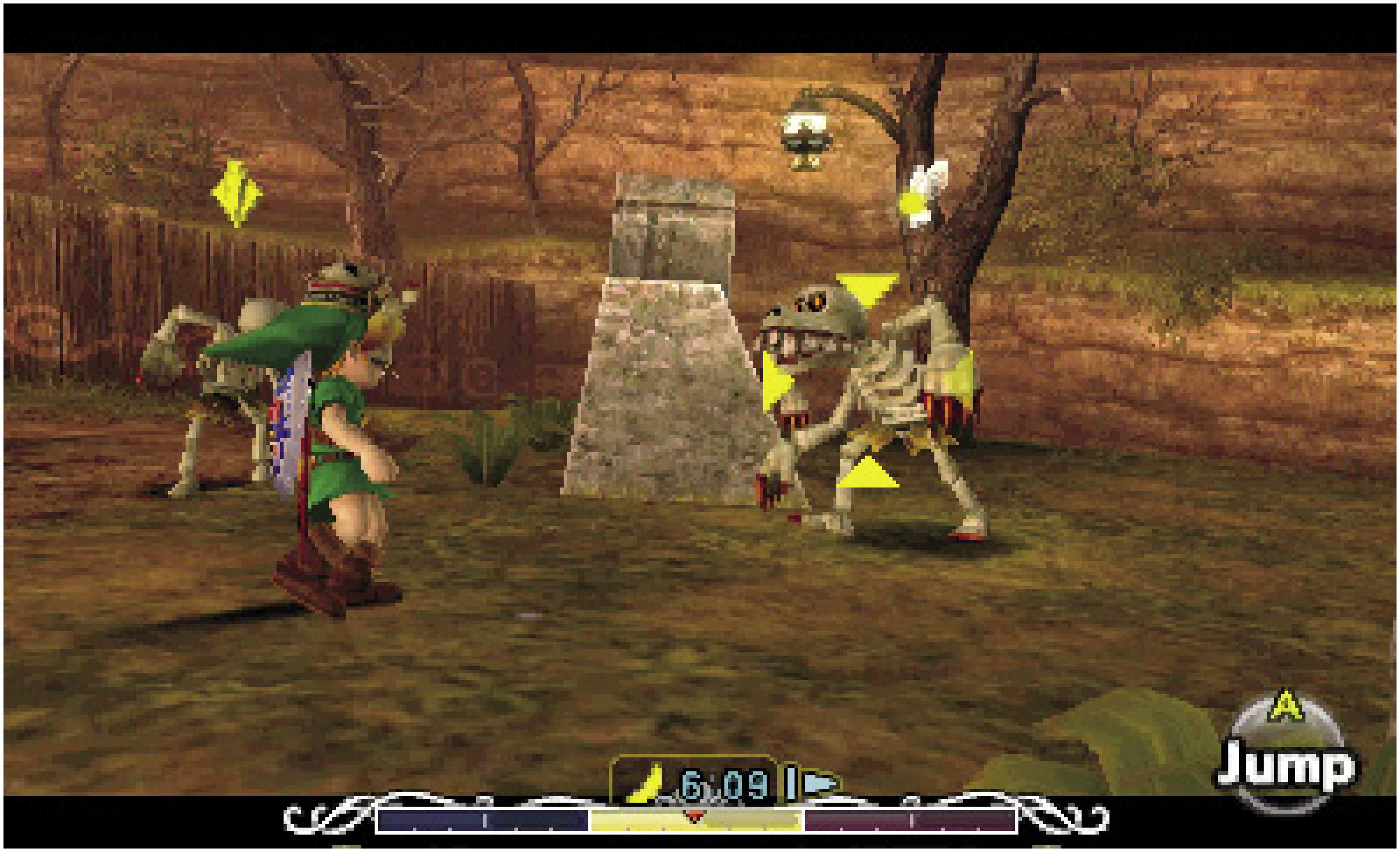
You’ll soon be facing another tough Iron Knuckle. If the first one gave you grief, consider filling some of your bottles with Fairies before heading to Ikana Graveyard. Remember how? Soar to the Southern Swamp, cut the tall grass near the owl statue to find a Fairy, then catch it in a bottle. Leave and reenter the Southern Swamp to make the tall grass reappear so you can bottle more Fairies.



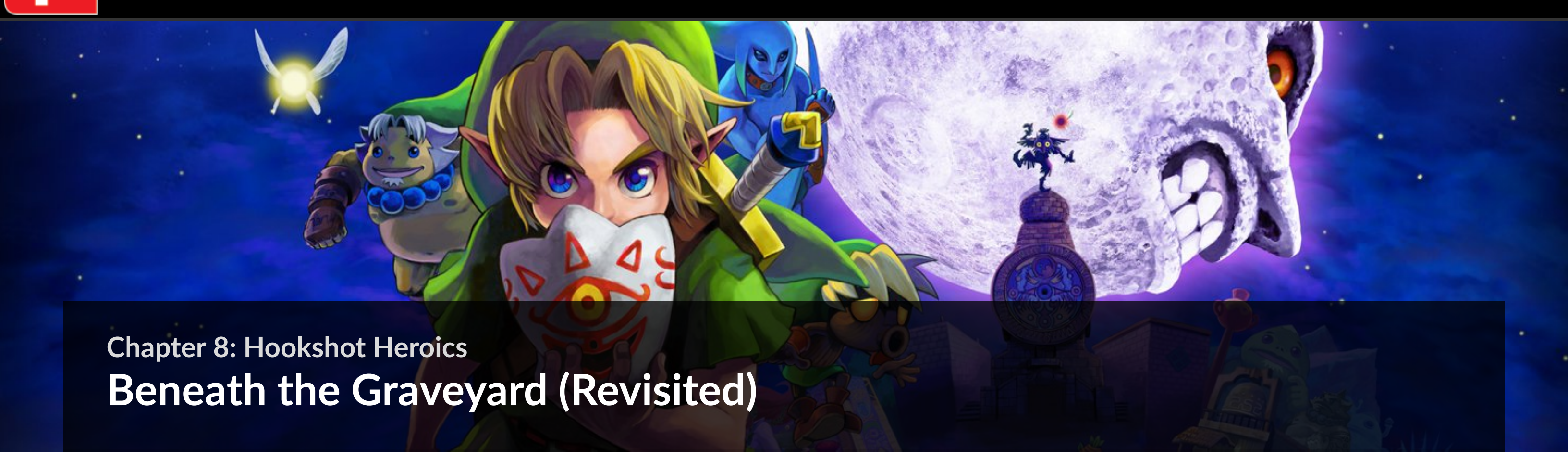
Chapter 8: Hookshot Heroics

Ikana Graveyard (Revisited)

Digging Deeper

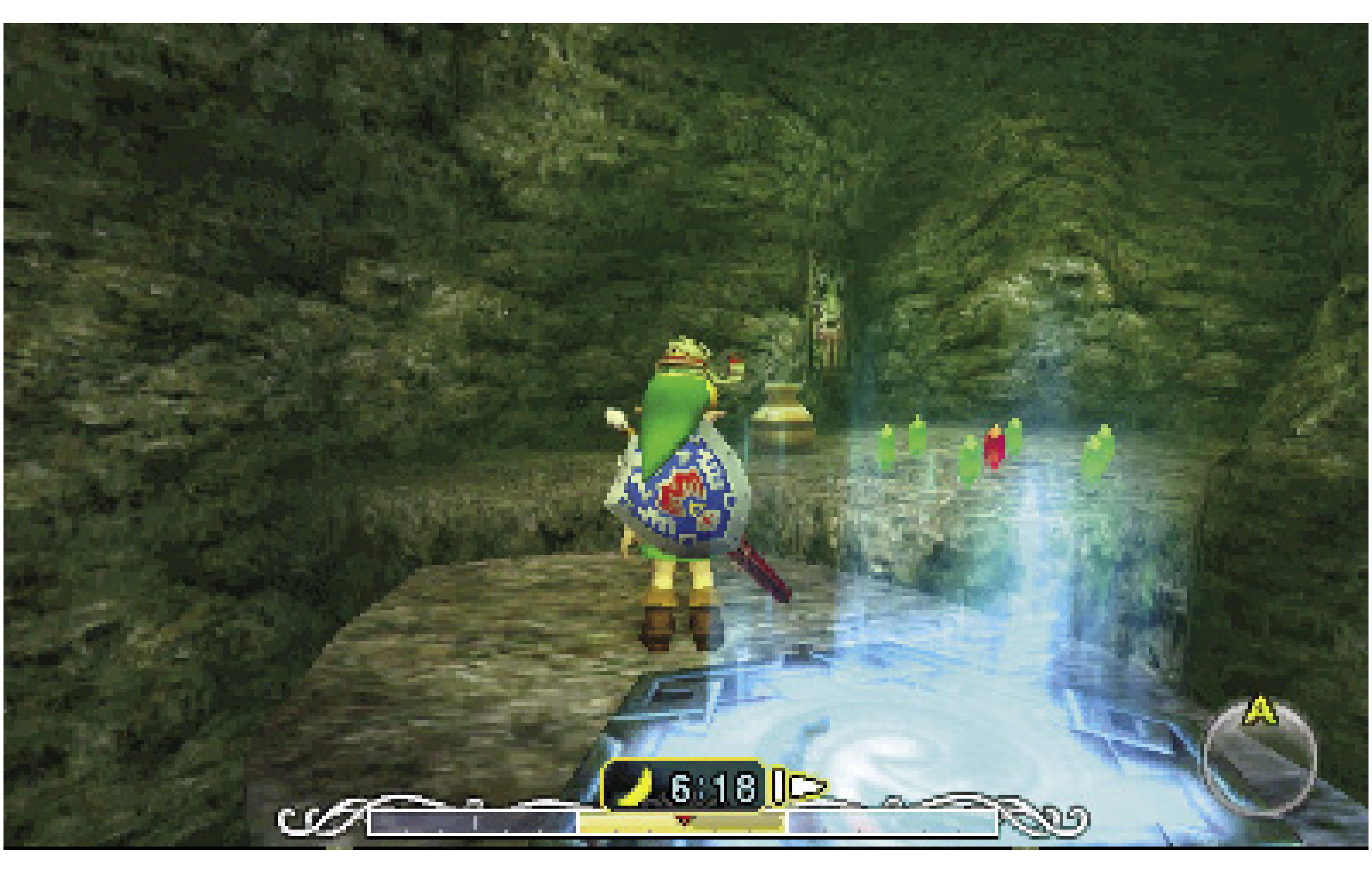


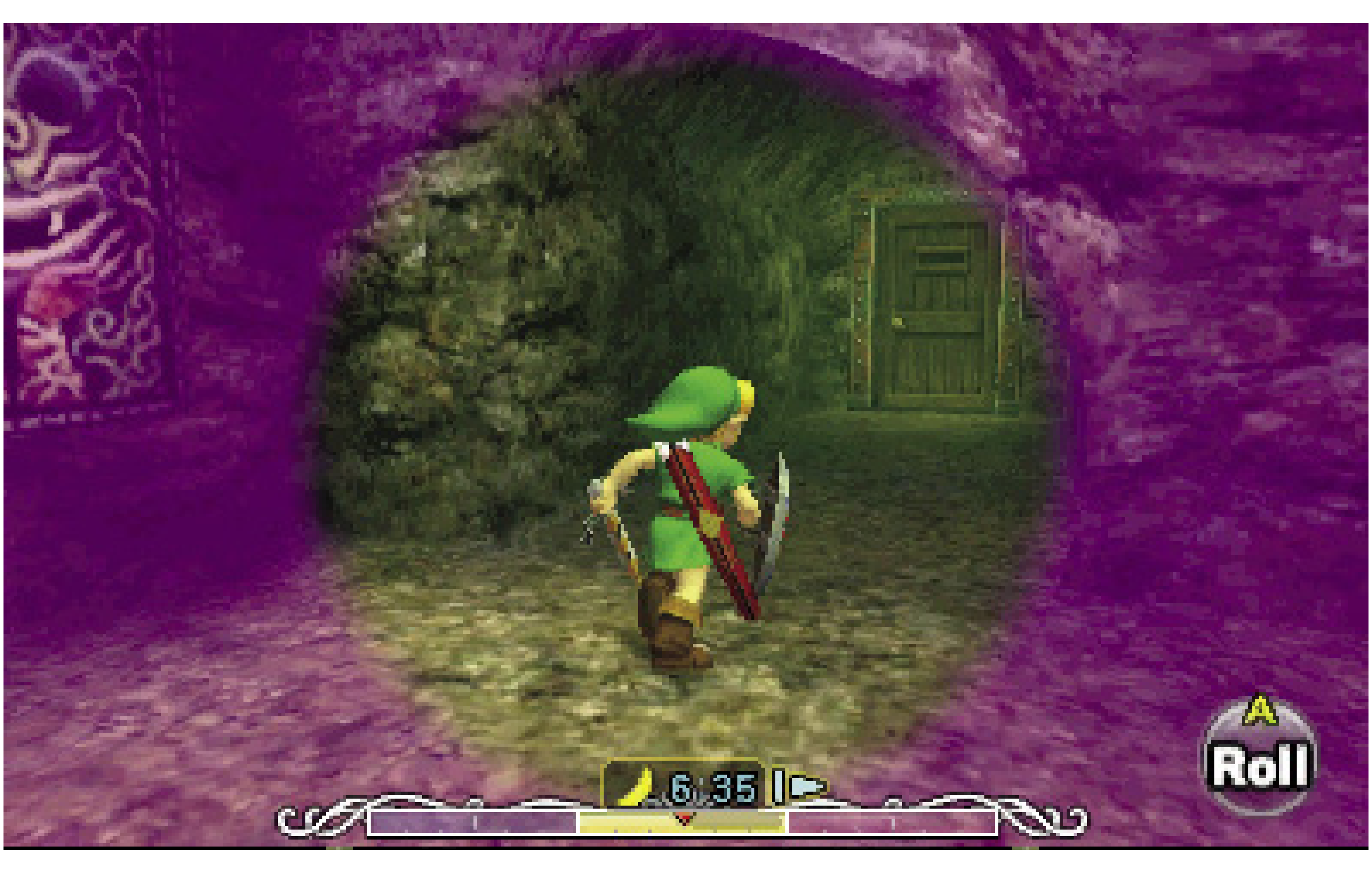
During the Night of the Second Day, the Stalchildren in Ikana Graveyard will be circling a different gravestone. Play the Song of Double Time to advance to the Night of the Second Day if necessary (any time after 6 p.m. on the Second Day), then put on the Captain's Hat and order the Stalchildren to open the grave. Drop inside to explore new areas down below.



Beneath the Graveyard (Revisited)

Entry Cavern

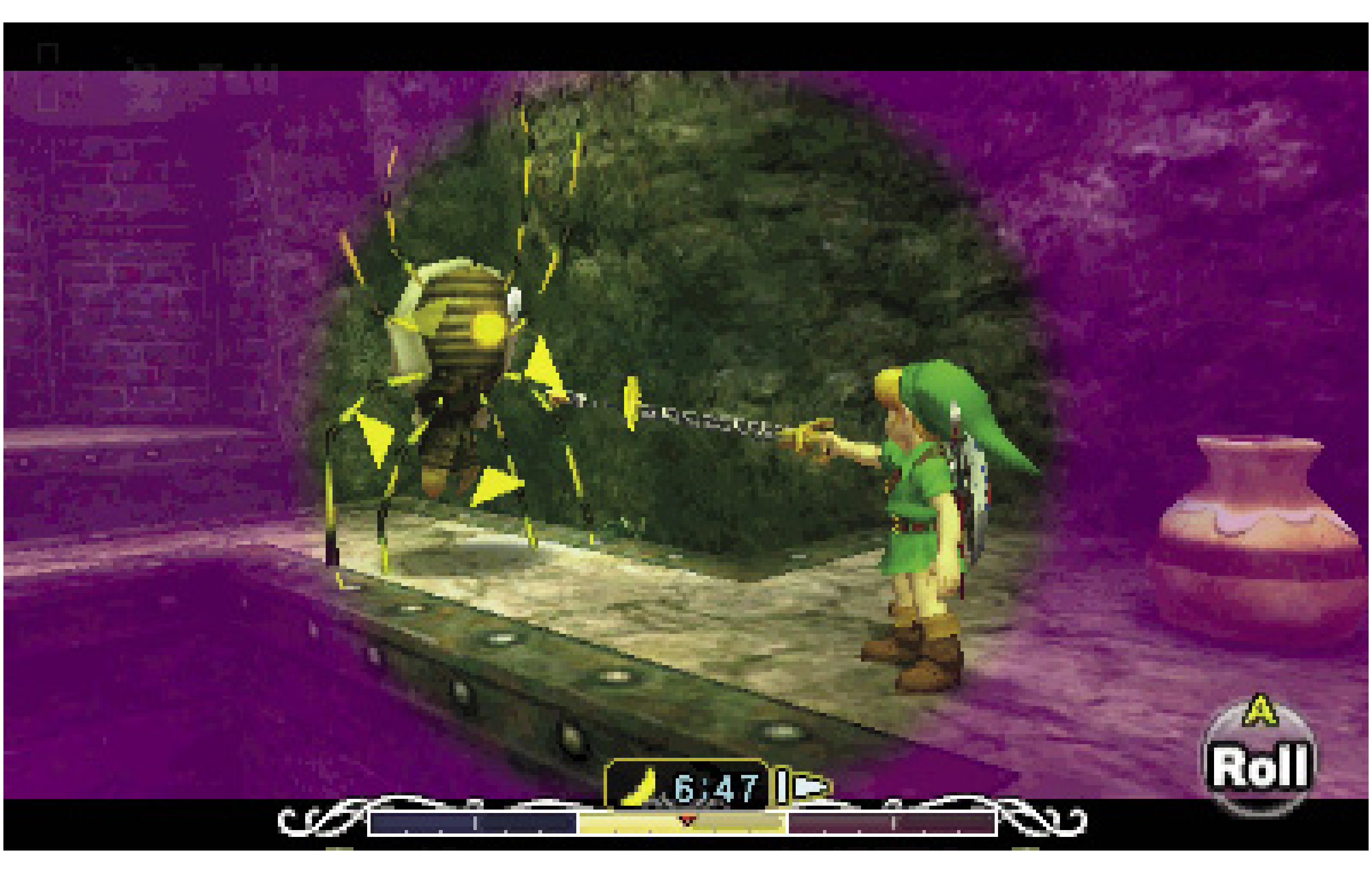




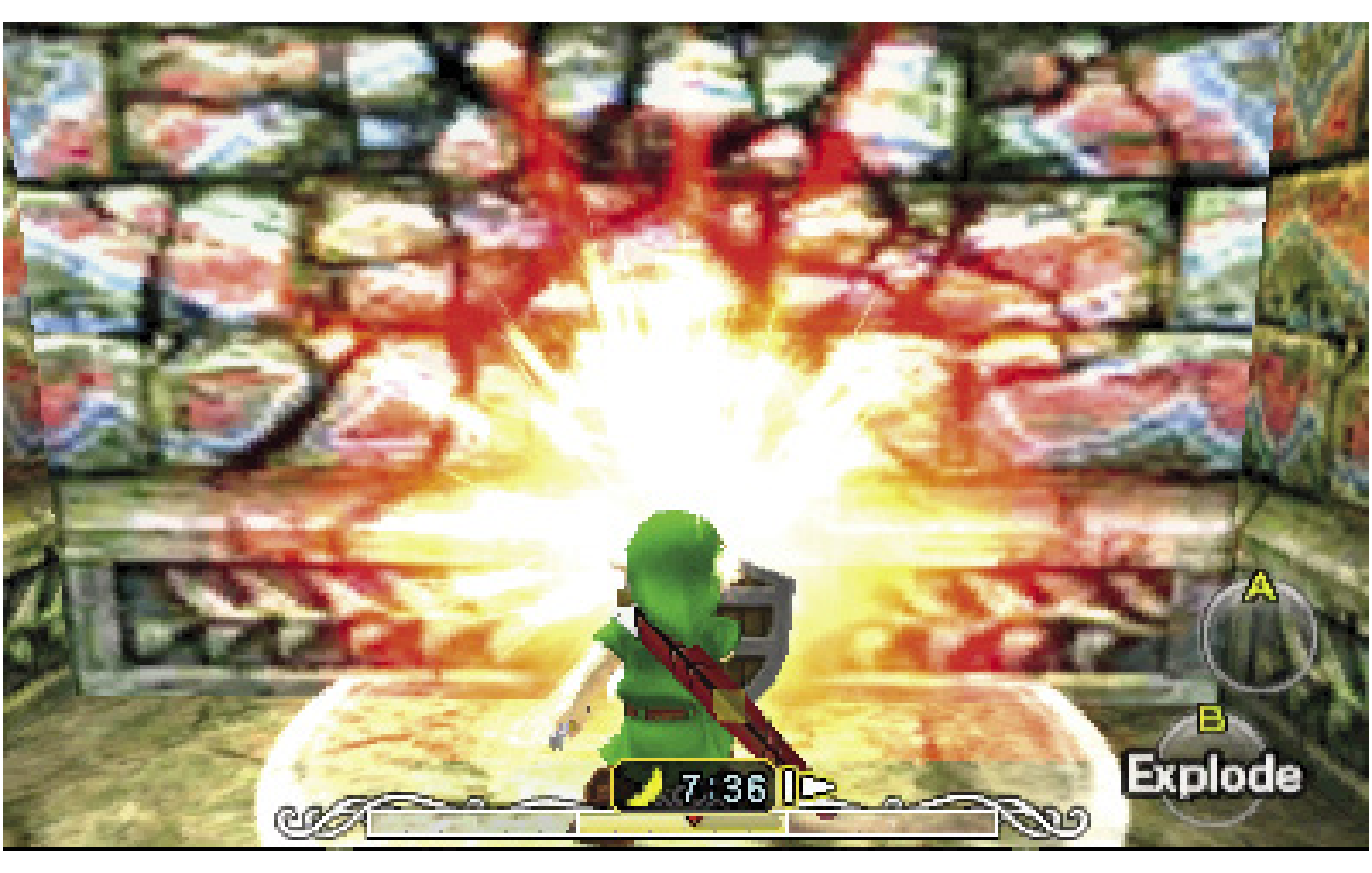
You land in the same entry cavern as before, but in a different area. Leap across the short gap, and grab the Rupees on the nearby ledge.

You seem to have reached a dead end, but looks can be deceiving. Use the Lens of Truth to spy a door beyond a false wall to the west, and go through to reach the next room.

Path of Hidden Foes

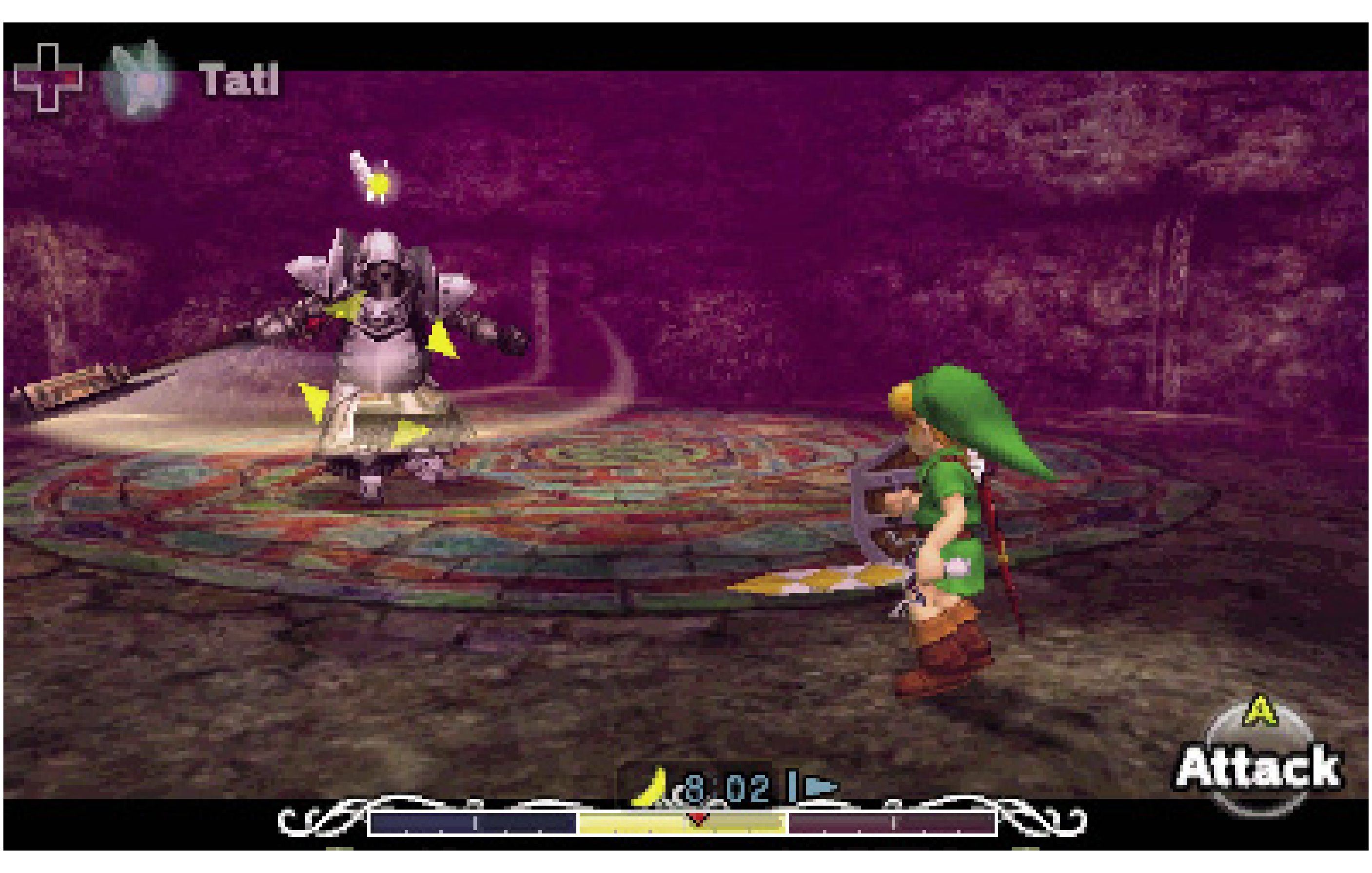


Beware: the next passage is filled with invisible Bad Bats and Skulltulas. Continue using the Lens of Truth to spot them, then lock on and use the Hookshot to safely defeat each threat from range. (The Skulltulas are the real troublemakers.)

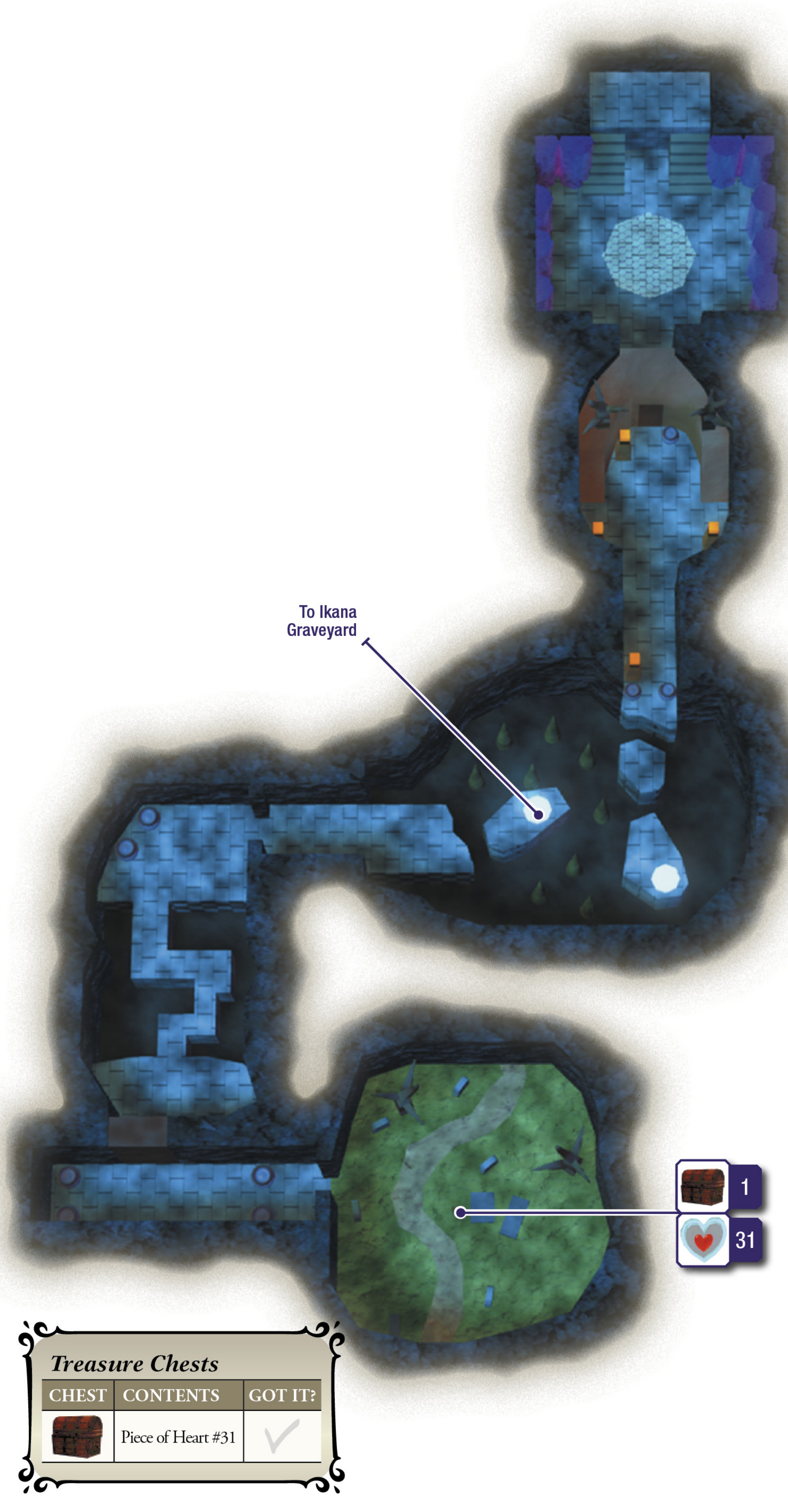


Smash the jars at the end of the path, then notice that one of the walls is slightly cracked. Use a bomb or the Blast Mask to obliterate the wall, revealing a door that leads to the next chamber.

Iron Knuckle Chamber 2

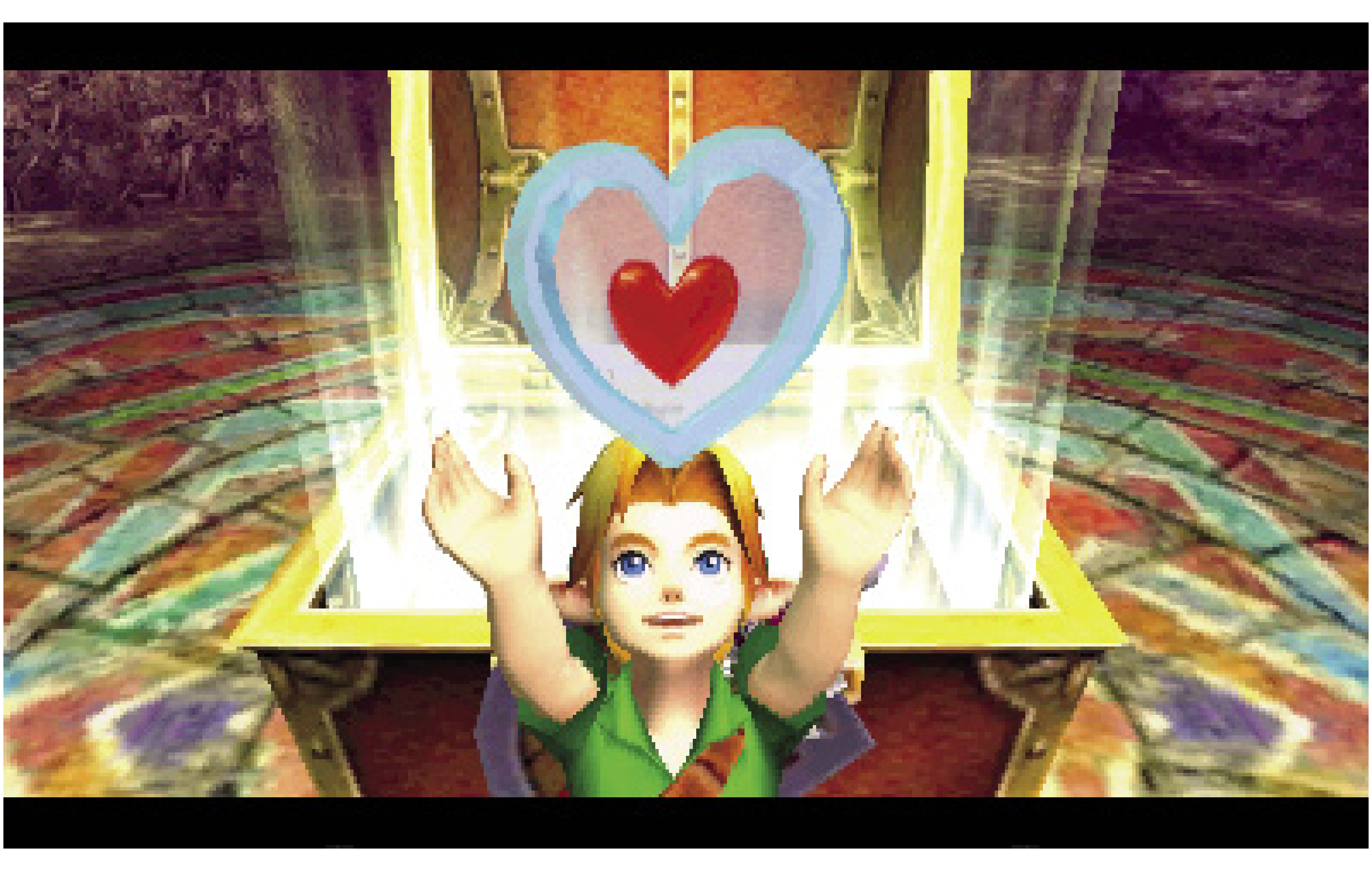


Oh no, it's another Iron Knuckle! Like the last one you faced down here, this formidable warrior won't engage you until you strike it. Prepare for battle, and then shoot the Iron Knuckle with an arrow from afar. Stay evasive, make the monster miss, and then quickly strike it once with Link's blade. Keep dodging and countering, and remember that the Iron Knuckle becomes faster and more dangerous after it loses its armor.



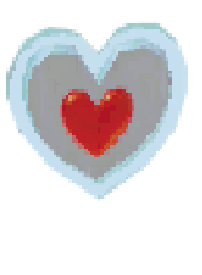
Treasure Chests

CHEST	CONTENTS	GOT IT?
▨	Piece of Heart #31	✓



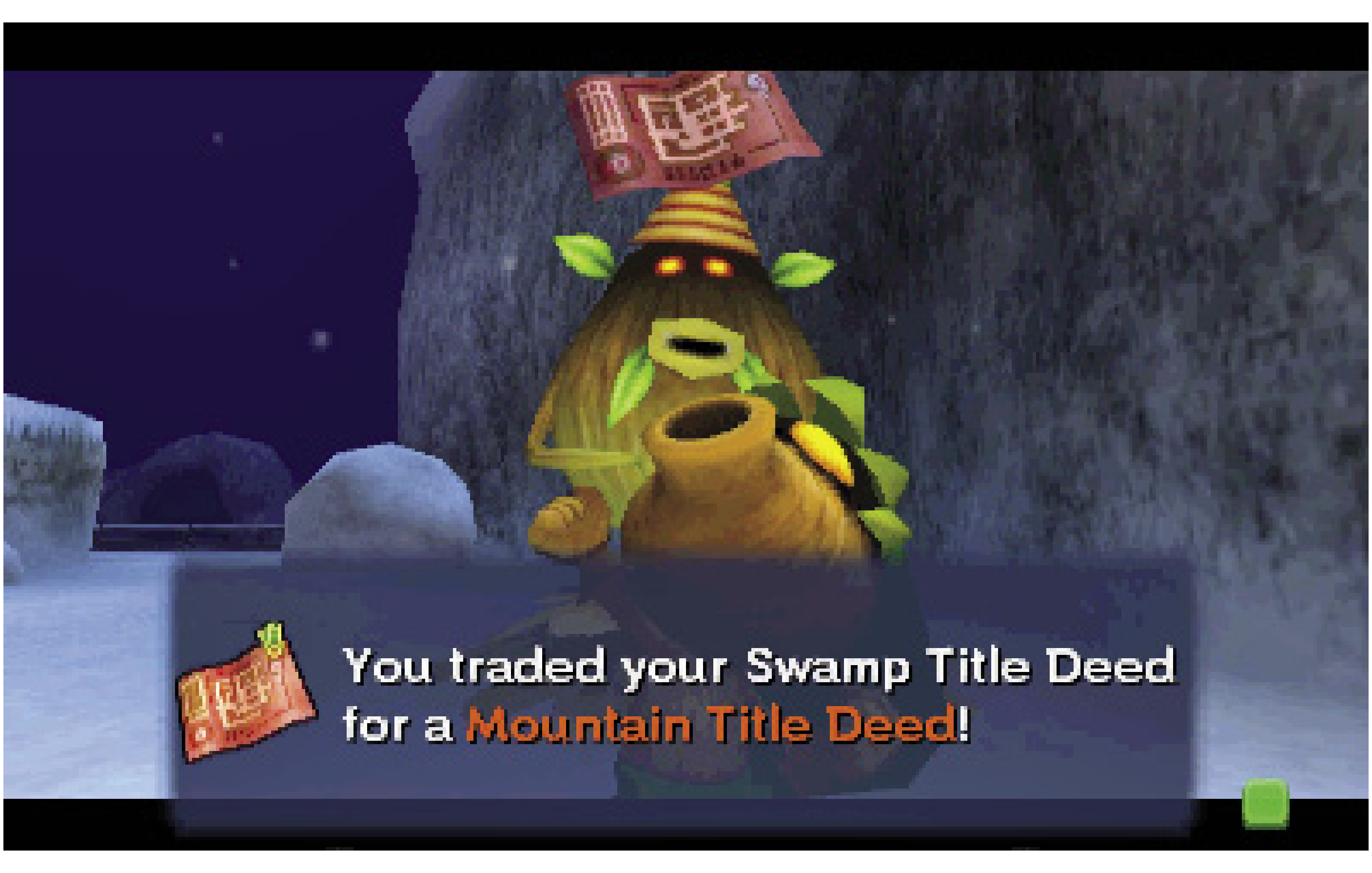
After you slay the Iron Knuckle, a chest appears in the center of the room. Open it to claim a worthy reward: a Piece of Heart.

Piece of Heart #31



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Familiar Deed



You traded your Swamp Title Deed for a Mountain Title Deed!

You're all done with the Ikana Graveyard for now, and you're ready to soon head back to the coast. But before you soar there, soar to Clock Town. You'll be needing the Mountain Title Deed, so follow these steps to reclaim it:

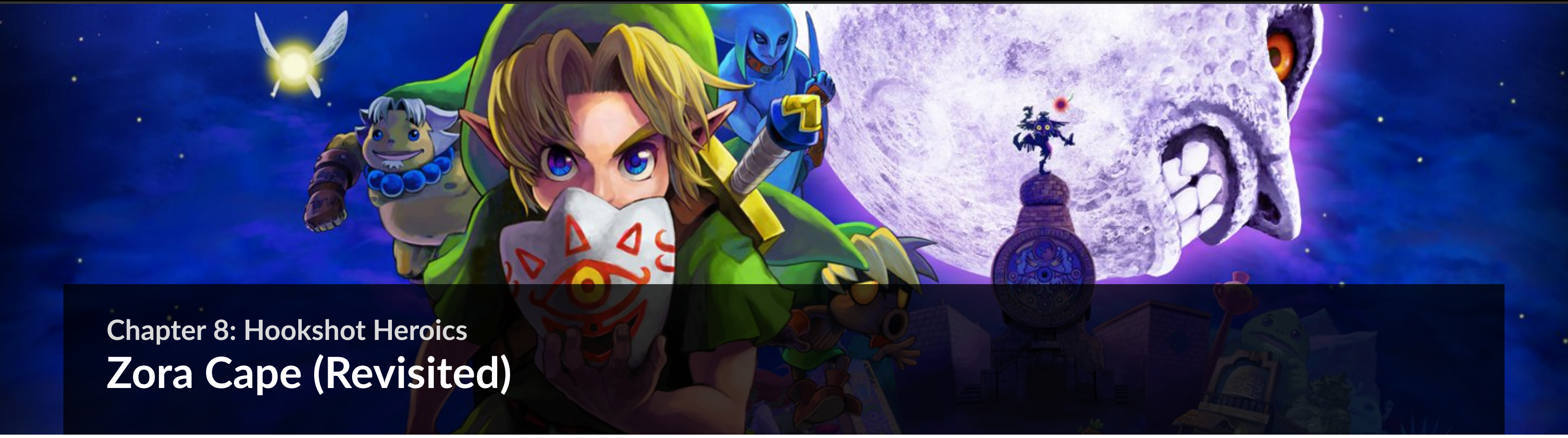
Go to the observatory, look through the telescope, and spy on the Skull Kid atop the Clock Tower to make the Moon's Tear fall.

Collect the Moon's Tear, soar back to Clock Town, and give it to the Business Scrub in exchange for the Town Title Deed.

Soar to the Southern Swamp, and speak to the Business Scrub near the Swamp Tourist Center as normal Link. Trade him the Town Title Deed for the Swamp Title Deed.

Soar to Mountain Village and go east into Goron Village. Speak to the Business Scrub in the Deku Flower down south as Deku Link, and trade him the Swamp Title Deed for the Mountain Title Deed.

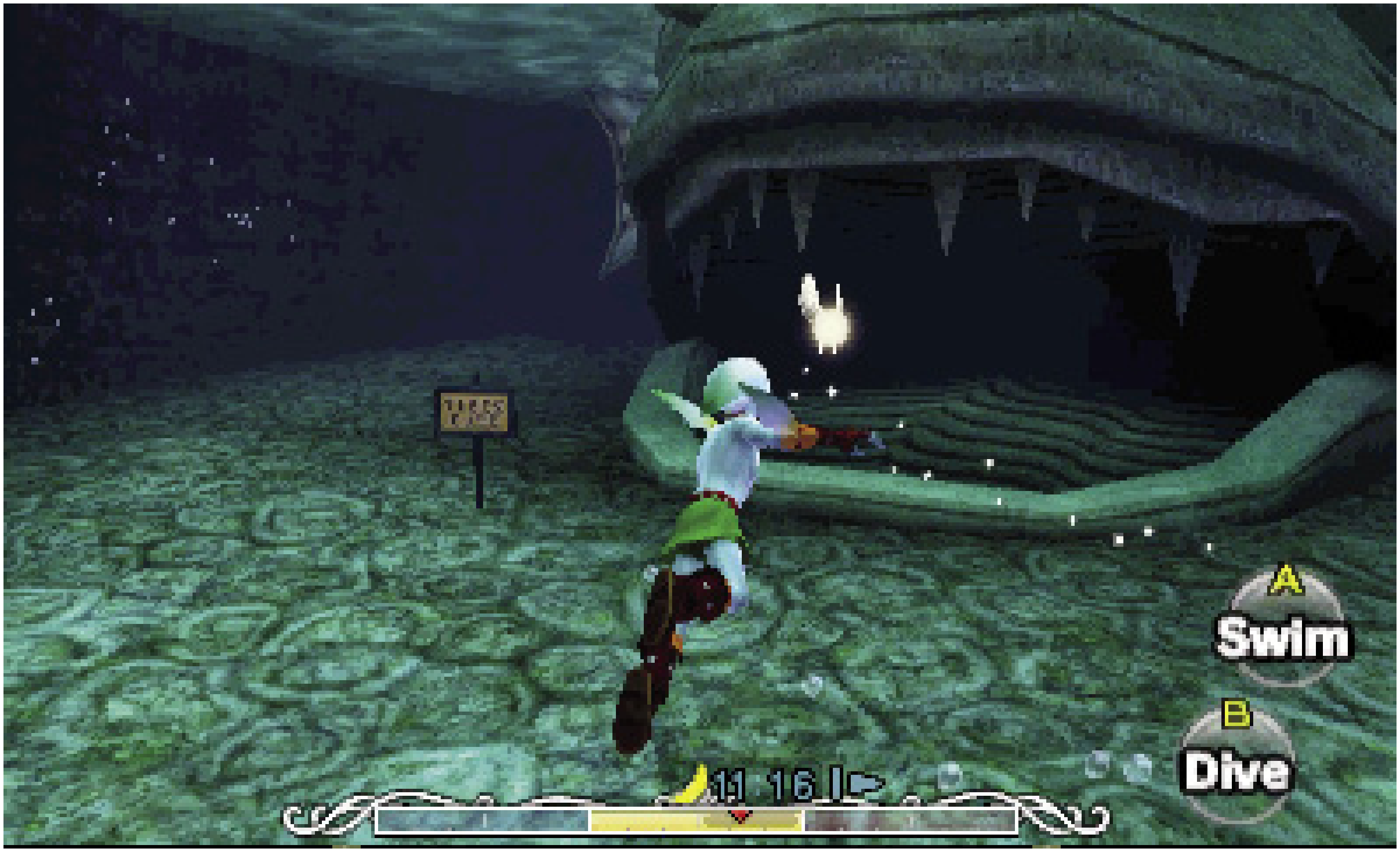
When the Mountain Title Deed is finally in your possession, soar to the Great Bay Coast and swim to shore. Sprint through the south tunnel to revisit Zora Cape.



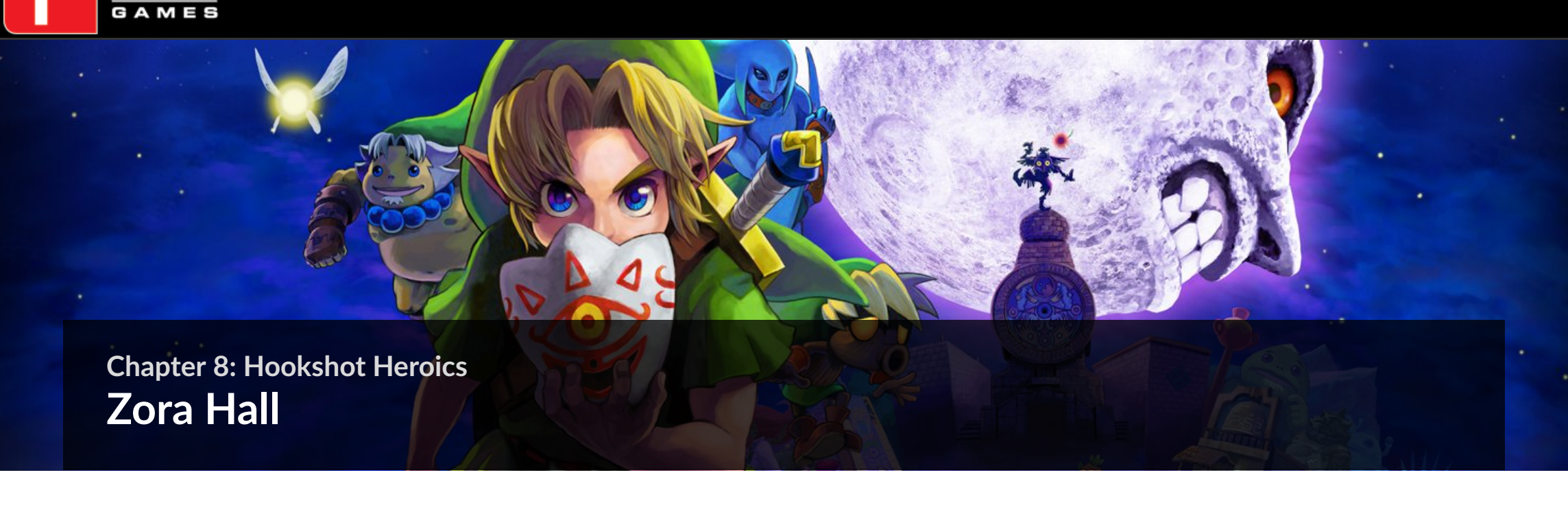
Chapter 8: Hookshot Heroics

Zora Cape (Revisited)

To Zora Hall!

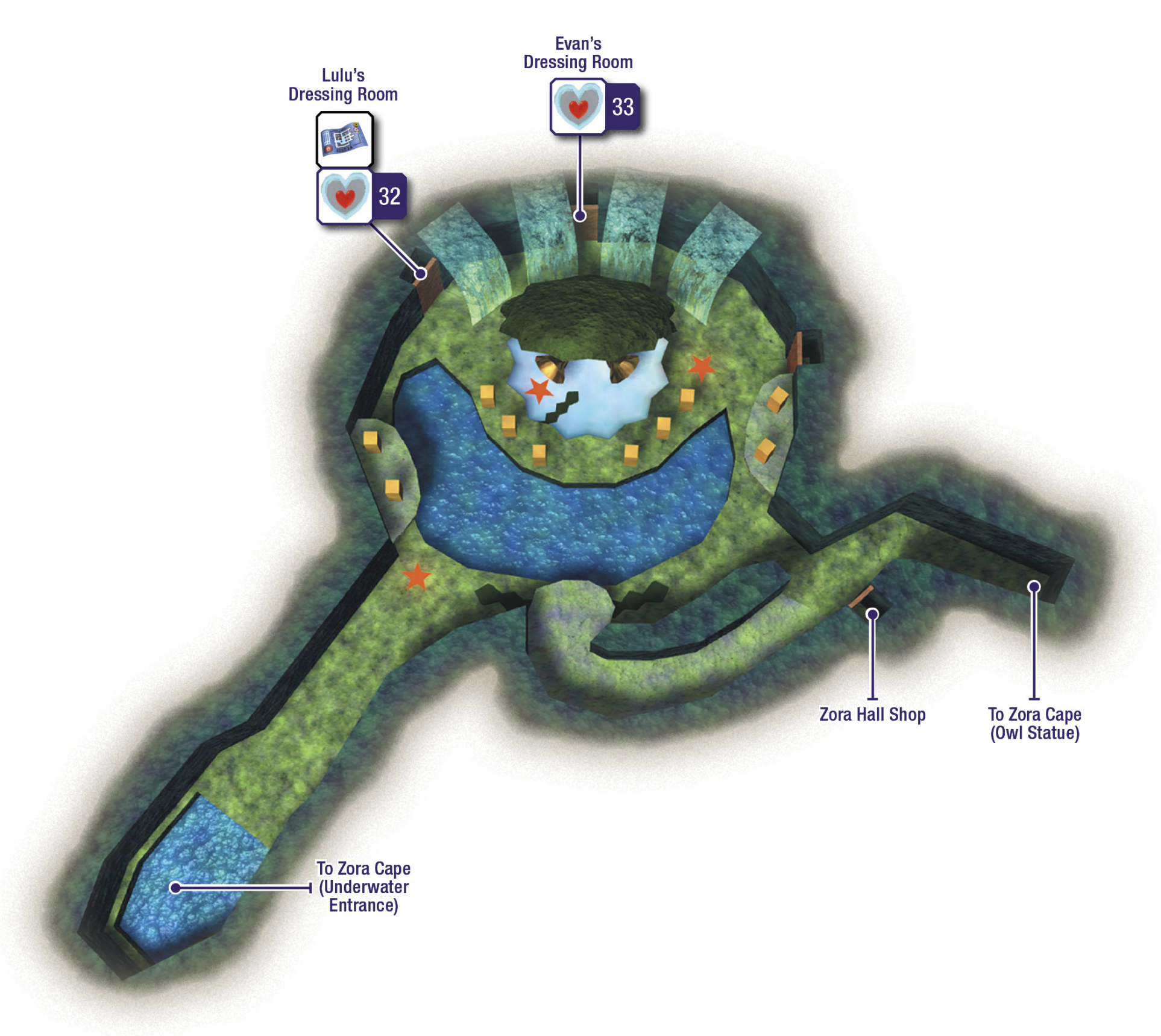


When you reach Zora Cape, put on the Zora Mask and swim west. Head for the distant island that appears to have a large tail sticking up from it. This is Zora Hall, and the main entrance lies underwater. Carefully swim past (or use Ⓐ + R to defeat) the Like Like that guards the underwater entrance, and enter Zora Hall.

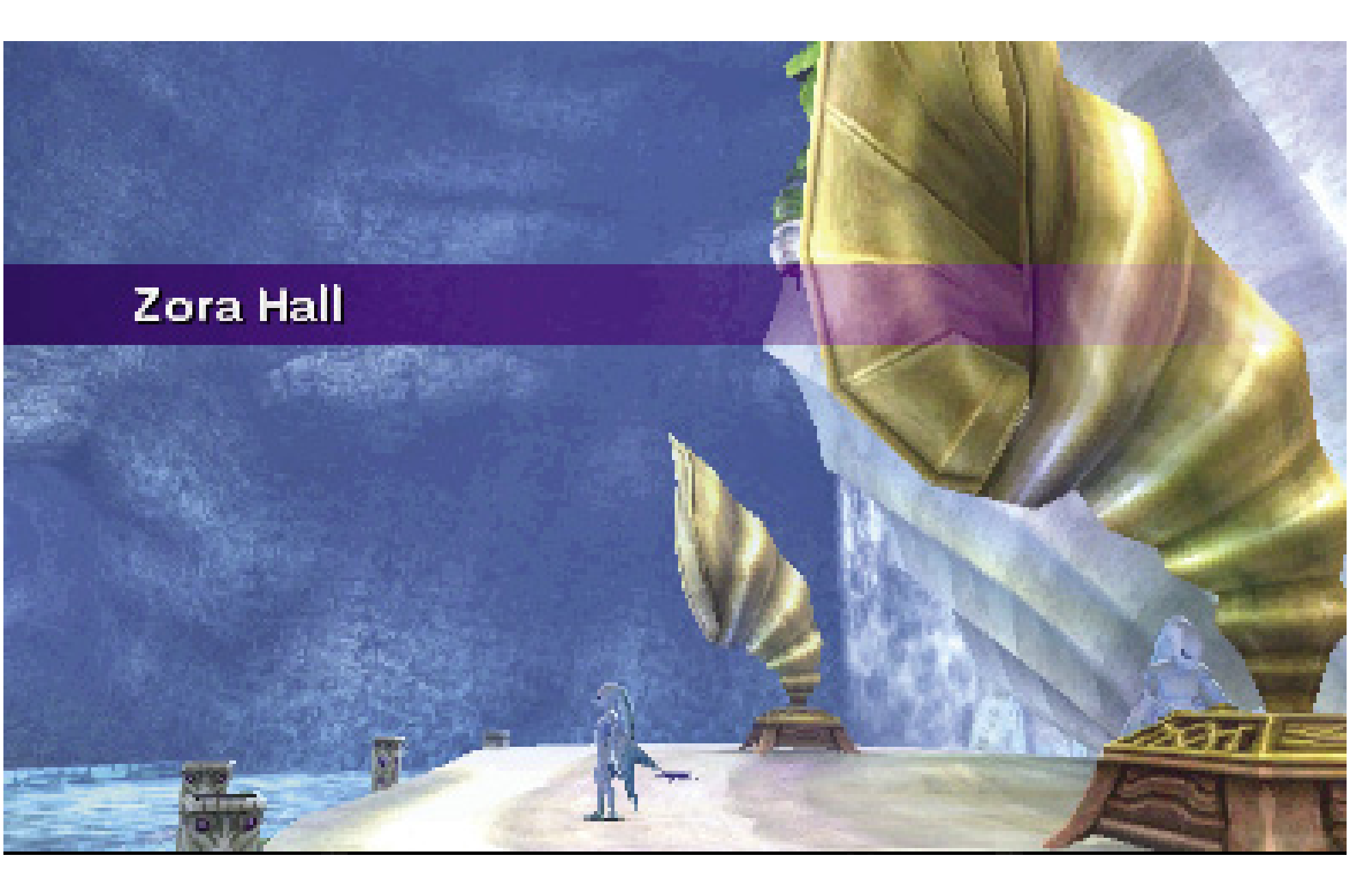


Chapter 8: Hookshot Heroics

Zora Hall

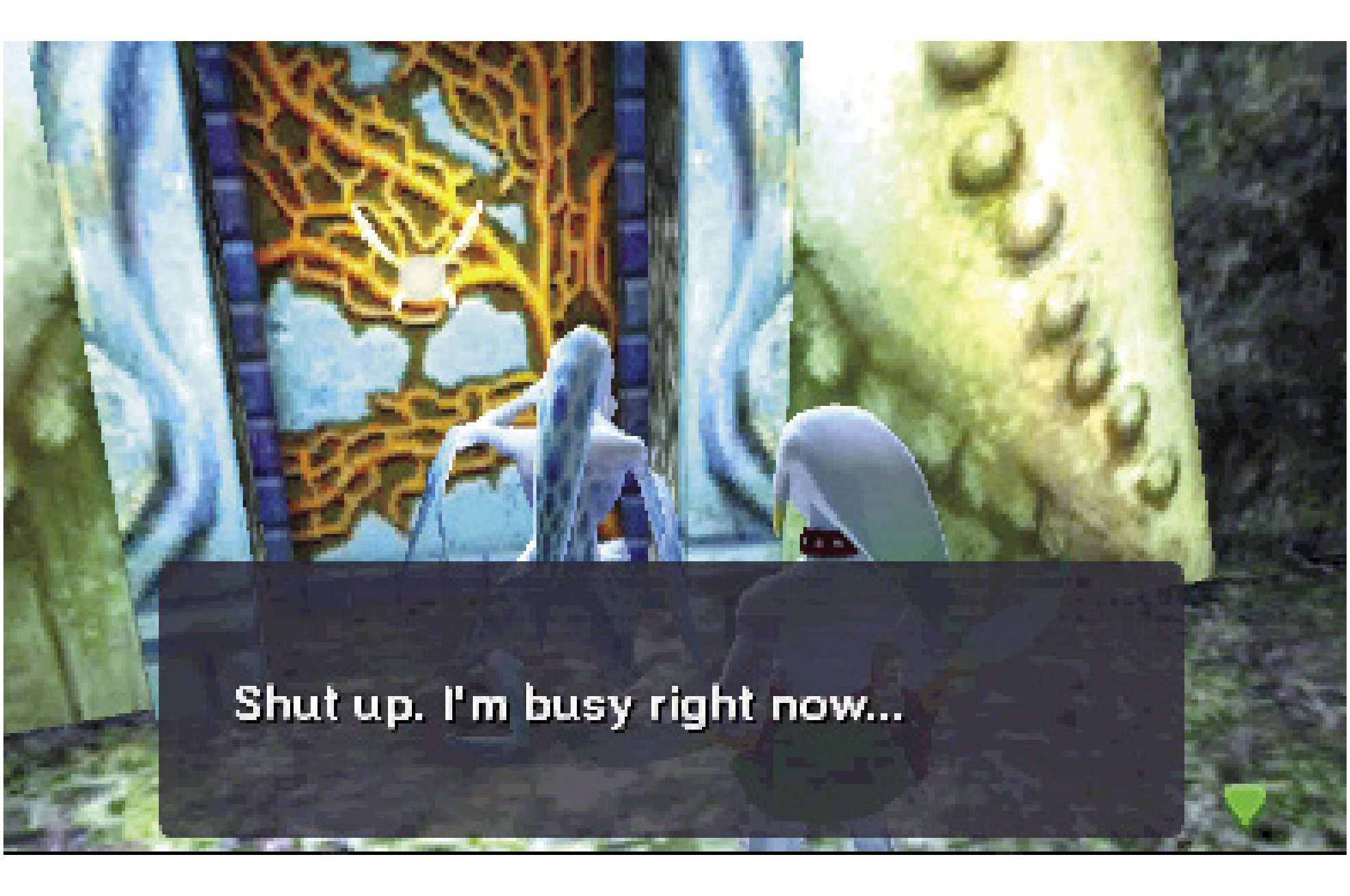


The Sound of Silence



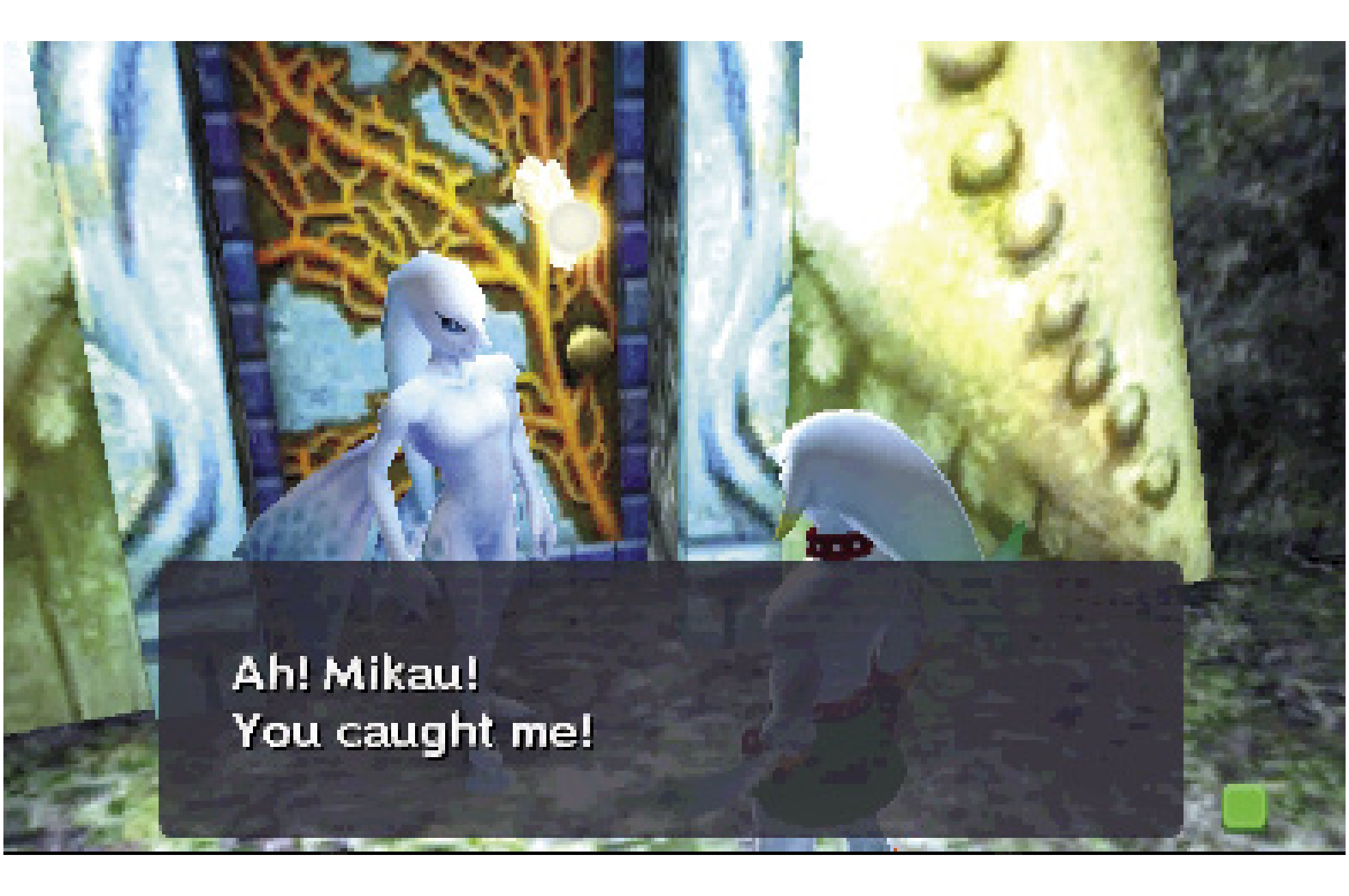
This great hall of the Zoras features a giant clamshell stage. The hit Zora band, The Indigo-Go's, have held many epic performances here, but with all of the recent trouble around the Great Bay Coast, no music fills the hall.

Caught in the Act



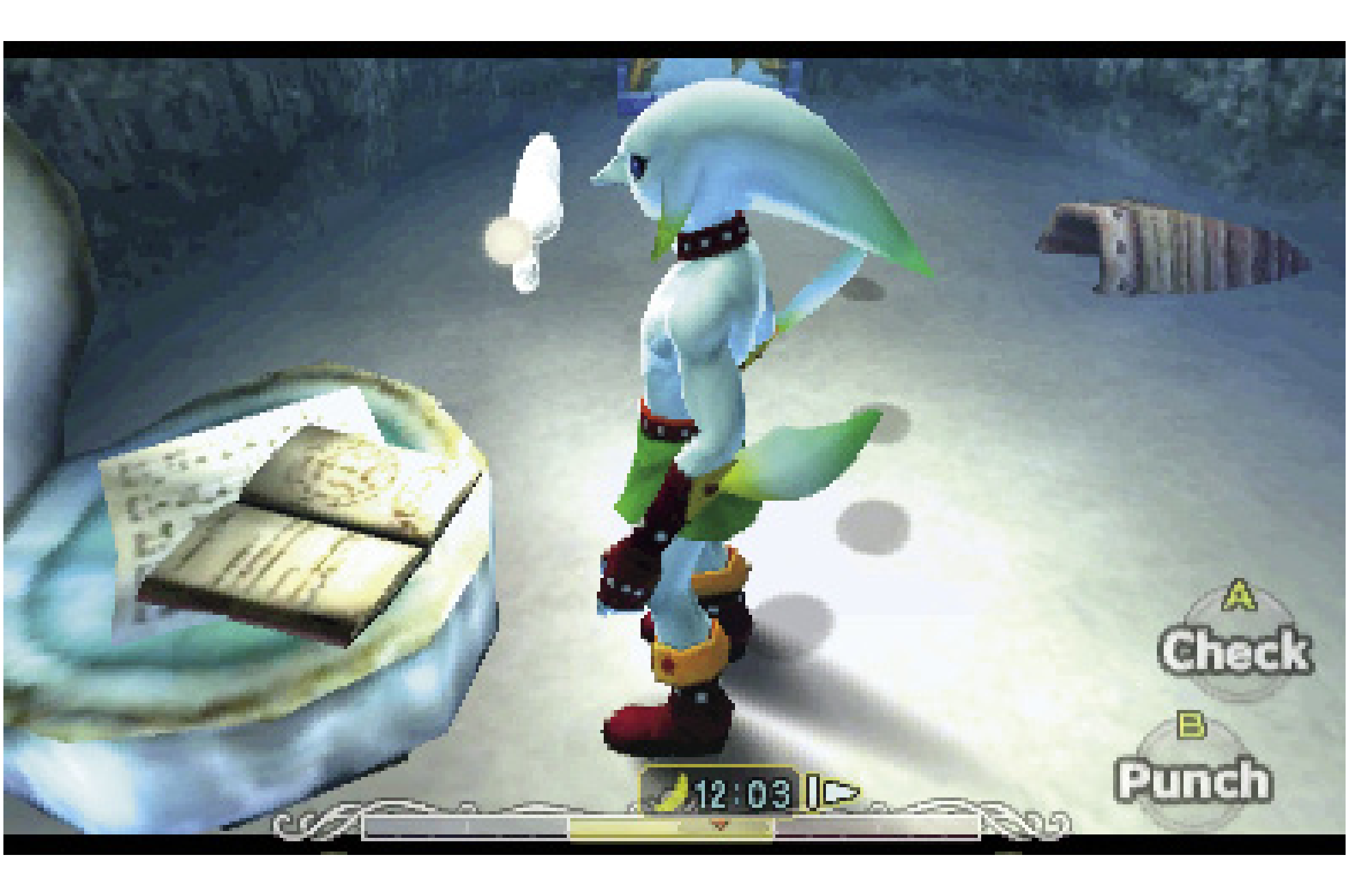
Speak with the Zoras on the stage if you like (you can even perform a sound check for one of them by whipping out your guitar and playing a note as Zora Link), then check behind the stage to find Zoras guarding a bunch of doors. Curiously, one of the Zoras is peering through the door that he's guarding. Speak to him as Zora Link to give him a start.

The Zora mistakes you for the great Zora guitarist, Mikau, and he assures you that he wasn't trying to spy on Lulu before rushing off in embarrassment. This must be the dressing room of Lulu, the Zora band's lead singer. Meeting Lulu would be a real treat, so go through the door to enter her dressing room.



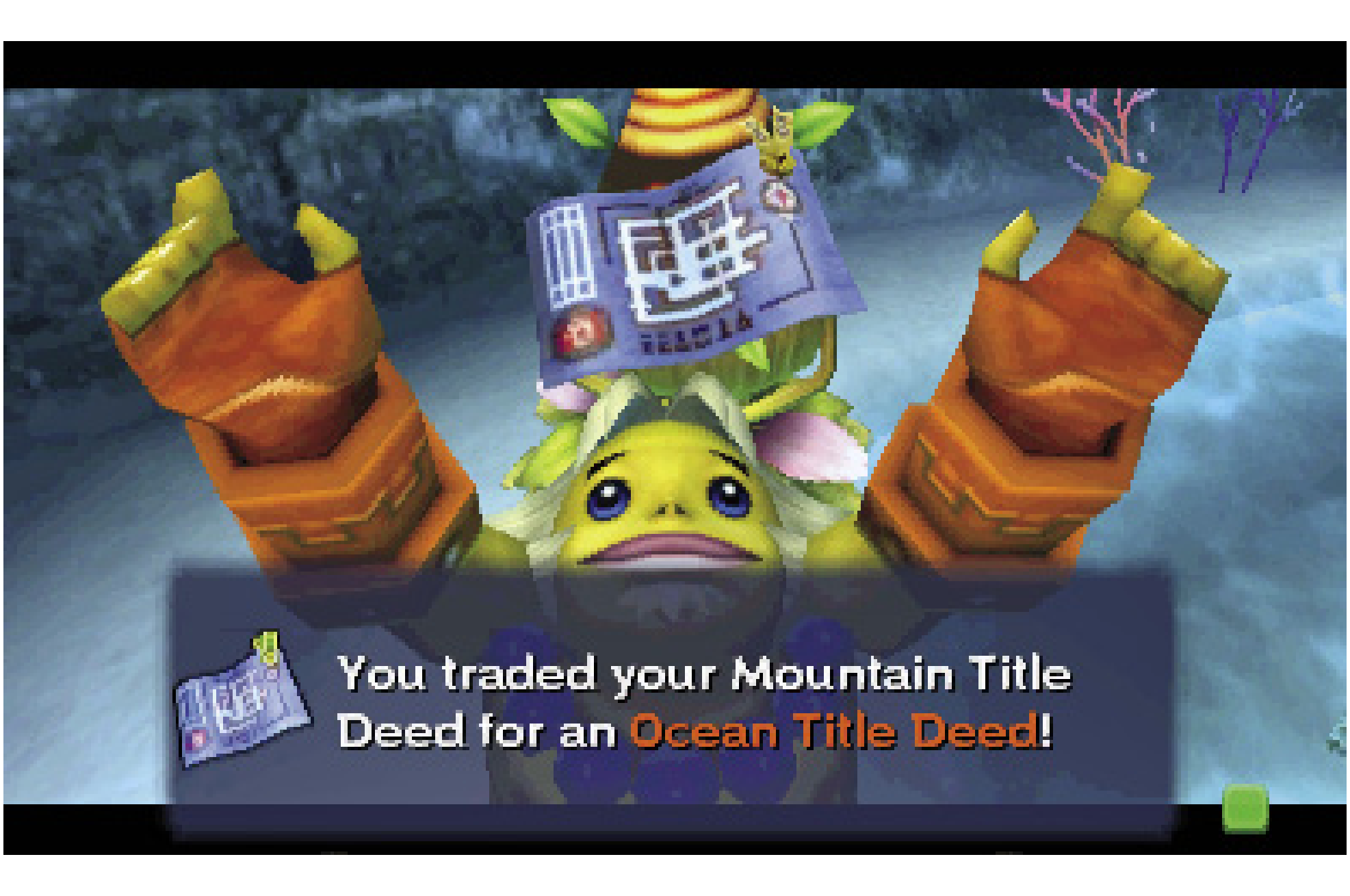
Lulu's Diary

As you enter Lulu's dressing room, an open book catches your eye. It's Lulu's diary! Lulu isn't around, and although it may seem intrusive, go ahead and give her diary a quick read. You'll learn that Lulu has lost her voice, along with her precious Zora Eggs. How awful! You'll have to try to help her, assuming you can find her.



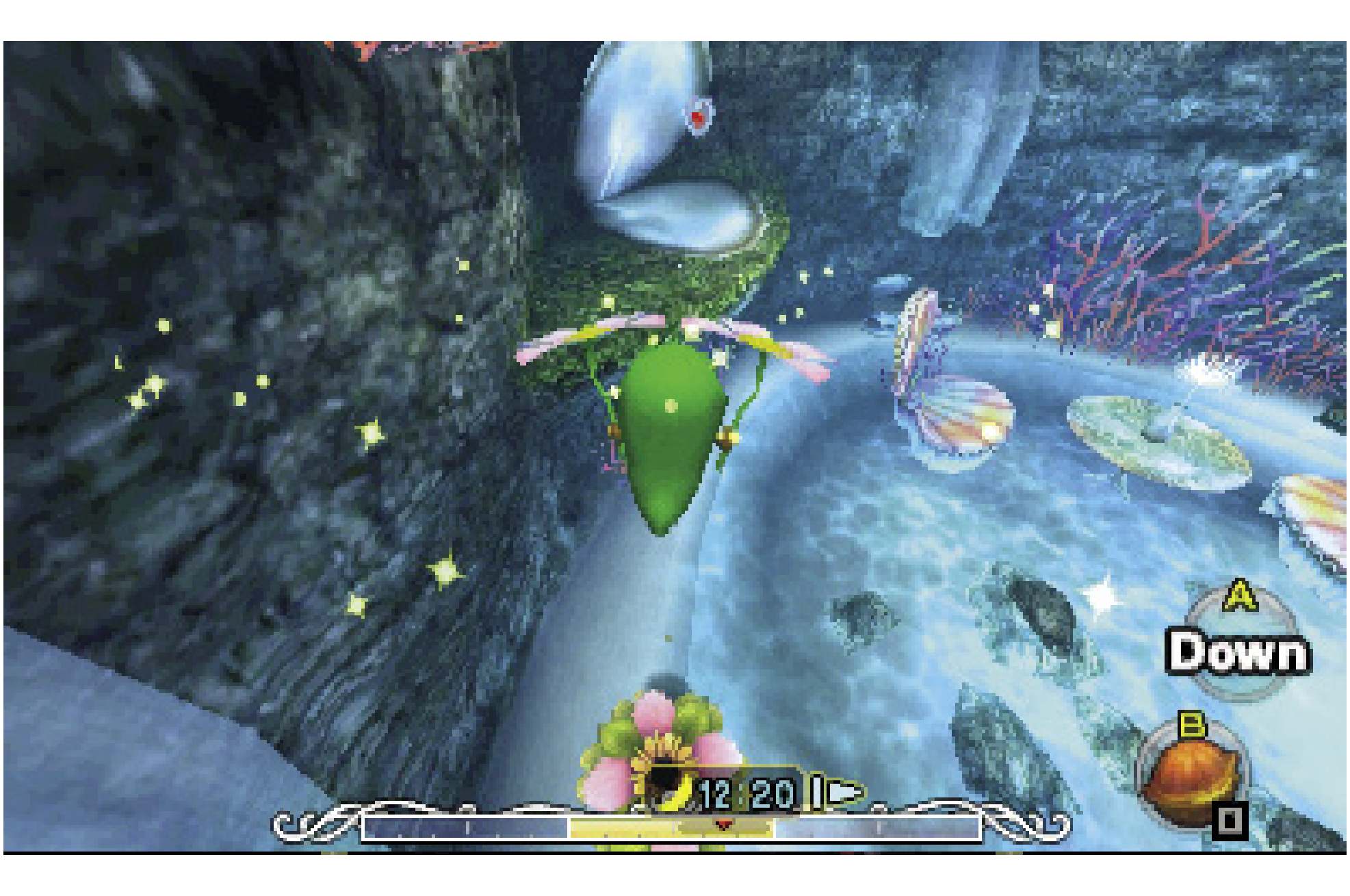
Dressing Room Deku

What's this? There's a Business Scrub in Lulu's dressing room, as well. The Scrub offers to sell you Green Potions for 40 Rupees if you speak to him as Zora Link. Put on the Goron Mask, however, and you'll be able to trade your Mountain Title Deed for an Ocean Title Deed. Go ahead and make the trade.



Ocean Title Deed

You traded your Mountain Title Deed for an Ocean Title Deed!



After the Scrub scrams, slap on the Deku Mask and dive into your new Deku Flower. Launch out and fly over to the nearby shelf, which features a Piece of Heart.

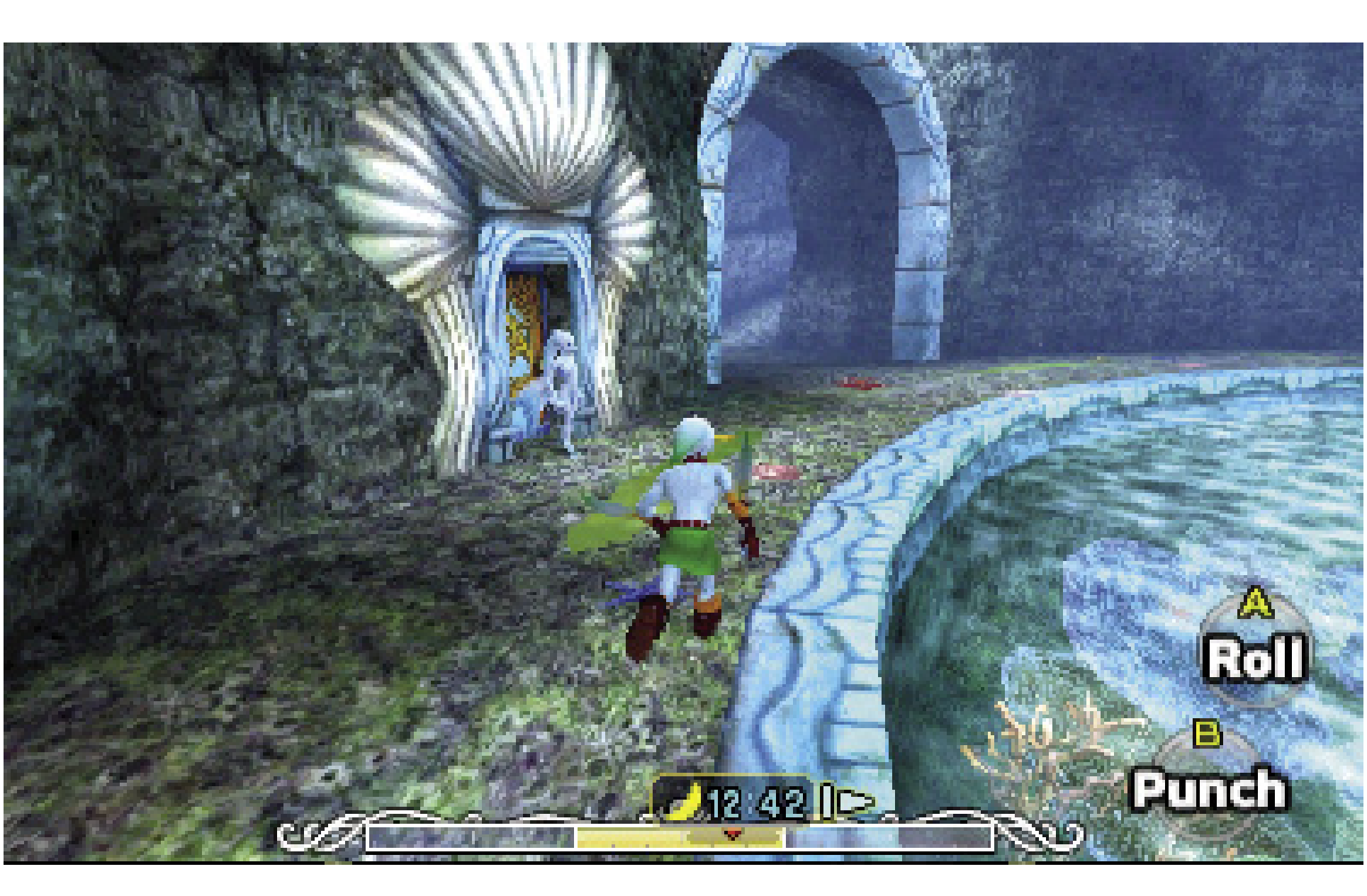
Piece of Heart #32

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

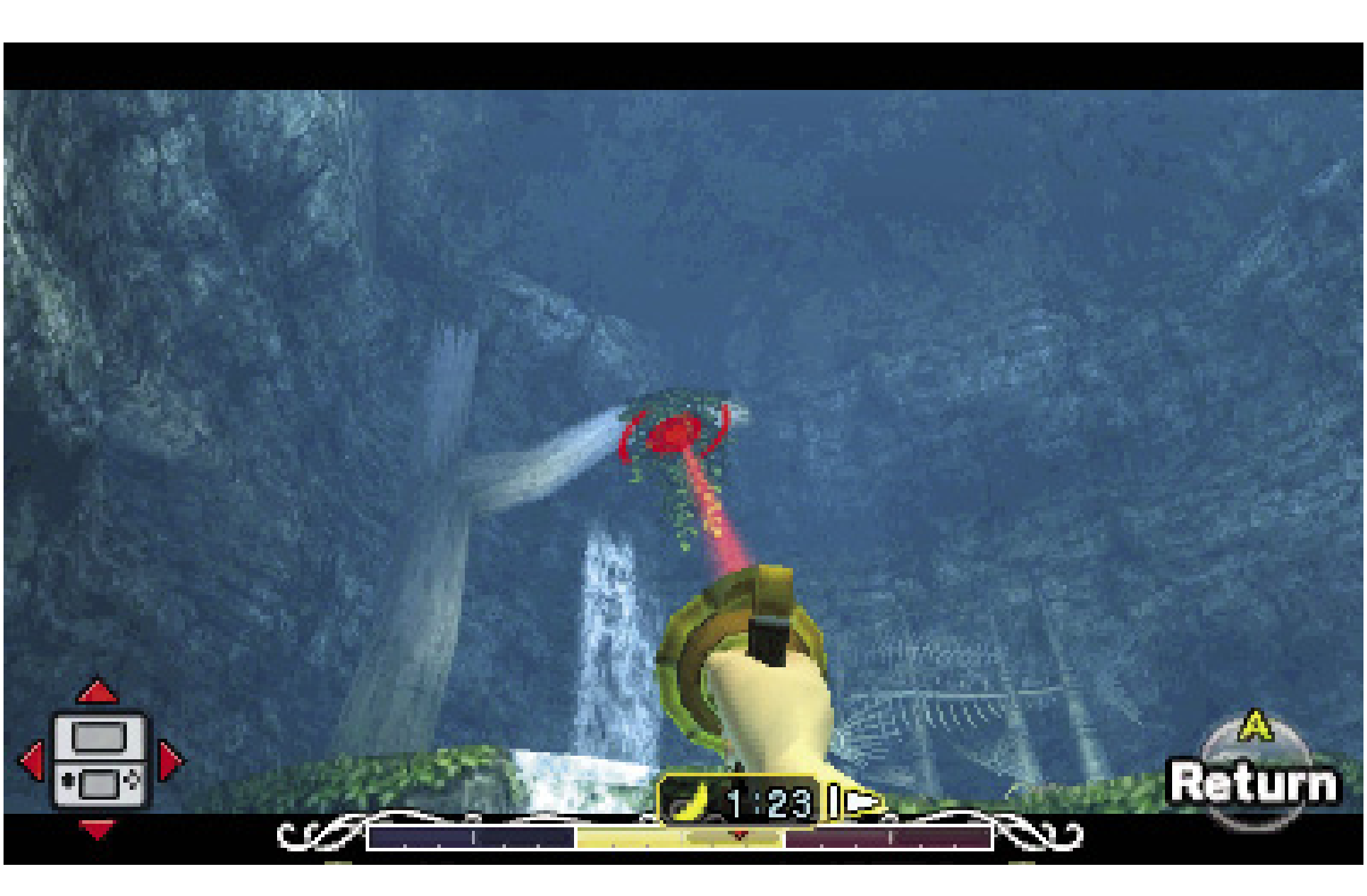
Jammin' with Japas

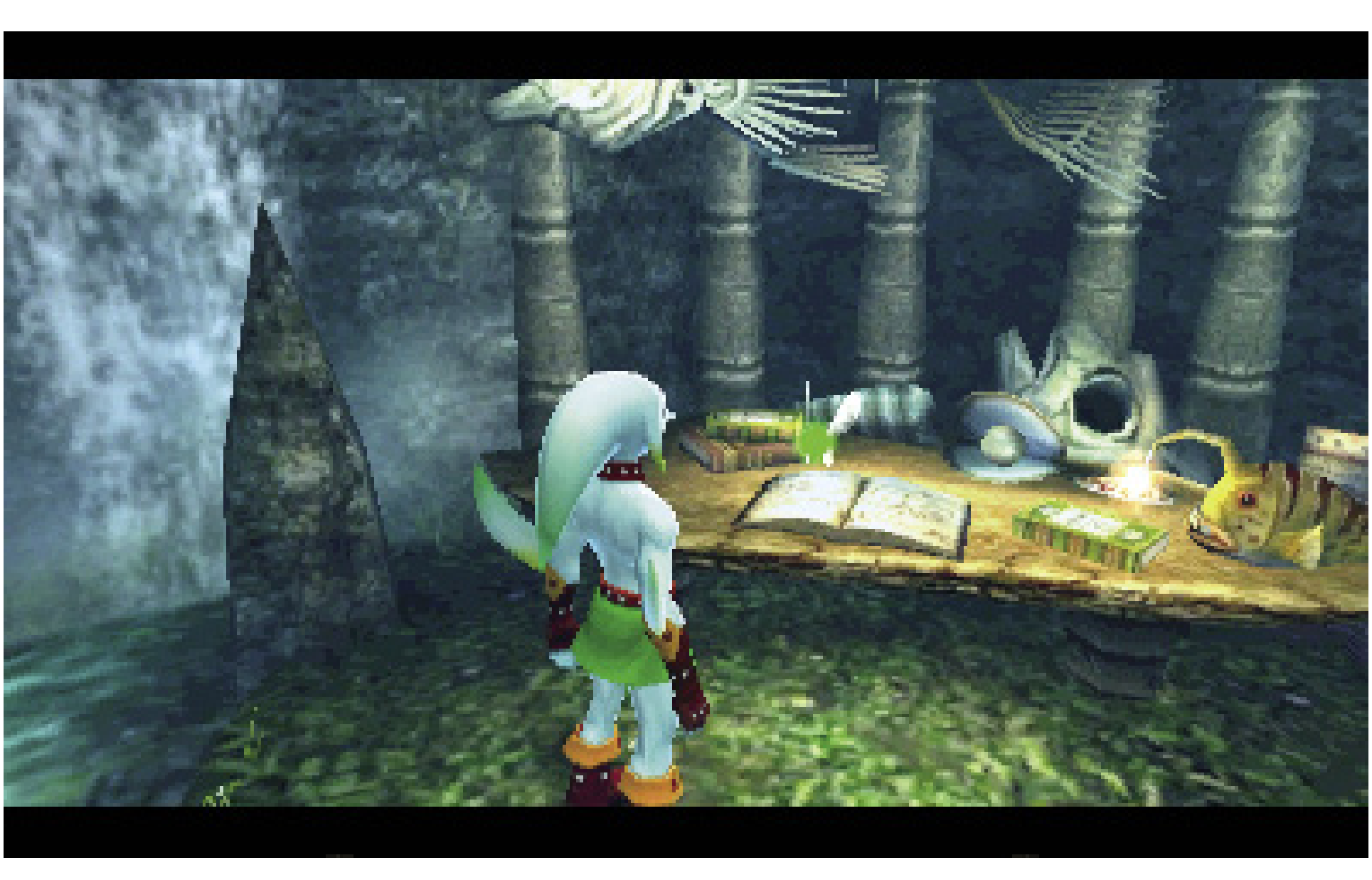
Leave Lulu's dressing room, and run along Zora Hall's north wall. Find a door with seashells above it to the east, and speak to the Zora guard as Zora Link. The guard lets you pass; enter the room after the guard moves away.

Tijo, drummer for The Indigo-Go's, is practicing his craft in his room. (That familiar tune happens to be the "cave song" from The Legend of Zelda: A Link to the Past.) Speak to Tijo to learn a little more about Lulu's troubles.



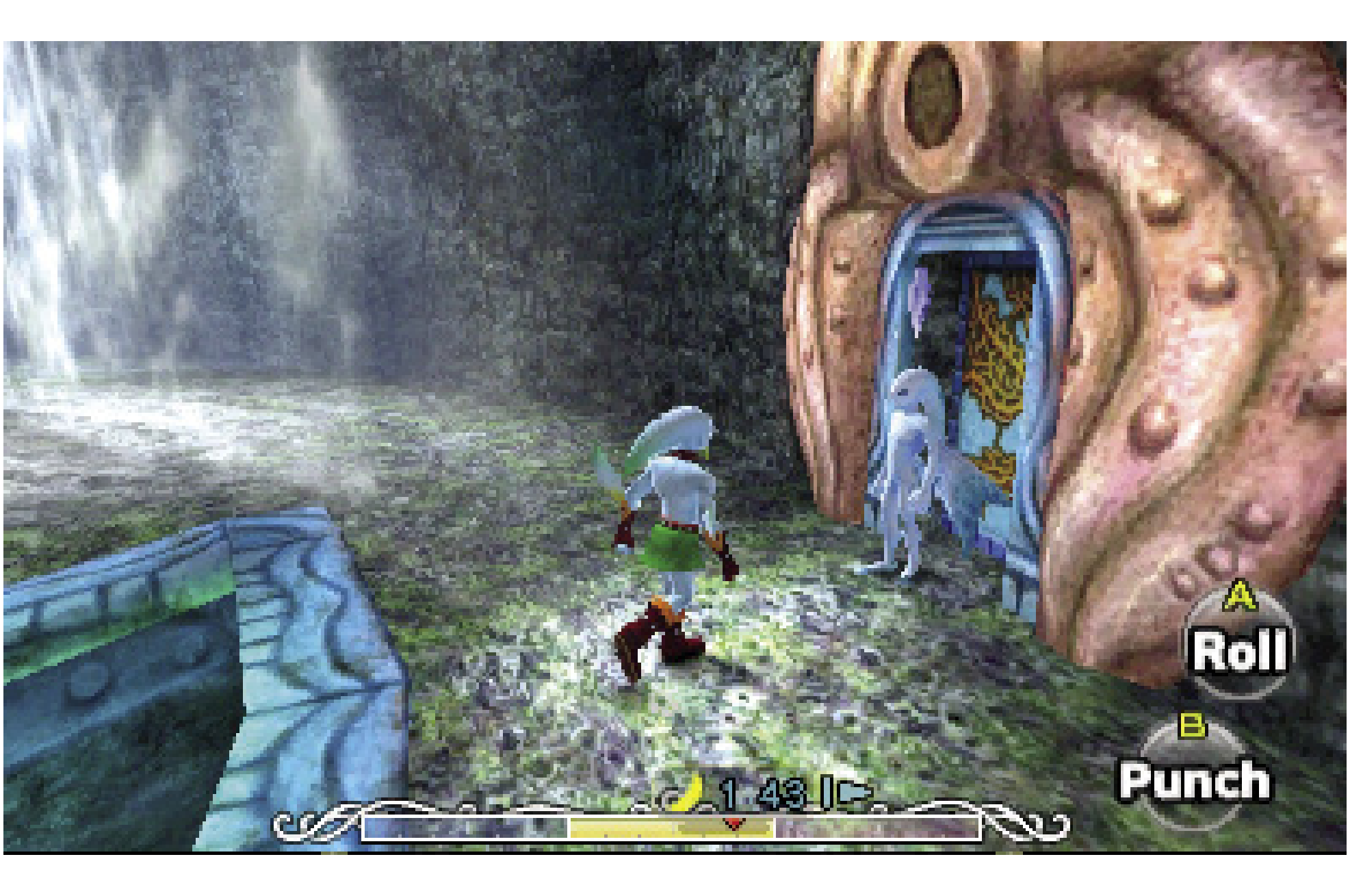
After speaking with Tijo, take off the Zora Mask, and whip out the Hookshot. Aim up at the tree branch with the green growth, and zip up to the loft.





Once you reach the loft, put the Zora Mask back on, and inspect the open book on the desk. It's Mikau's diary! You can only read it as Zora Link. In it, Mikau writes some notes that he played with Japas, the Zora band's bassist, during a couple of recent jam sessions. First, he played L, R, Ⓨ, L, and then, he played R, Ⓨ, Ⓧ, R.

Leave Tijo's room and enter the next room, which has a pink octopus above it. This is Japas' room, the Zora who plays bass for The Indigo-Go's. He's practicing the classic Legend of Zelda dungeon theme.



Speak with Japas as Zora Link to learn that Lulu is standing out back, staring at the sea. Good to know. Whip out your Zora Guitar afterward to start a jam session. Japas plays a few licks, and then you'll need to follow up. The first part he plays is Ⓨ, Ⓨ, R, L. Follow this with the first riff you read in Mikau's diary: L, R, Ⓨ, L.

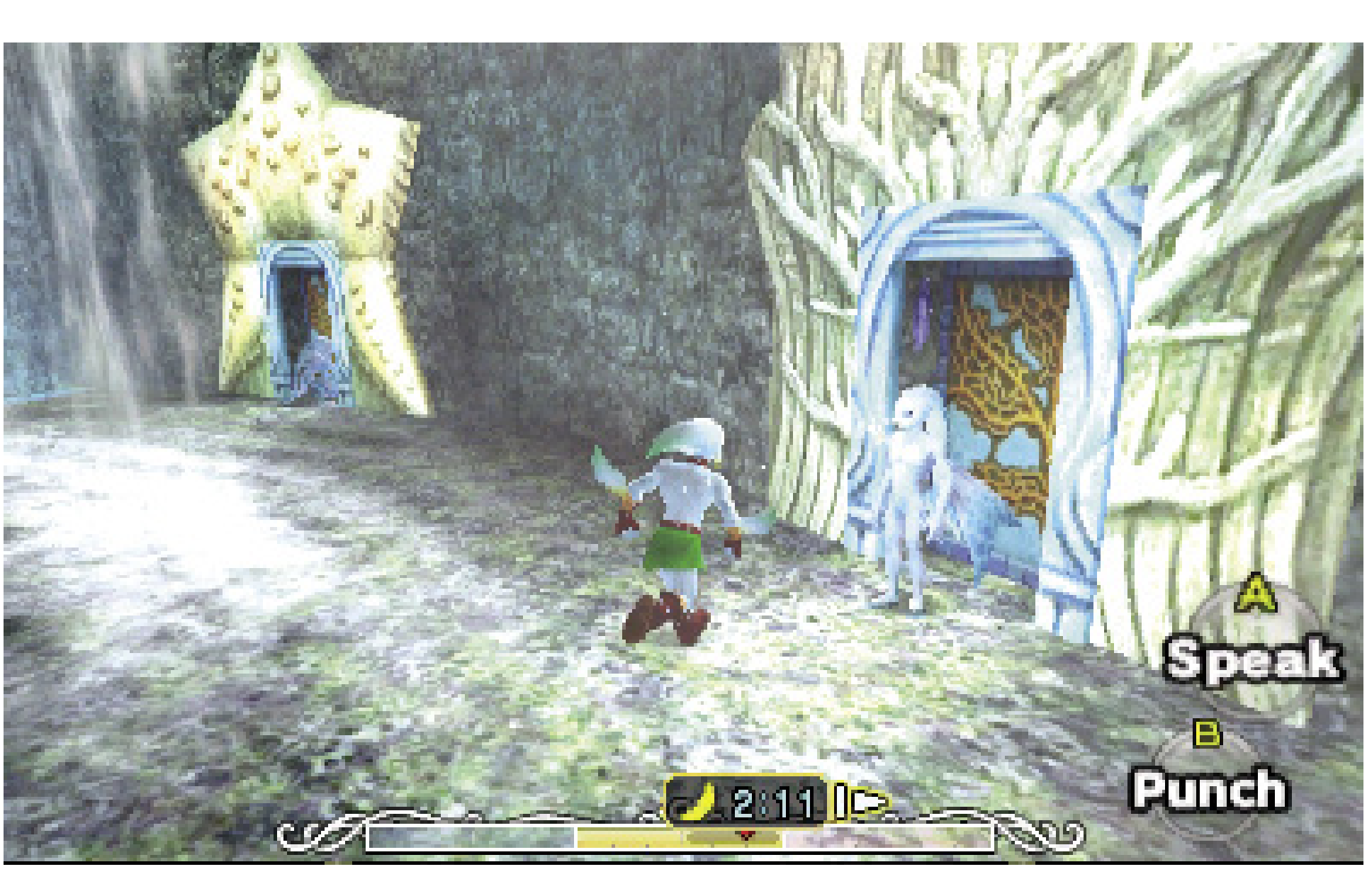
Japas gets excited at your smooth riffage and plays another part: Ⓧ, Ⓧ, Ⓨ, R. Follow this up with the second riff you read in Mikau's diary: R, Ⓨ, Ⓧ, R.

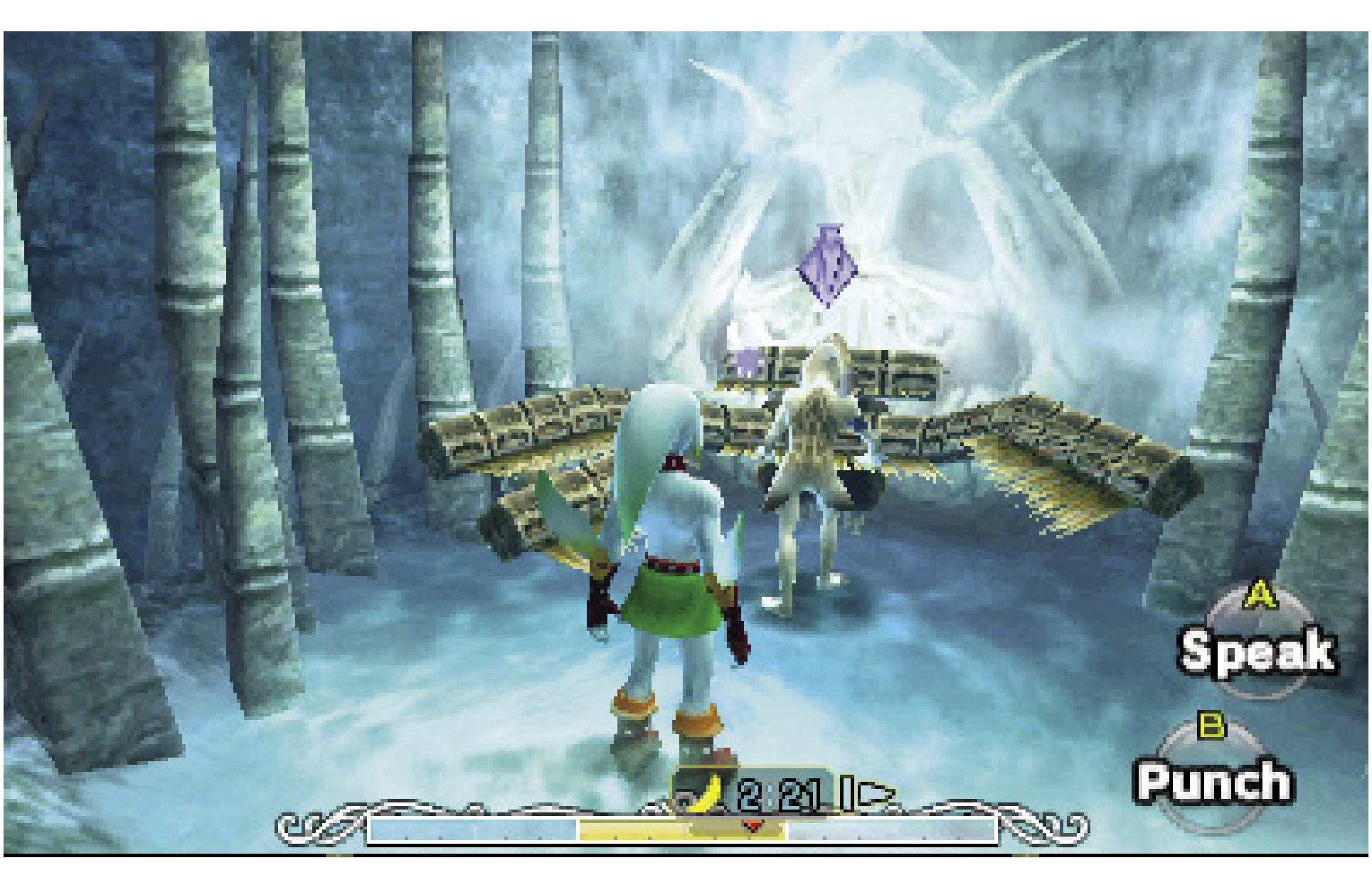
Successfully jamming along with Japas draws a crowd to his dressing room door. You're clearly on to something, but Japas is afraid that Evan, the band leader, won't let The Indigo-Go's play this new song if he finds out that he and Mikau (really Zora Link) wrote it.

Impressing Evan

After completing the jam session, leave Japas' room and head for the next room down the hall, which has some white coral above it. This is Evan's room, The Indigo-Go's band leader. Enter it to find Evan playing the "game over" theme from the original Legend of Zelda.

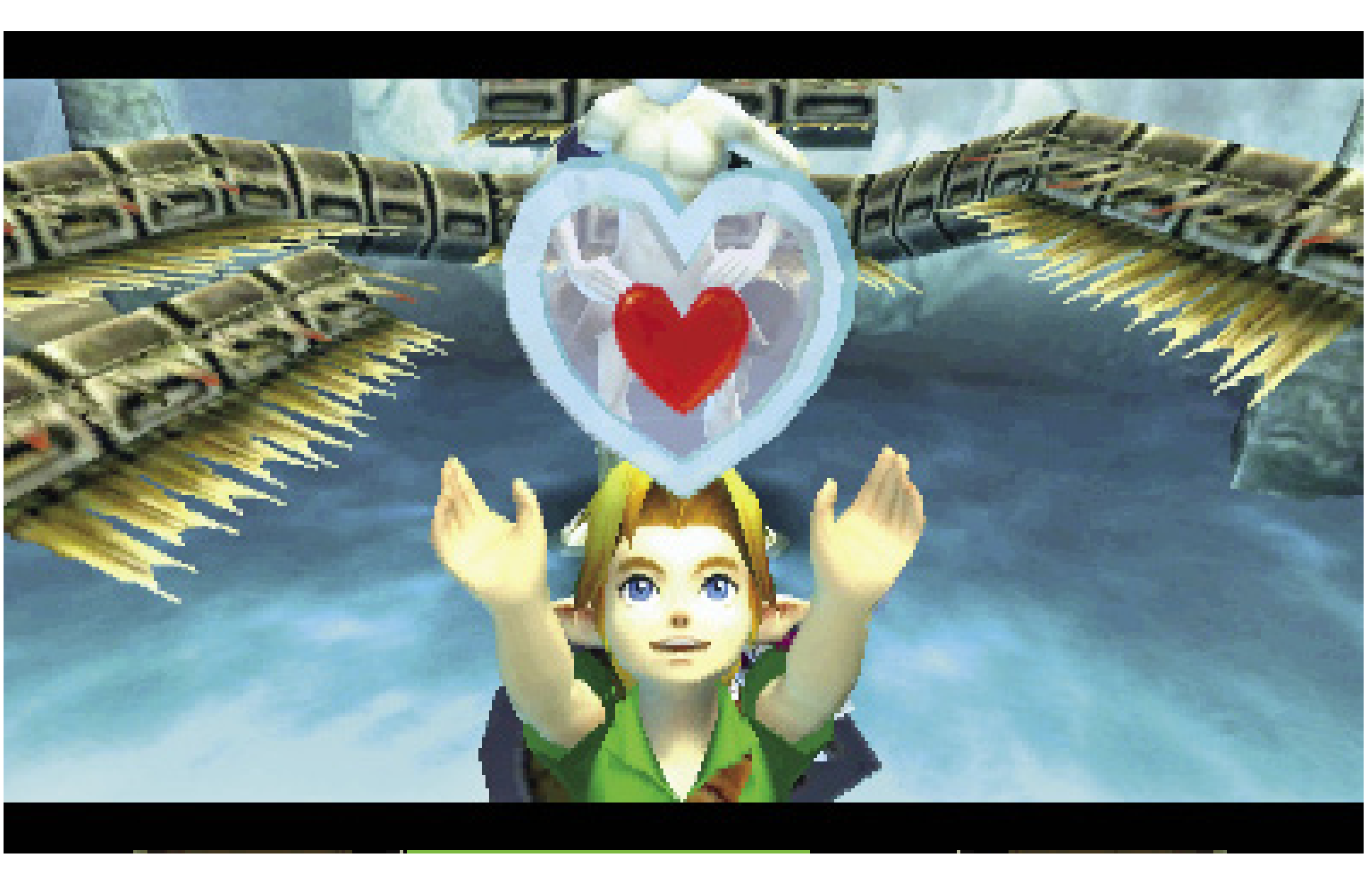
Speak to Evan as Zora Link, and he'll take you for Mikau. He'll ask if you managed to find Lulu's eggs yet. You haven't, of course, but that's not why you're here.





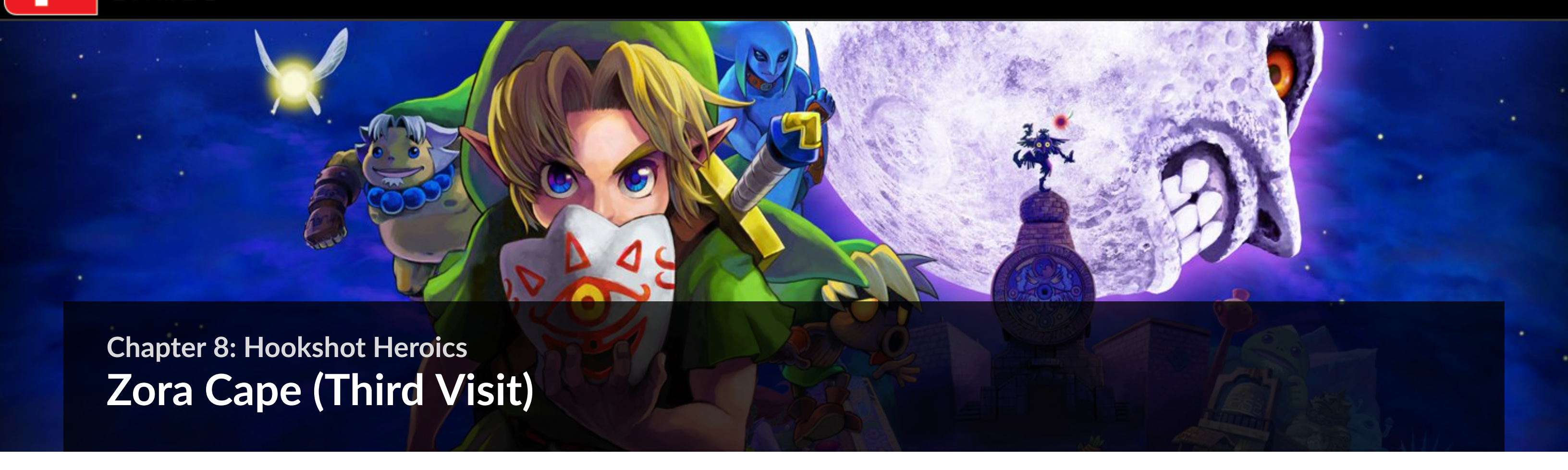
Take off the Zora Mask to return Link to his normal form. Pull out the Ocarina of Time afterward, and play the entire song that you and Japas wrote together: Ⓨ, Ⓨ, R, L, L, R, Ⓨ, L, Ⓧ, Ⓧ, Ⓨ, R, R, Ⓨ, Ⓧ, R.

The melody you play inspires Evan, and he'll recreate the song on his piano. Because you played it for him as normal Link, and not as Zora Link, he won't feel intimidated that the song was actually written by Japas and Mikau. Instead, Evan commends Link on his musical ability and rewards him with a Piece of Heart.



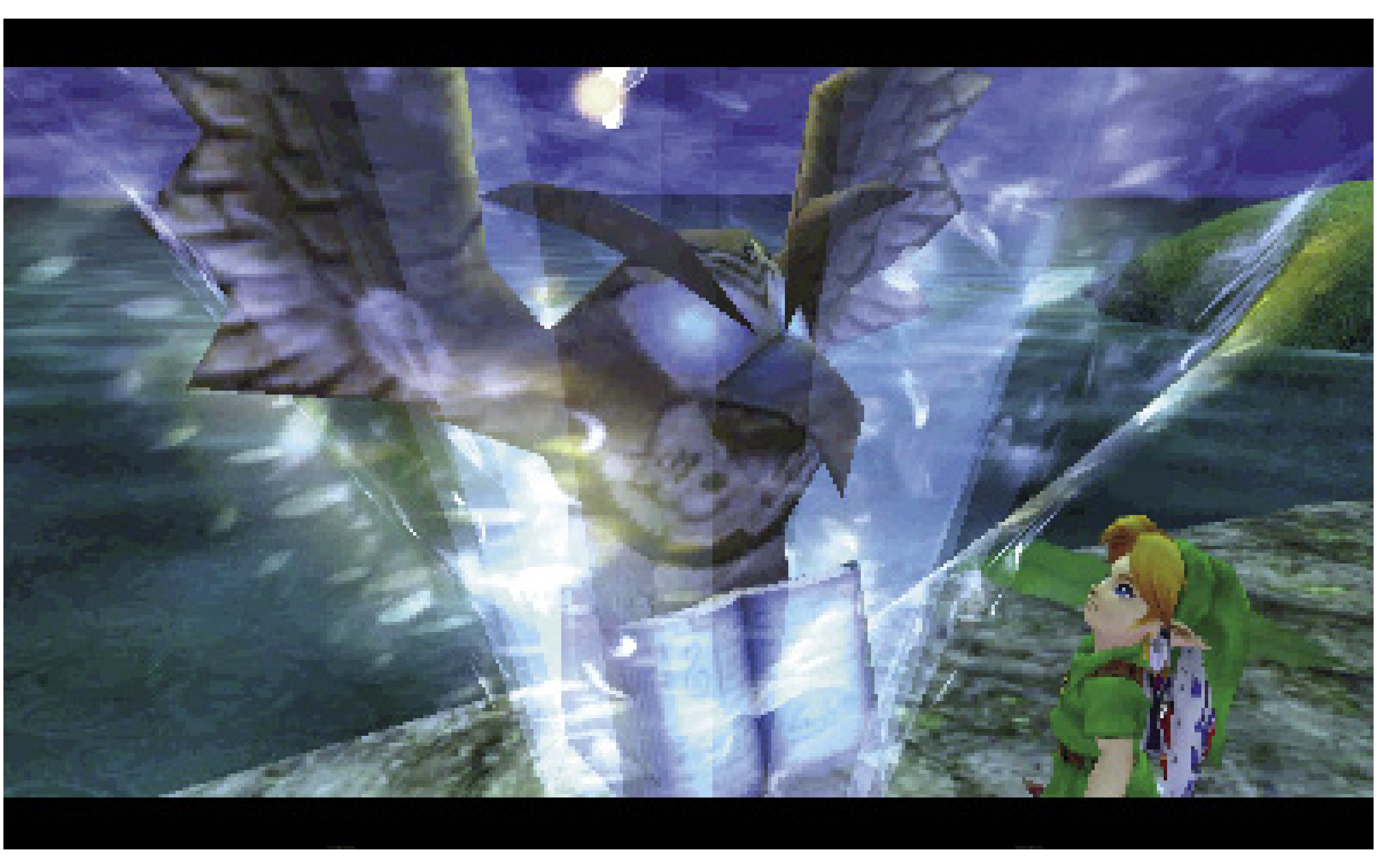
Piece of Heart #33

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.



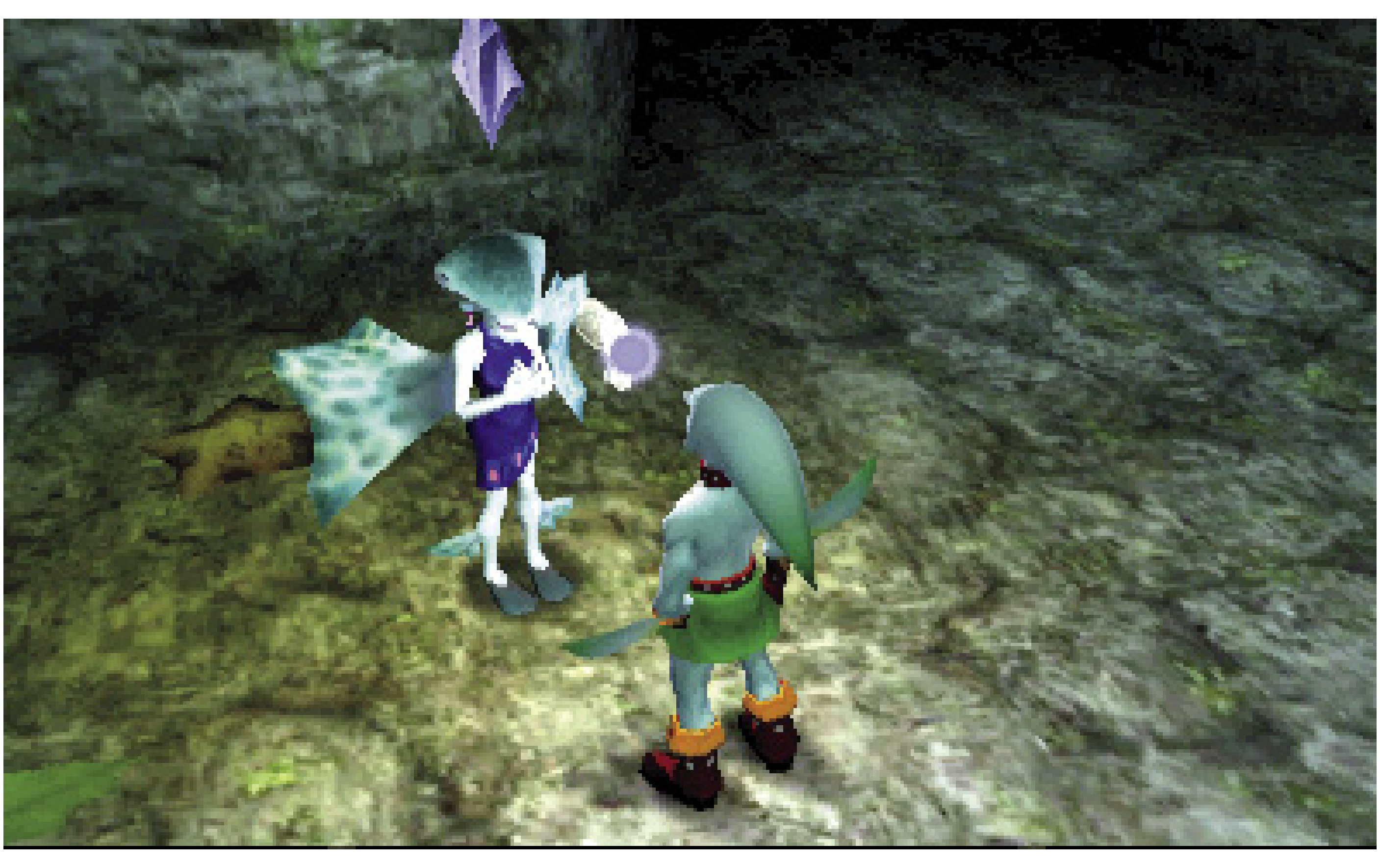
Zora Cape (Third Visit)

Zora Cape Owl Statue



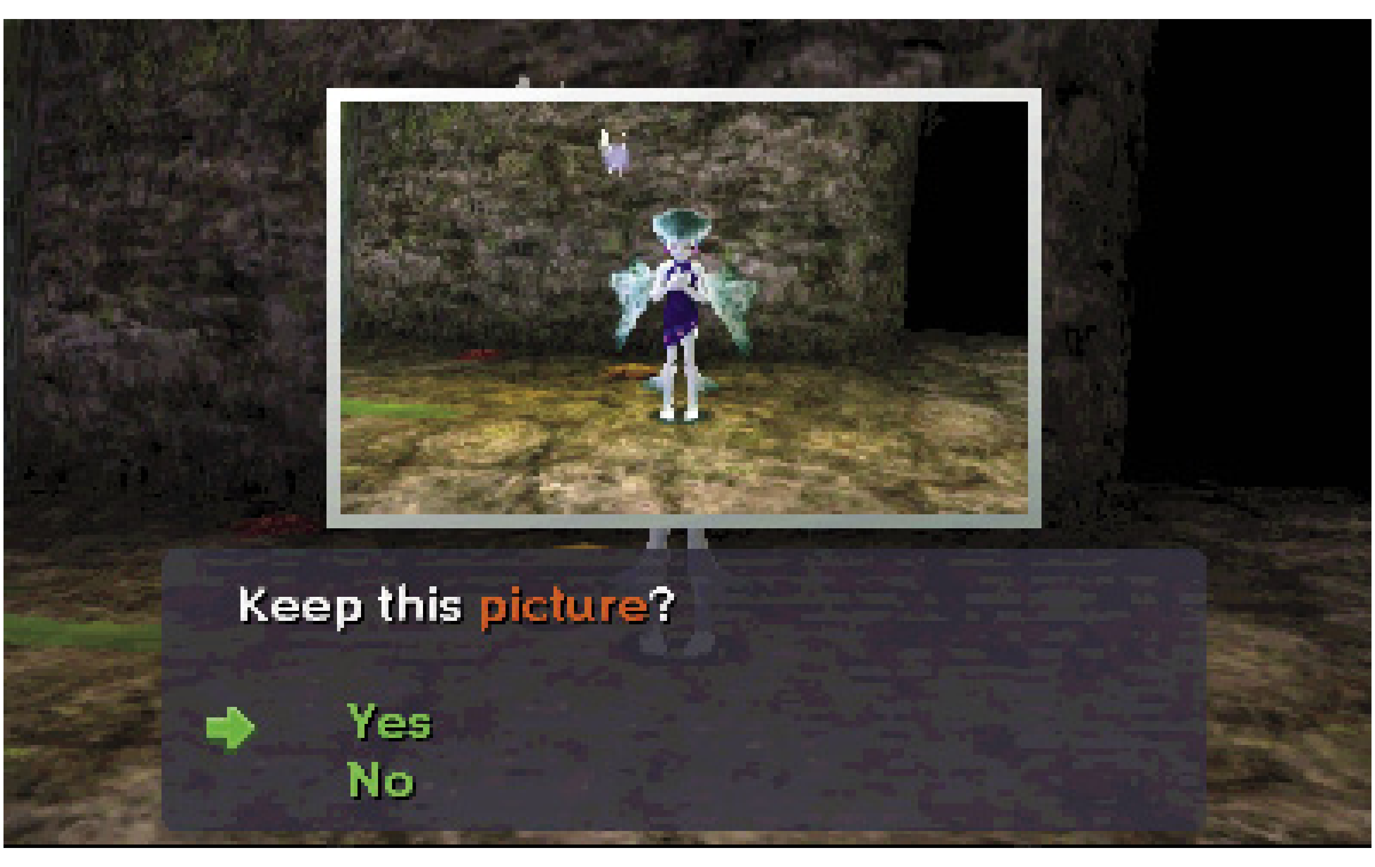
Exit Zora Hall via the east passage to return to Zora Cape. Inspect the owl statue here to save your game and unlock another Song of Soaring warp point.

Meeting Lulu



The Zora girl that everyone's been talking about stands nearby. Her name is Lulu, and she's the lead singer of the Zora band. Put on the Zora Mask, and speak to Lulu if you like. Sadly, she's too distraught over the loss of her eggs to chat. Not even the Song of Healing can heal her woes.

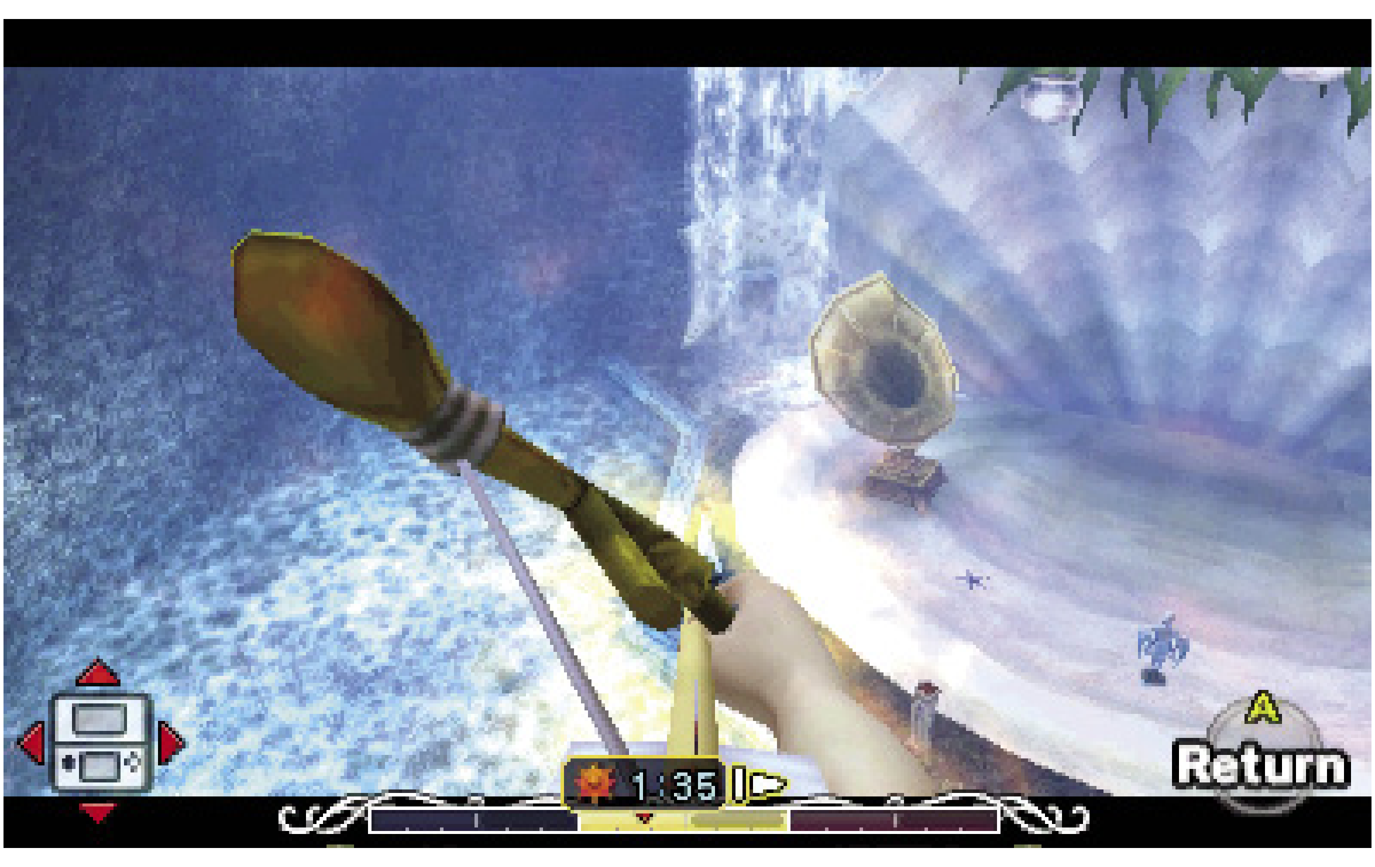
Let There be Light



Keep this picture?

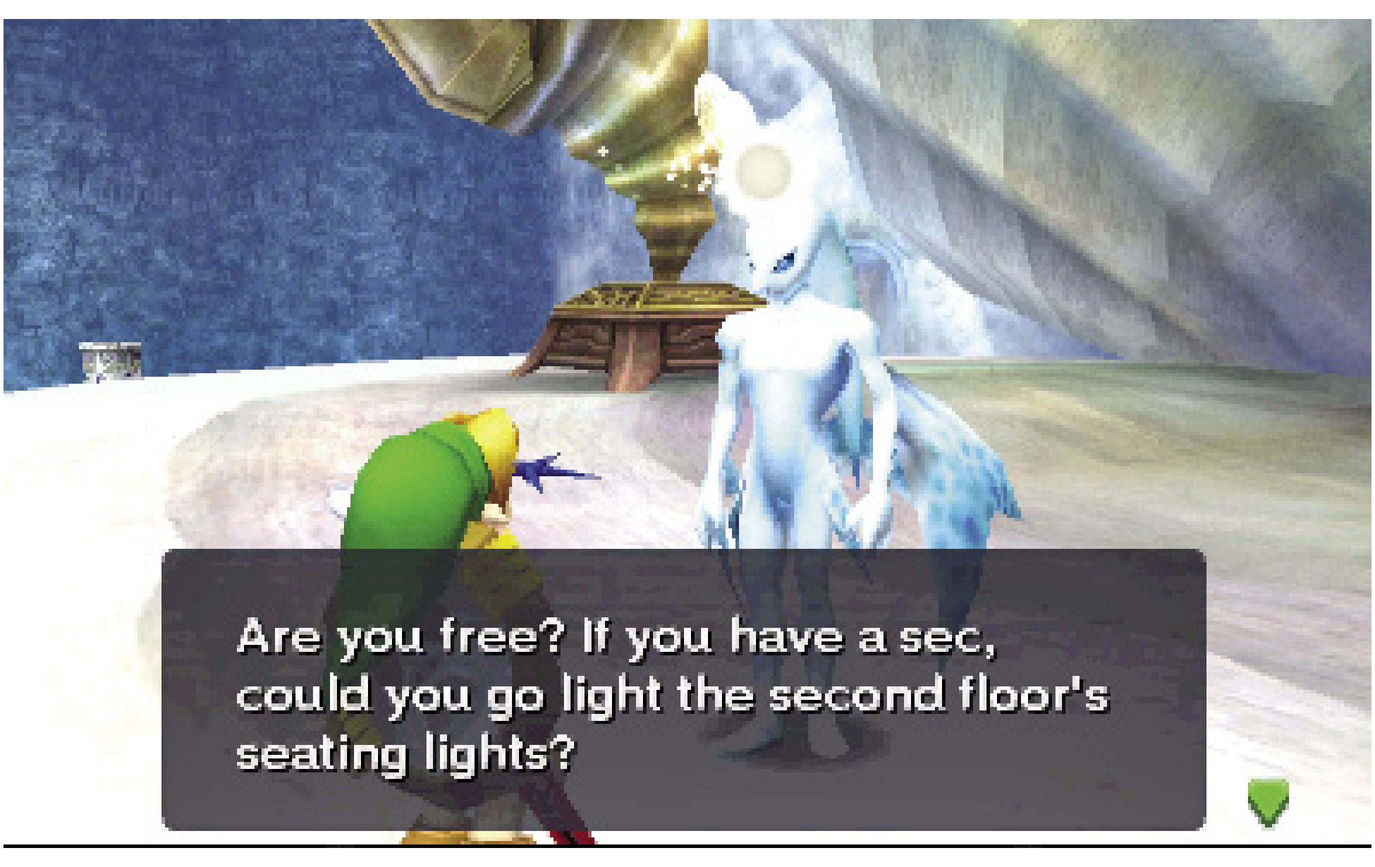
Yes

No

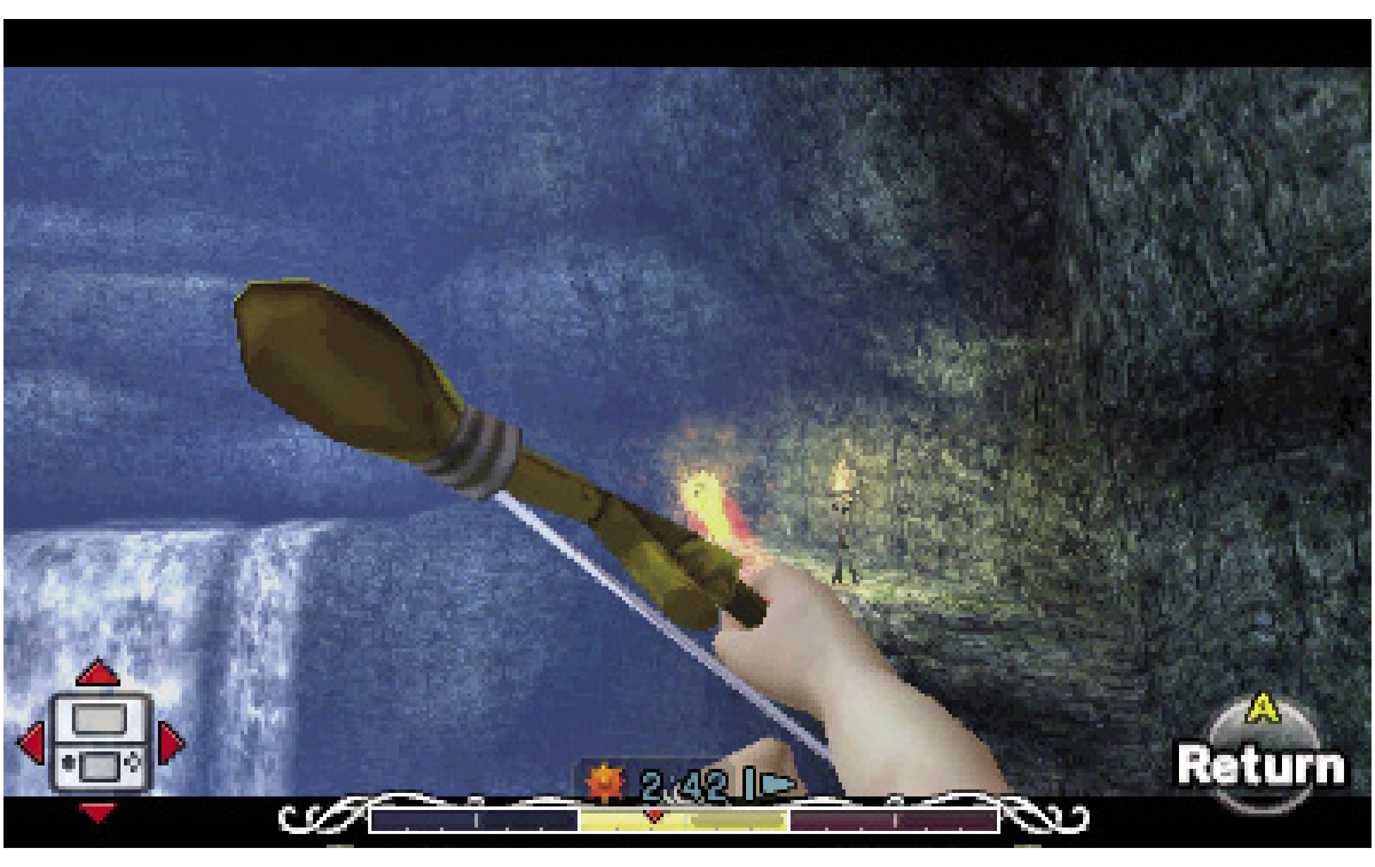


You have to find those Zora Eggs. But since you're already here at Zora Hall, you should accomplish a few more worthy tasks. Take a nice full-body pictograph of Lulu, then reenter Zora Hall and go up the winding ramp to reach the balcony.

A Zora up on the balcony mentions that the stage lights aren't lit. Try as you might, you can't seem to light the stage's torches with Fire Arrows from up there.



Are you free? If you have a sec, could you go light the second floor's seating lights?



Dive down into the water, and swim up to the stage. Climb out, and speak to the Zora near the torches. He says that the stage lights won't go on until the second floor's seating lights are lit. So that's the problem!

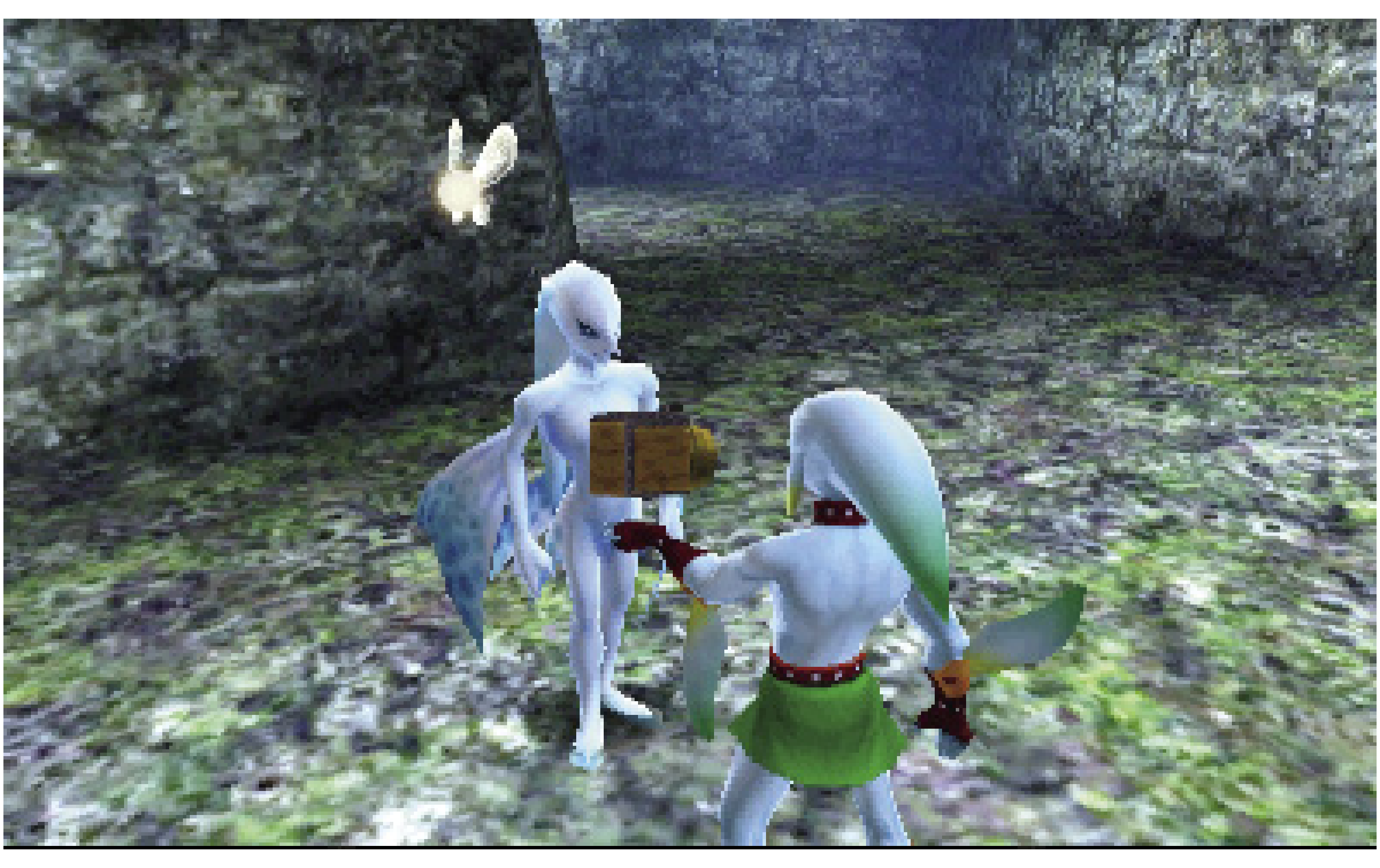
Run back around the hall, and scale the slope to return to the second-floor balcony. This time, shoot Fire Arrows and light the four torches on the second-floor ledges. There are two torches on the east ledge and two more on the west ledge. Quickly light all four before any of them goes out.

Ammo Up

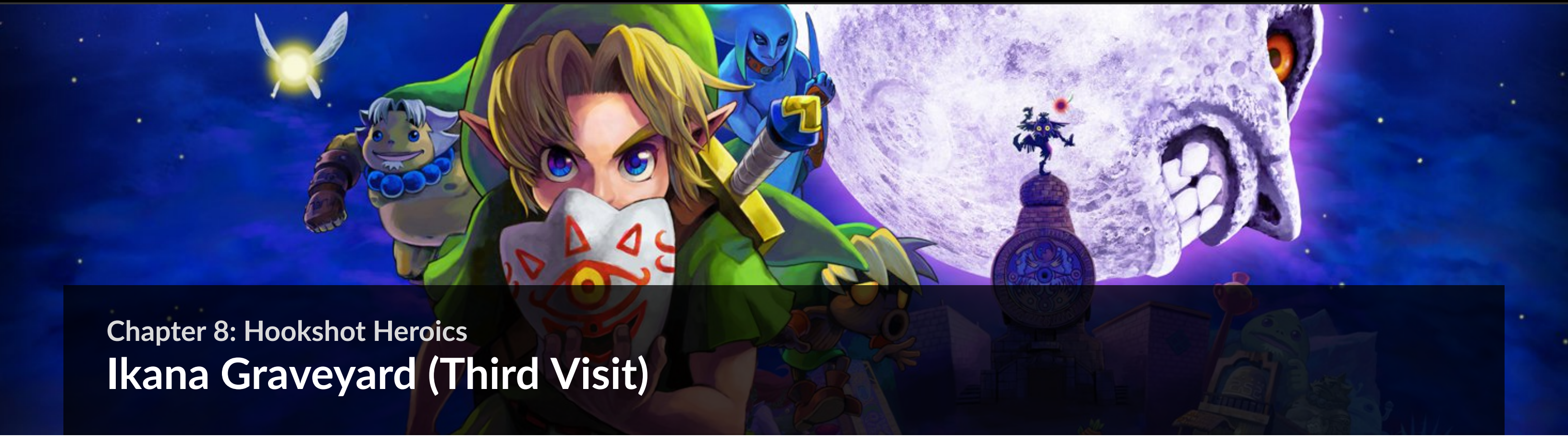
Smash the jars near the Zora Cape owl statue to find more arrows and Magic Jars.

Lighting all four second-floor torches causes the stage lights to come on. You did it! Dive back into the pool, and swim to the stage. Speak to the Zora on the stage again to receive your reward: a Blue Rupee. You also get a new stamp added to your Bombers' Notebook.

Playing Paparazzi



You're probably wondering why you took that pictograph of Lulu. You're about to find out. Return to Zora Hall's second-floor balcony, put on the Zora Mask, and speak to the Zora that you've met up there as Zora Link. Mistaking you for Mikau, the Zora asks if you can show him a picture of Lulu. Show him your exclusive pictograph to receive a Red Rupee, along with another Bombers' Notebook stamp of approval.

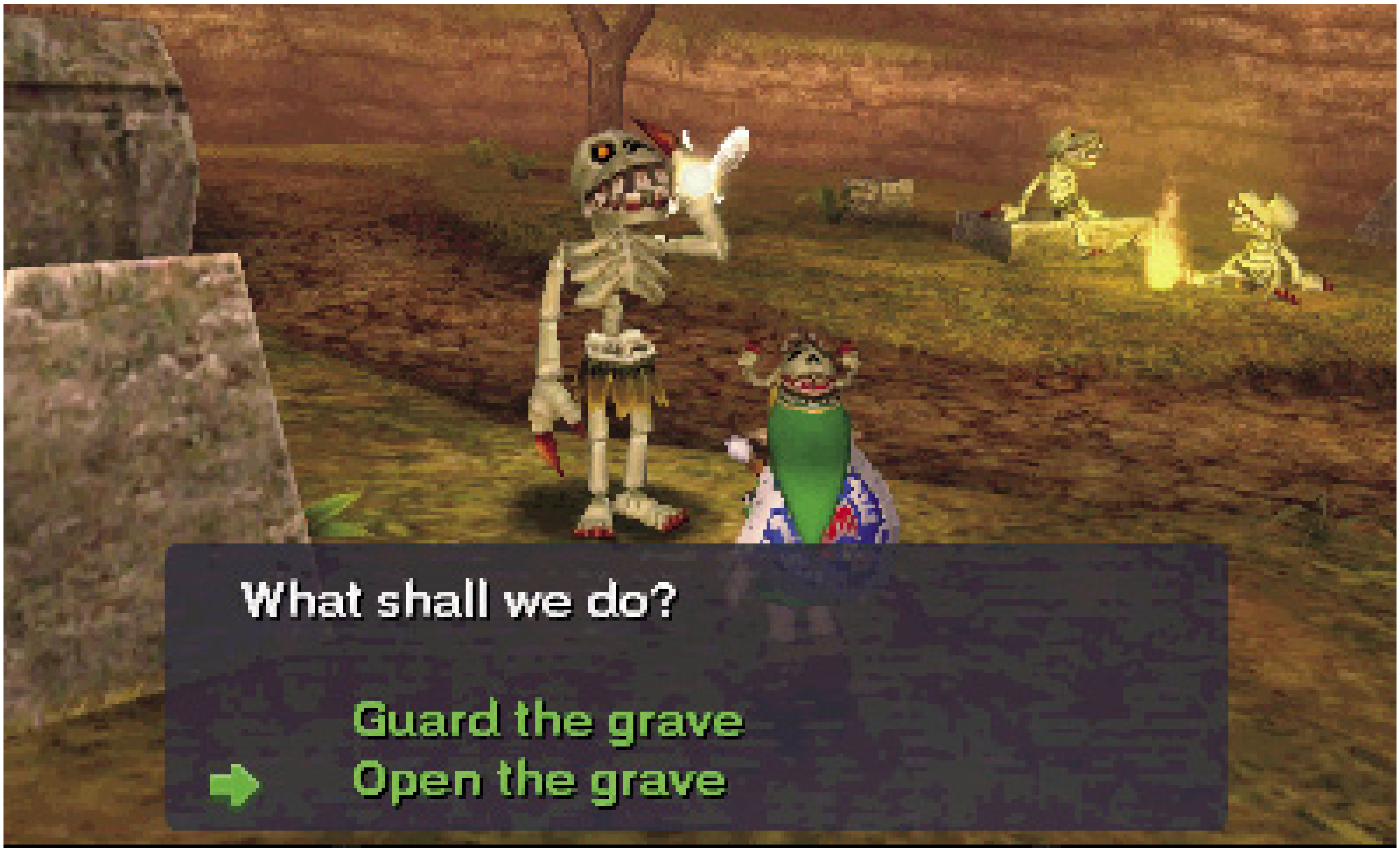


Chapter 8: Hookshot Heroics

Ikana Graveyard (Third Visit)

Your visit with the Zoras is over for the moment. Soar back to Clock Town and ride out east on Epona, returning to Ikana Graveyard for the final time.

The Final Grave

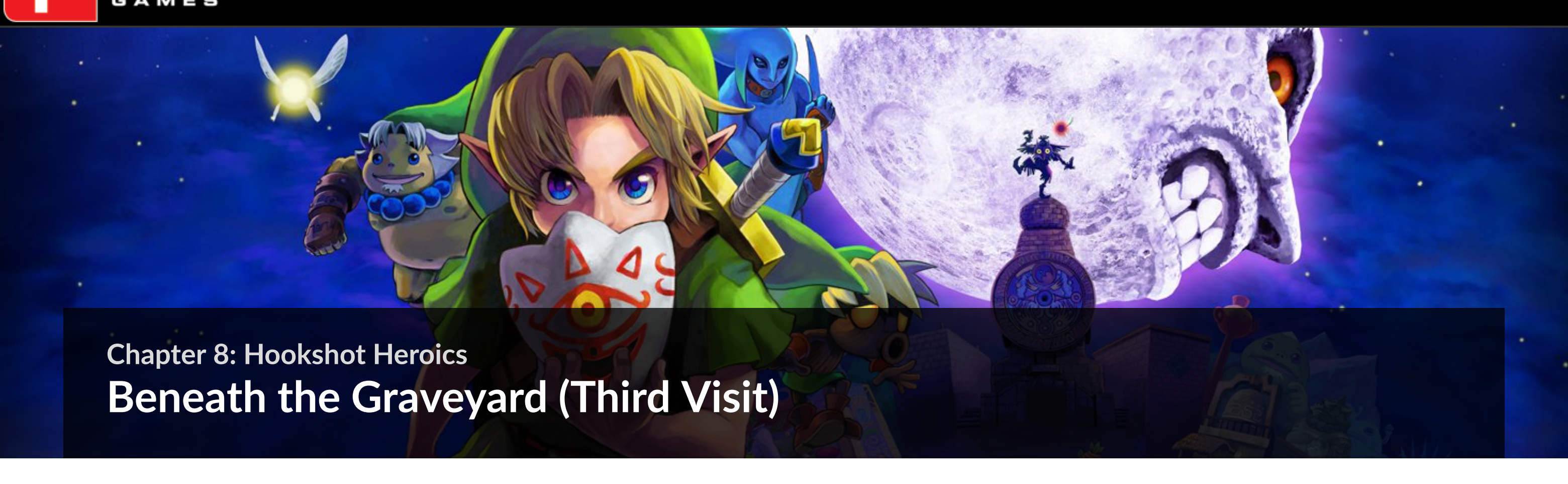


What shall we do?

Guard the grave

➡ Open the grave

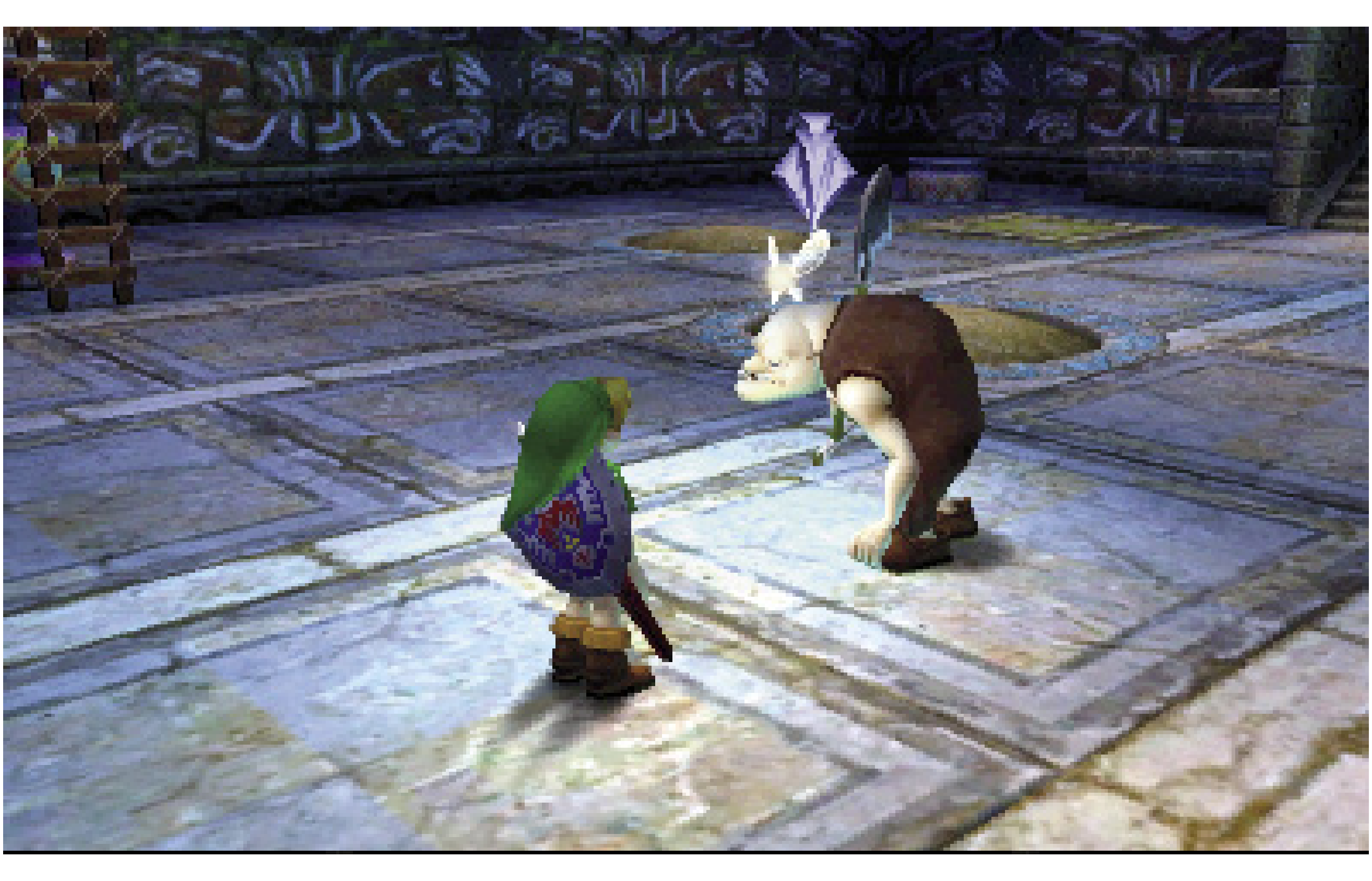
During the Night of the Final Day, the Stalchildren in Ikana Graveyard are circling yet another gravestone. Use the Song of Double Time to advance to the Night of the Final Day (any time after 6 p.m. on the Final Day) if necessary, then put on the Captain's Hat and order the Stalchildren to open the third grave. Drop inside to visit the final area of the spooky underground tomb.

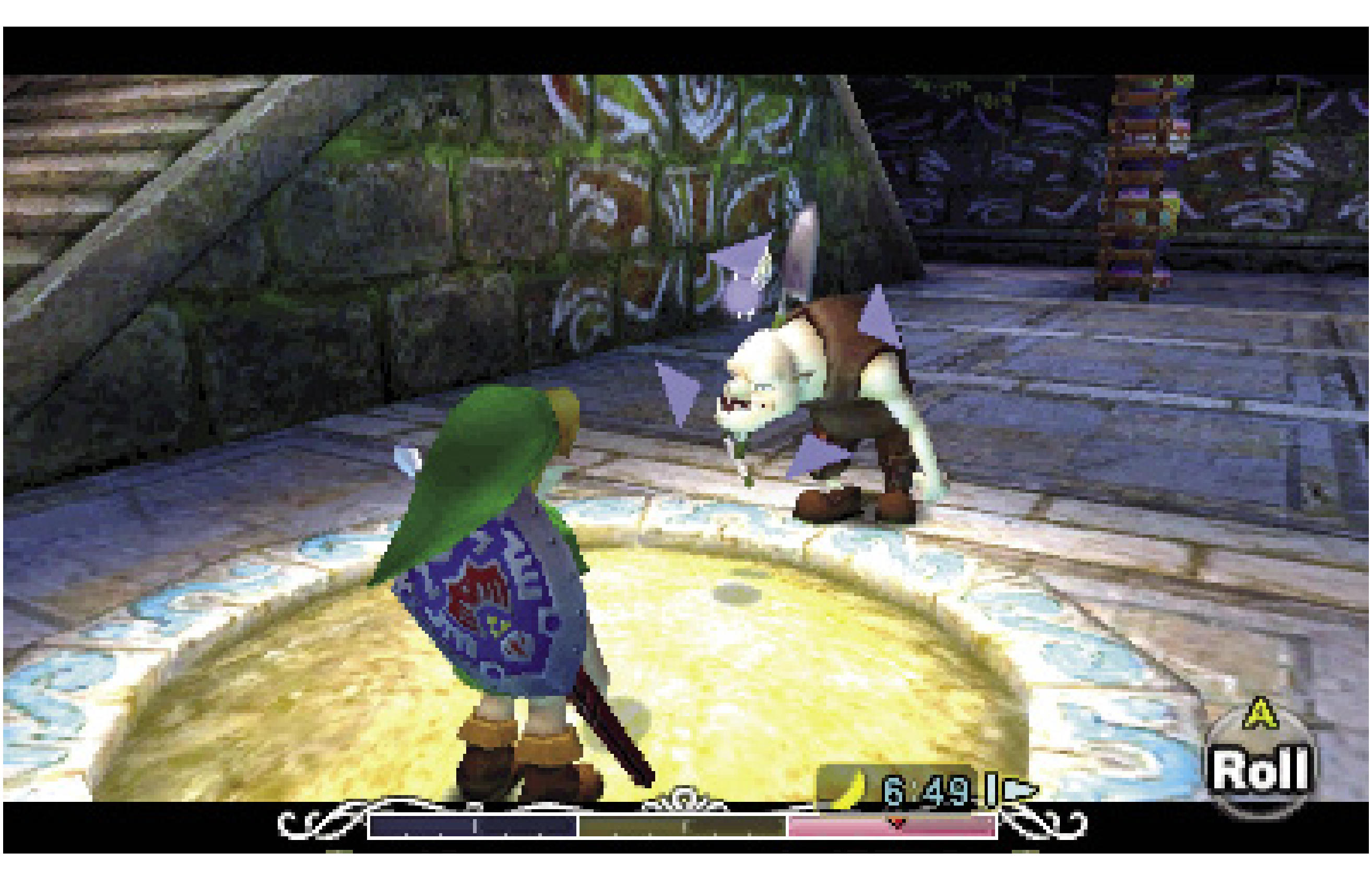


Chapter 8: Hookshot Heroics

Beneath the Graveyard (Third Visit)

Guiding the Gravekeeper



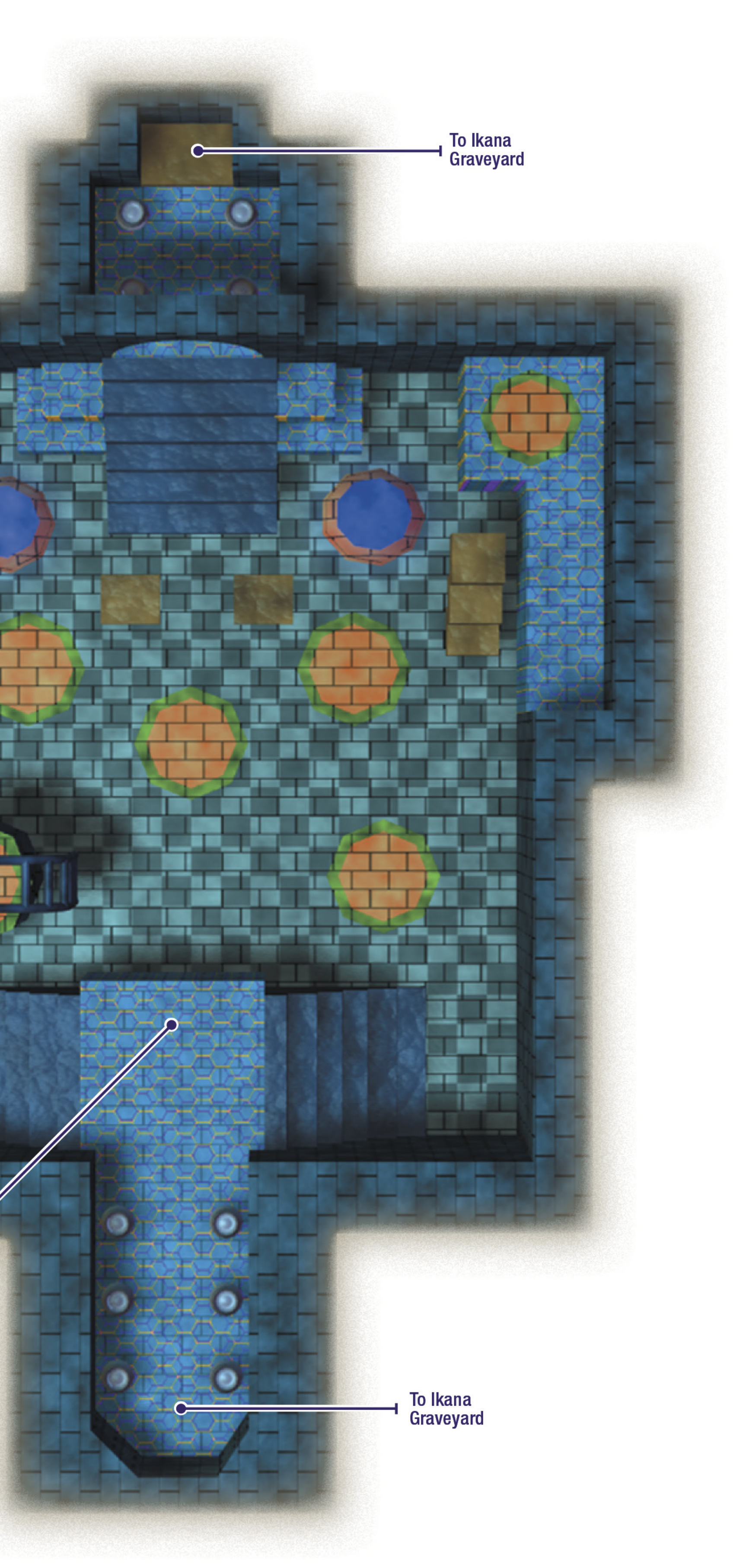


The final underground chamber is big and free of threats. Drop from the entry ledge to meet up with Dampé, Ikana Graveyard's keeper. Dampé is looking for the Royal Family's treasure, but he isn't having much luck. His torch has gone out, so he asks that Link lead him around with the light of his Fairy friend, Tatl.

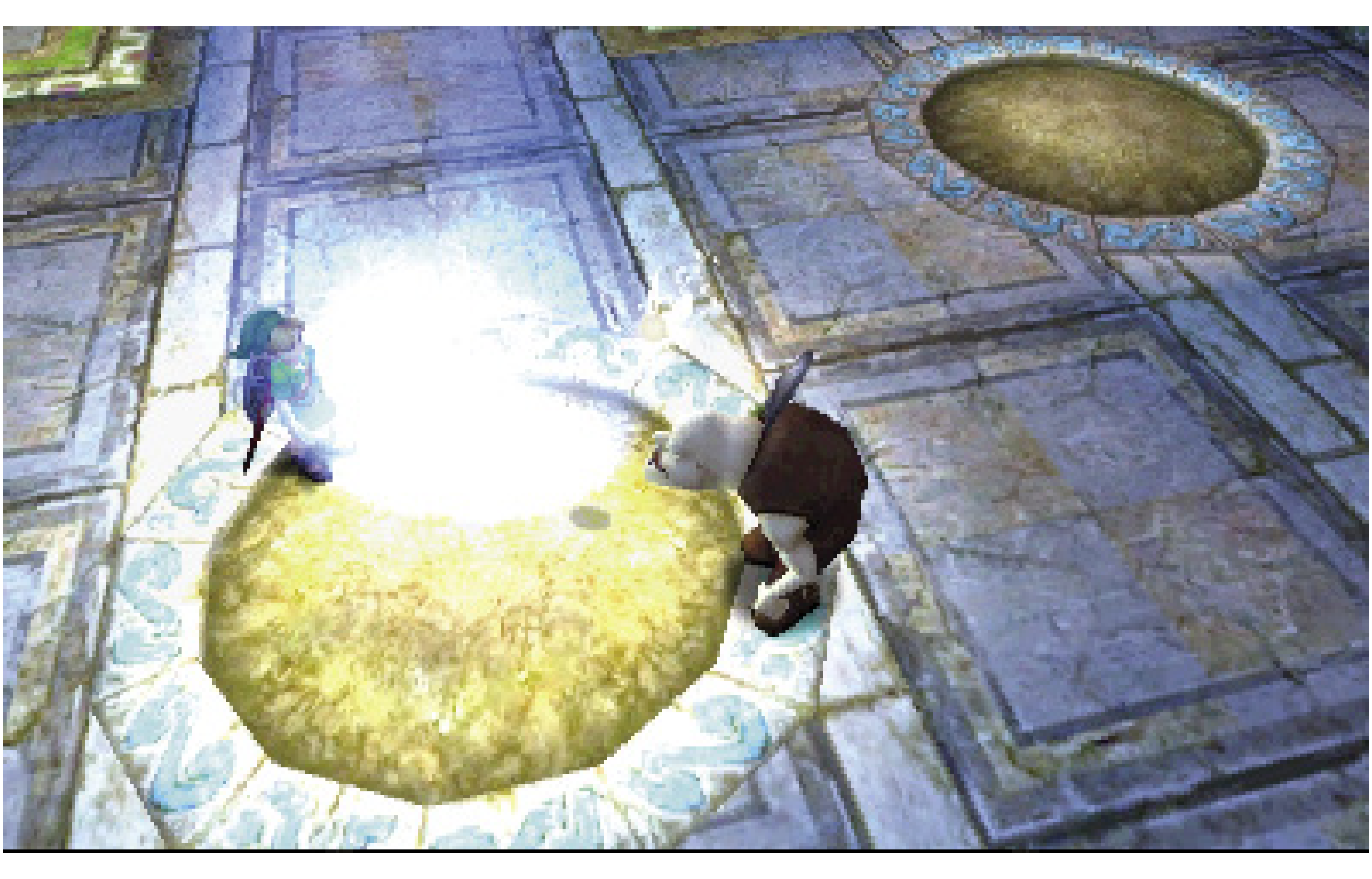
Agree to help Dampé, then L -Target him and lead him around to each of the dirt mounts in the cavern. Don't move too far from Dampé, or he'll lose you and start wandering off. Remain locked on to Dampé with L -Targeting to keep him in sight as you lead him to each dirt mound.

Treasure Chests

CHEST	CONTENTS	GOT IT?
	Piece of Heart #34	✓



When you reach a dirt mound, Dampé asks if you want him to dig. Tell him to do so, and he'll start digging. Sometimes he finds nothing, but other times, he unearths an eerie blue flame. It's these flames that you're looking for, and you need to find three of them.



Beware of Wallmaster!

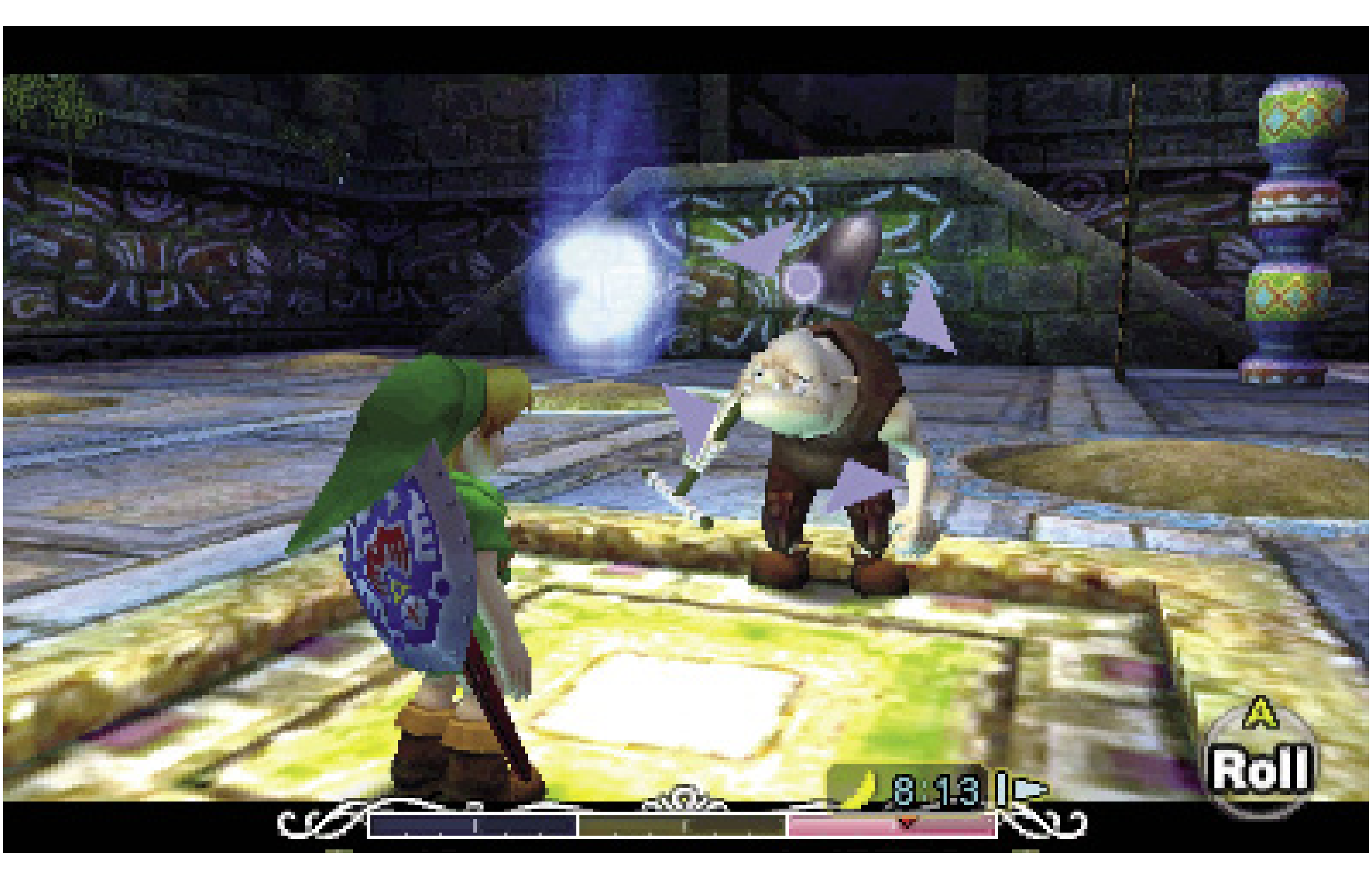
Heads up! As you lead Dampé around the cavern, a pesky Wallmaster regularly tries to get the drop on you. Don't let it grab you, or it'll take you back to the chamber's entrance, forcing you to start all over. If this happens, the blue flames will still be found in the same spots; you'll just have to guide Dampé back to those spots and dig them all up again.

Wallmaster

Damage: 1 Heart

This devious enemy's name is misleading, for Wallmasters actually drop from the ceiling, aiming to snatch Link up and return him to the entrance of the current cave or dungeon. A telltale sound and a shadow that grows on the ground beneath Link betray their arrival. Run and roll to dodge the Wallmaster's drop, then defeat the fiend before it flees. Slaying a Wallmaster prevents it from reappearing for quite some time.

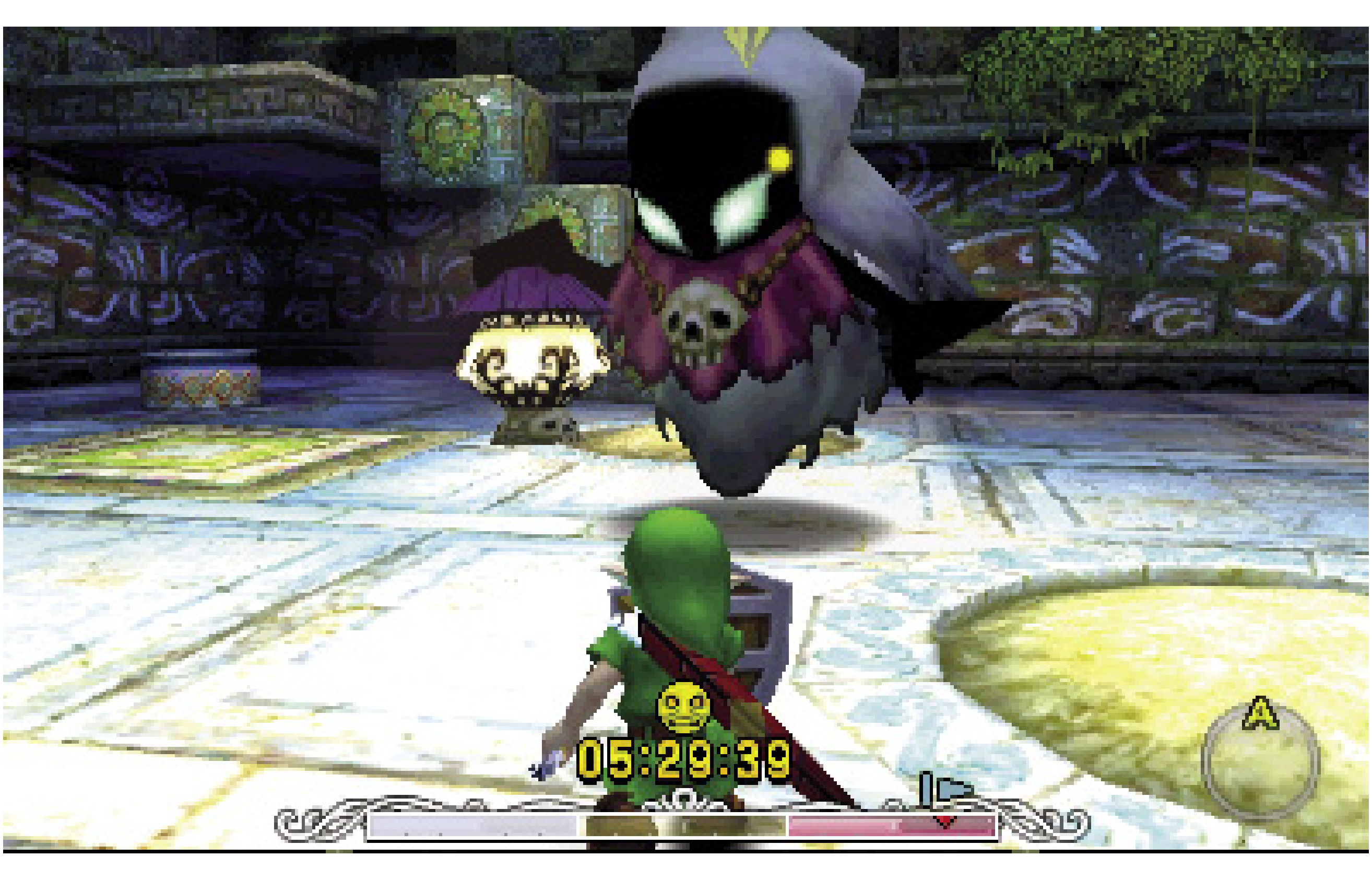
There are six dirt mounds to dig in all, and you must lead Dampé onto the room's two elevator platforms in order to reach the two higher mounds. Move Link onto one of the elevator platforms, which sinks a bit under Link's weight, and wait for Dampé to join you. Step off the platform after Dampé arrives, and the gravekeeper gets ferried up to a higher vantage. You have to find your own way up and meet him there (climb the blocks to reach the east ledge, and scale the ladder to reach the west platform). Otherwise, Dampé falls without digging. It may help to start with the elevator platforms, since they're a bit tricky.

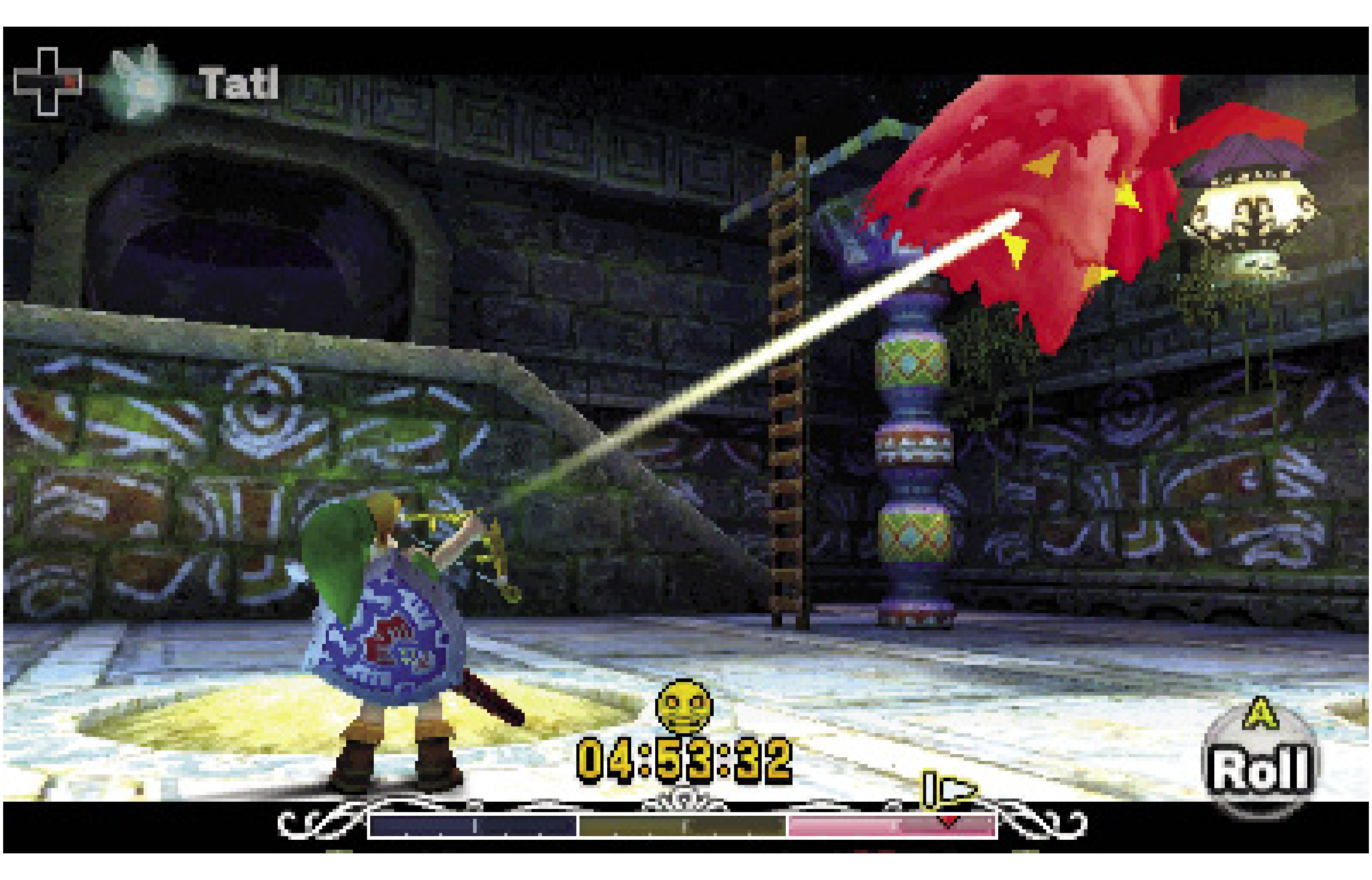


Big Poe Battle

Once you've had Dampé dig up all three blue flames, a monstrous ghost appears. Dampé runs for his life, and for good reason. It's a Big Poe!

L -Target the Big Poe, and hold R to block its spinning attack. Immediately after blocking, shoot the Big Poe with your Hero's Bow. The Big Poe's blows knock just one Heart off your life energy, so this spooky specter really isn't all that scary. You can shoot the Big Poe only once with the Hero's Bow after blocking it, and you can't shoot it while it's spinning.

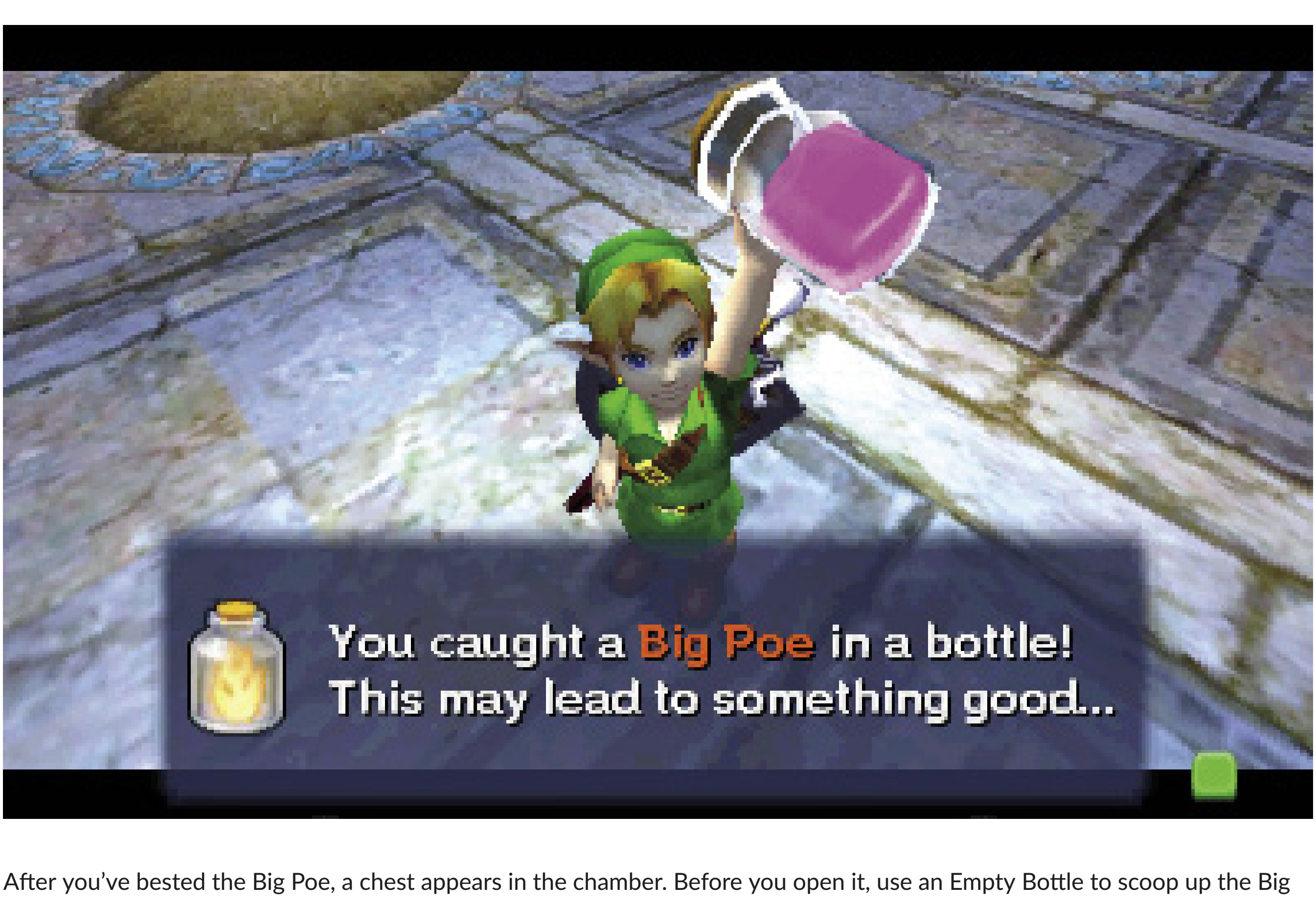




Additional Arrows

Smash the jars at either end of the chamber to find arrows, Recovery Hearts, and other useful items, including a Purple Rupee.

Mini-boss in a Bottle

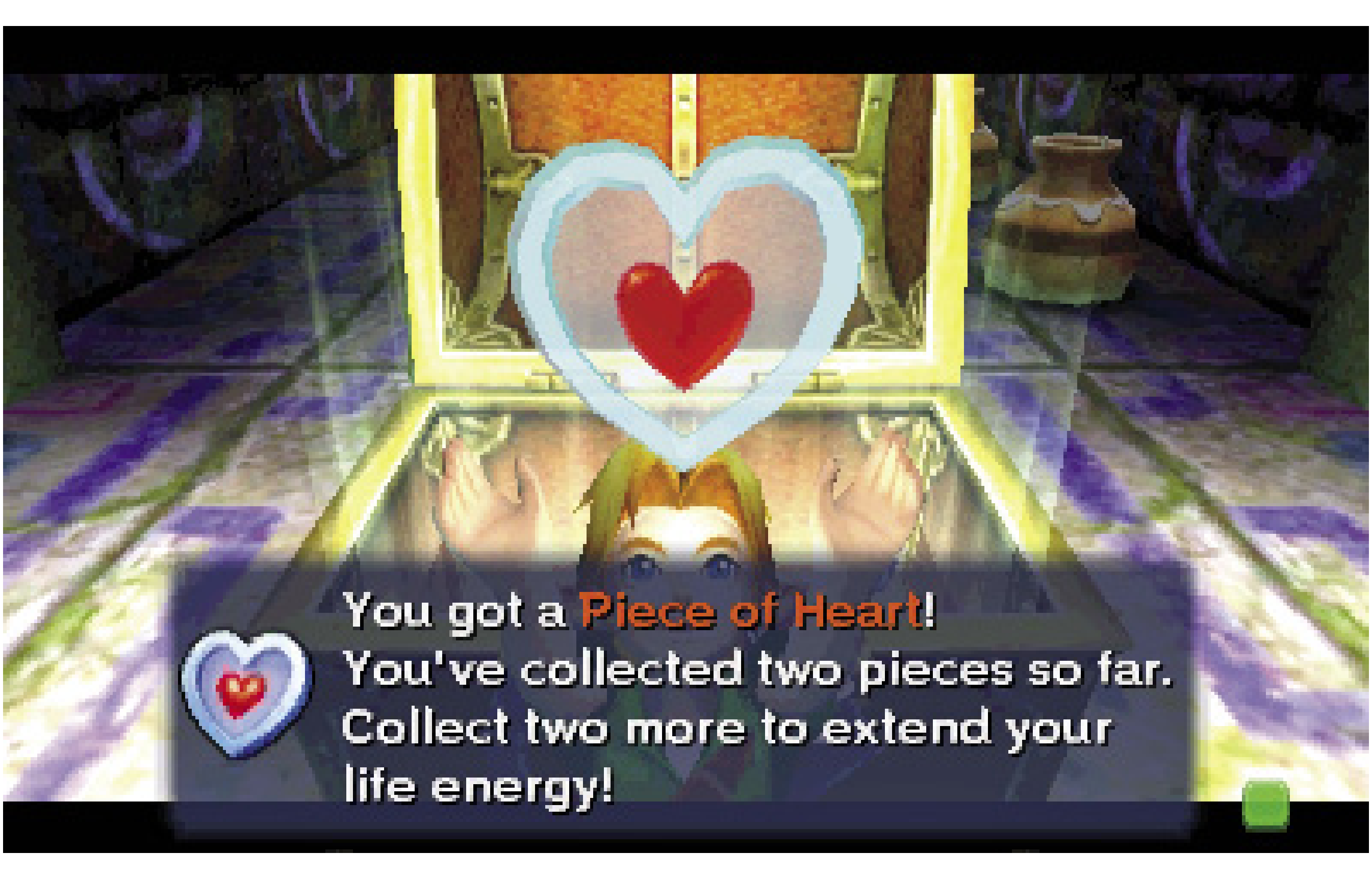


You caught a Big Poe in a bottle!
This may lead to something good...

After you've bested the Big Poe, a chest appears in the chamber. Before you open it, use an Empty Bottle to scoop up the Big Poe's soul.

Big Poe's Soul

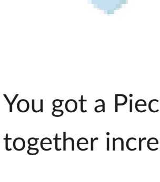
You caught a Big Poe in a bottle! This may lead to something good...



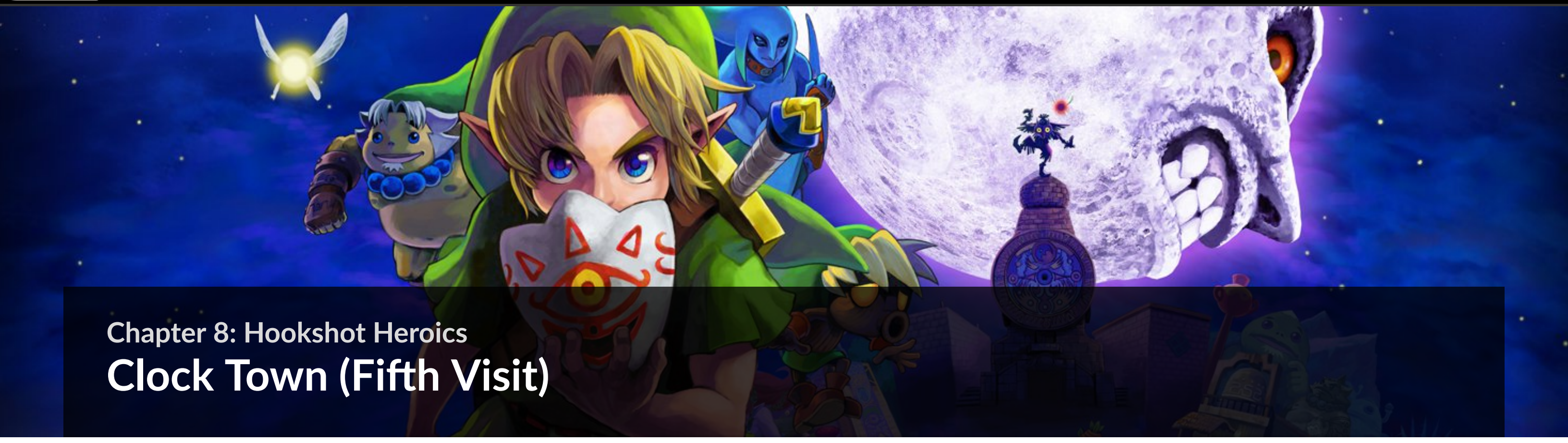
You got a Piece of Heart!
You've collected two pieces so far.
Collect two more to extend your life energy!

With the Big Poe's soul safely bottled up, open the chest that has appeared near the entrance to claim a Piece of Heart. It's a worthy reward for such a hard-fought battle.

Piece of Heart #34



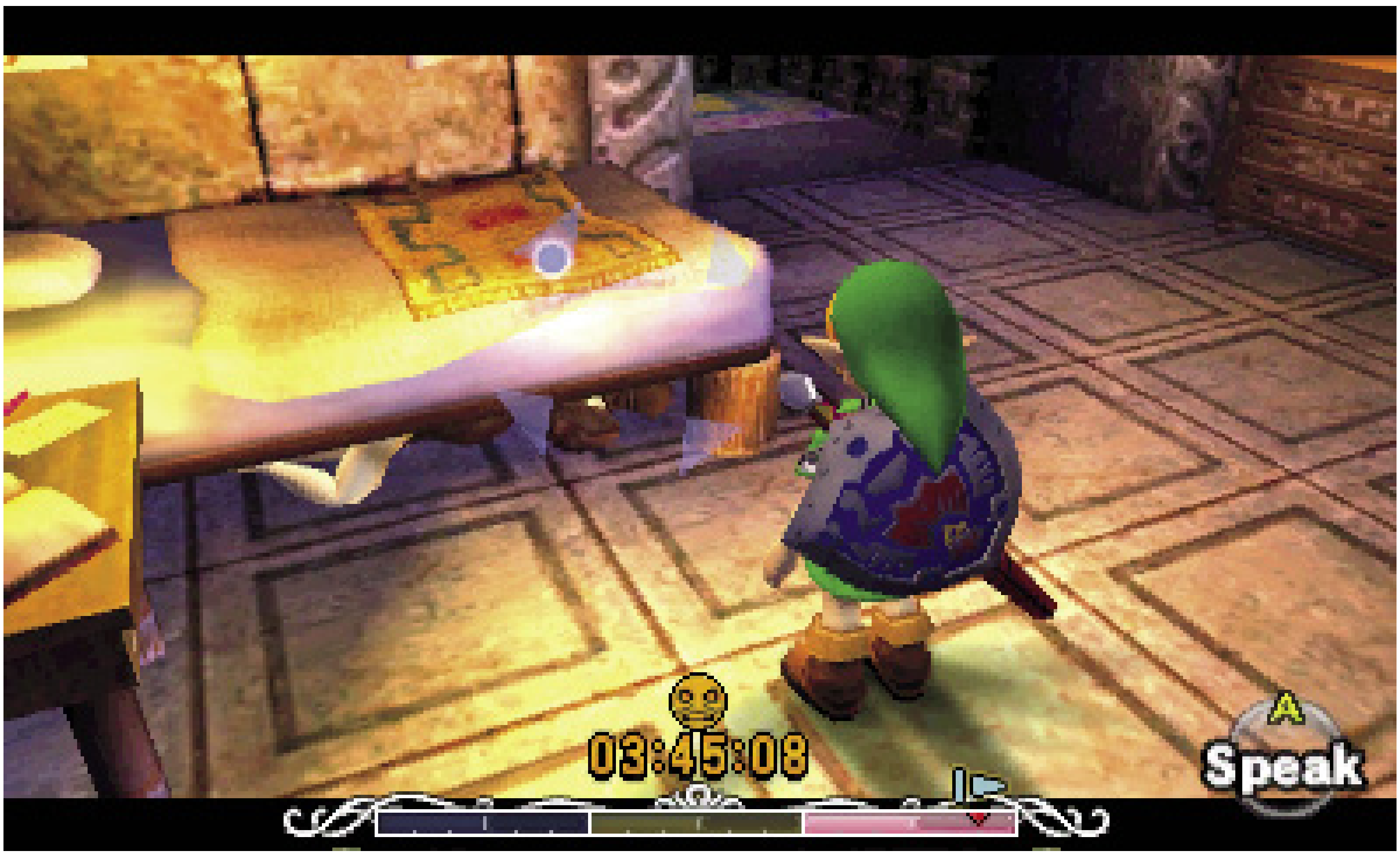
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.



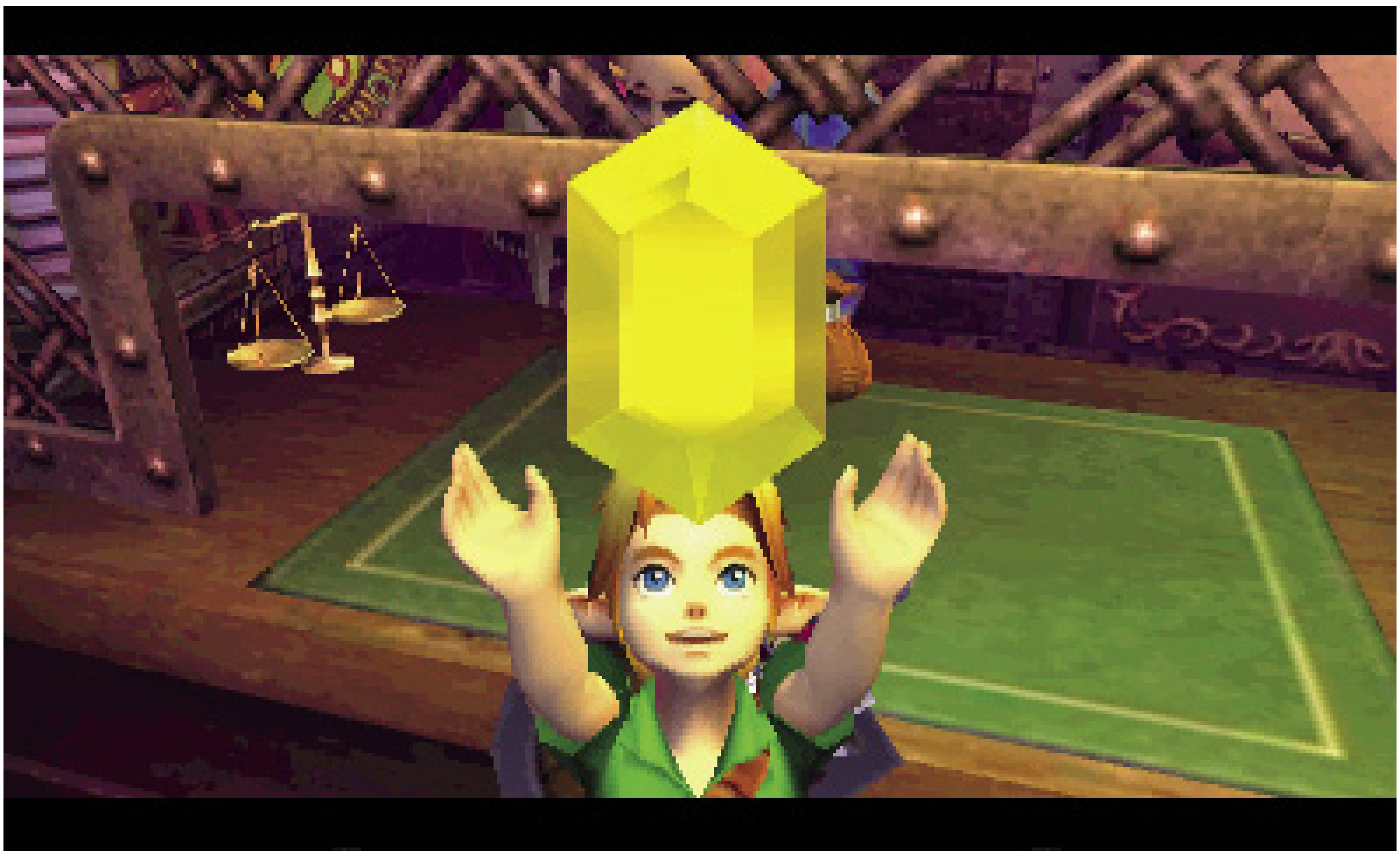
Chapter 8: Hookshot Heroics

Clock Town (Fifth Visit)

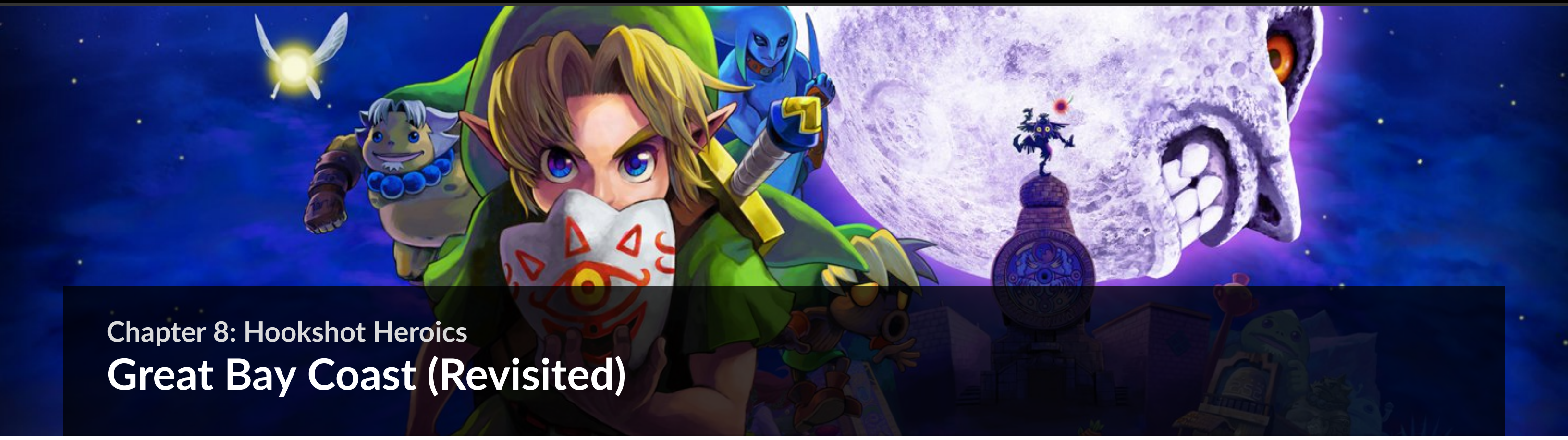
Poe to Rich



The stairs at the chamber's north end lead up to Dampé's house. Time's running out, so you'd better save soon. Go upstairs to find Dampé cowering under the bed. There's no time to soothe him; soar to Clock Town and deposit your Rupees, then go to the Curiosity Shop in West Clock Town.



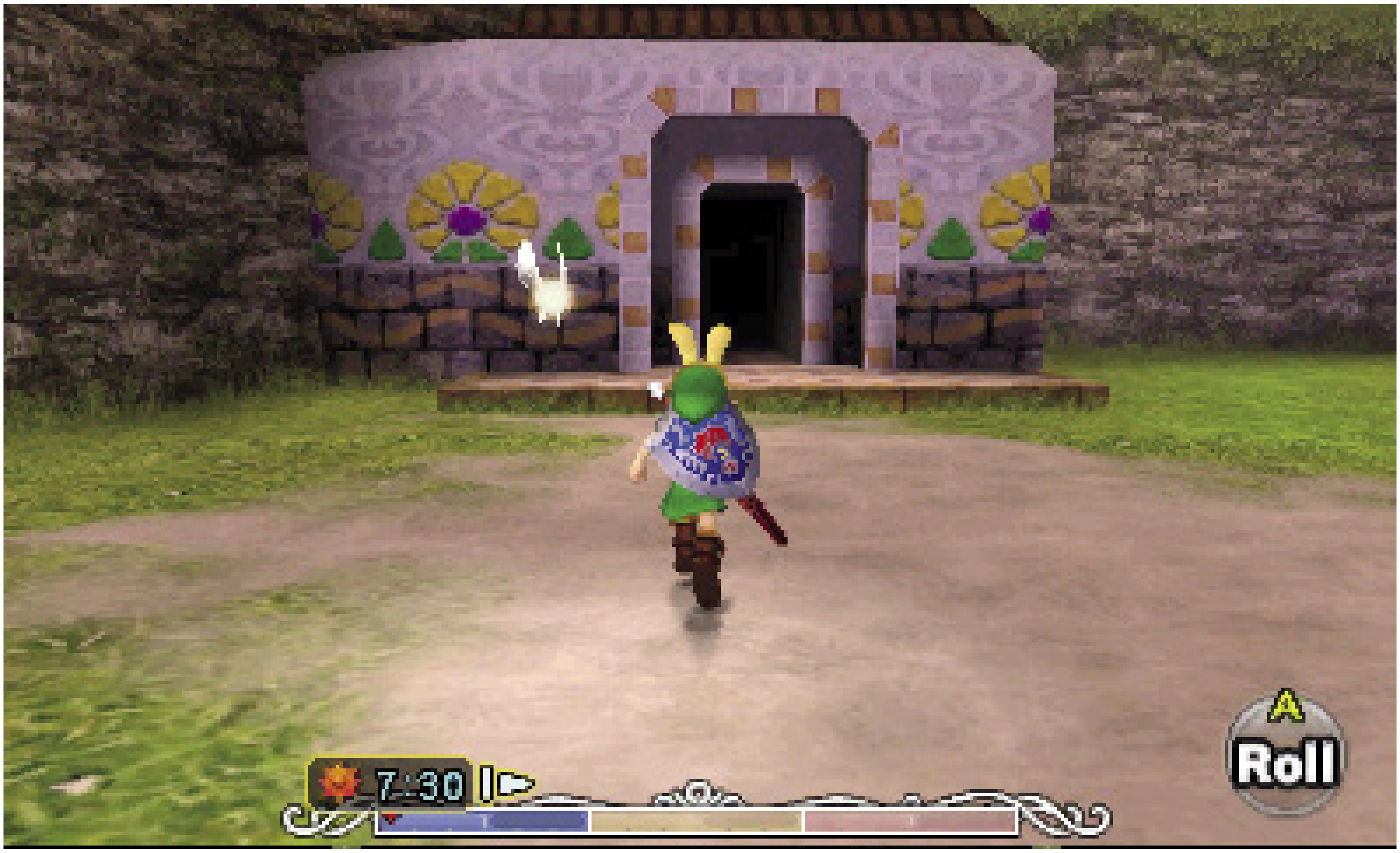
The Curiosity Shop opens after 10 p.m., and the man who runs the shop buys just about anything, including the Big Poe's soul that you've recently captured. Step up to the window, and choose to sell an item. Show the man the Big Poe's soul that you caught, and he'll offer to buy it for a Huge Rupee. That's worth a whopping 200 Rupees! Make the deal, and then deposit the proceeds into your bank account, as well. Save your progress, and then reset to the Dawn of the First Day with the Song of Time.



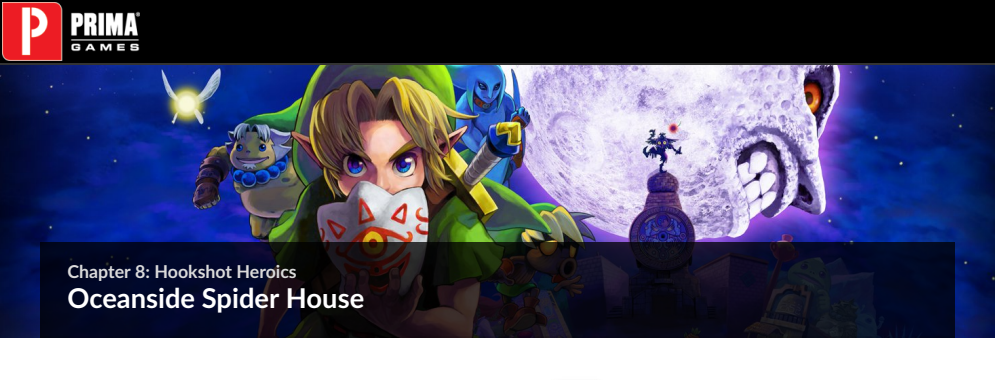
Chapter 8: Hookshot Heroics

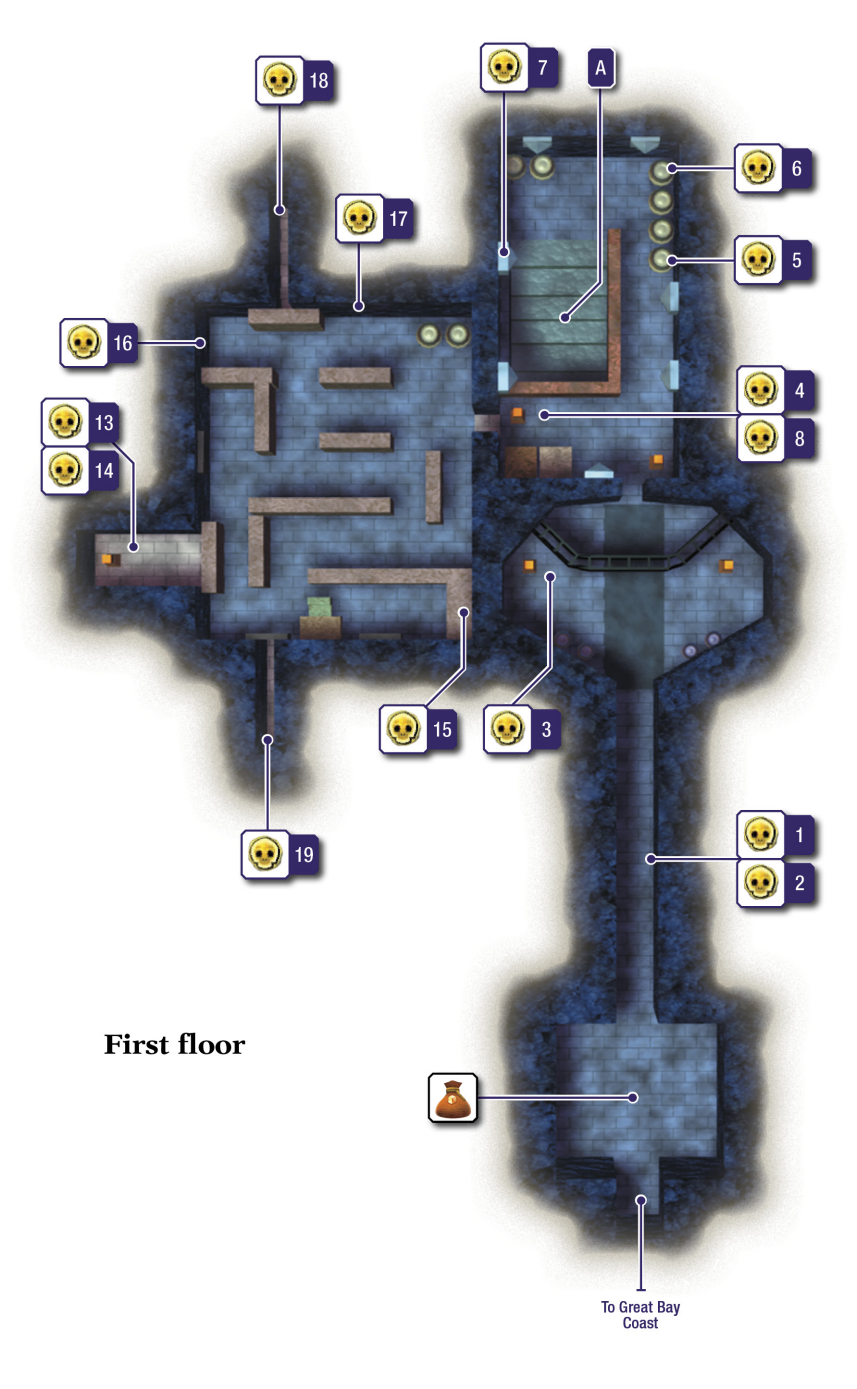
Great Bay Coast (Revisited)

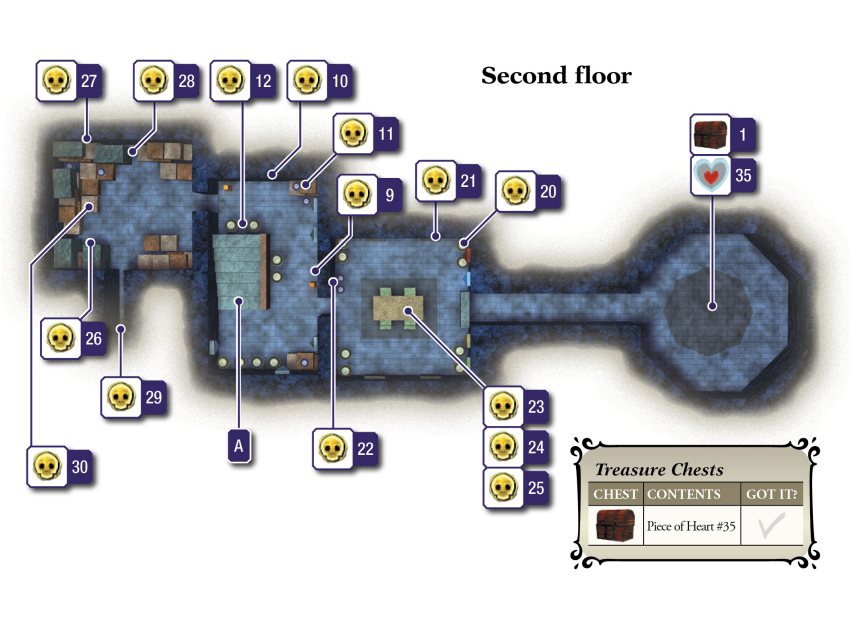
Back to the Bay



You've accomplished quite a lot, but there's still more to do. After resetting to the Dawn of the First Day, play the Inverted Song of Time to slow down time as usual, then soar to Mountain Village. Slash the small snowballs near the Mountain Village owl statue to find arrows and bombs, then soar to the Great Bay Coast. When you arrive, swim east to the beach, and then enter the unmarked stone building near the Fisherman's Hut to visit the Oceanside Spider House.



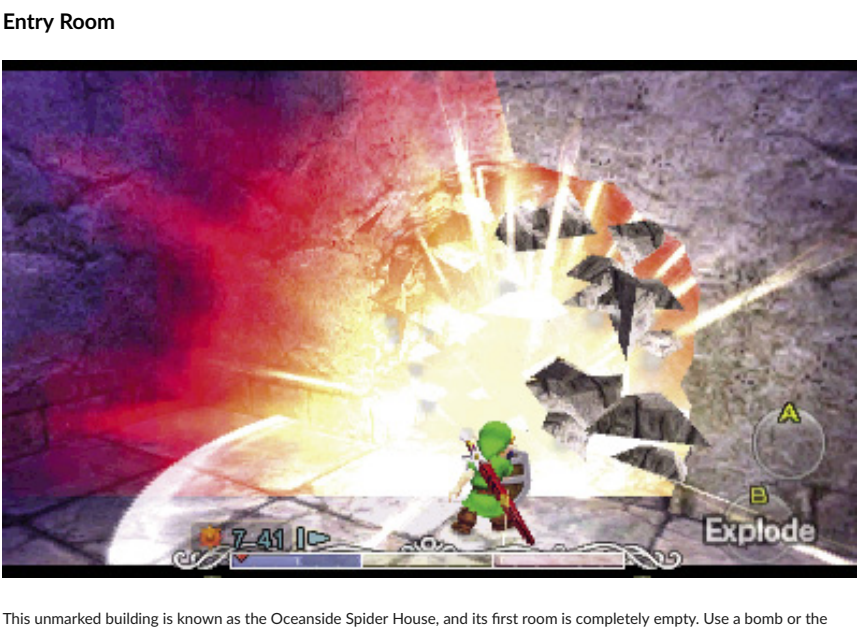




Treasure Chests

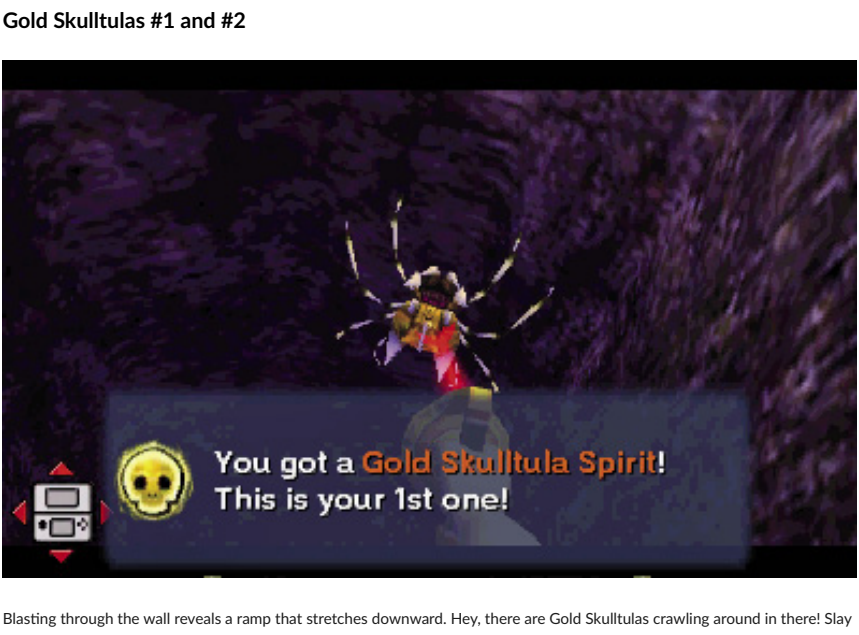
CHEST	CONTENTS	GOT IT?
1	Piece of Heart #35	✓

Entry Room



This unmarked building is known as the Oceanside Spider House, and its first room is completely empty. Use a bomb or the Blast Mask to blast through the cracked wall, remembering to raise your shield for safety.

Gold Skulltulas #1 and #2



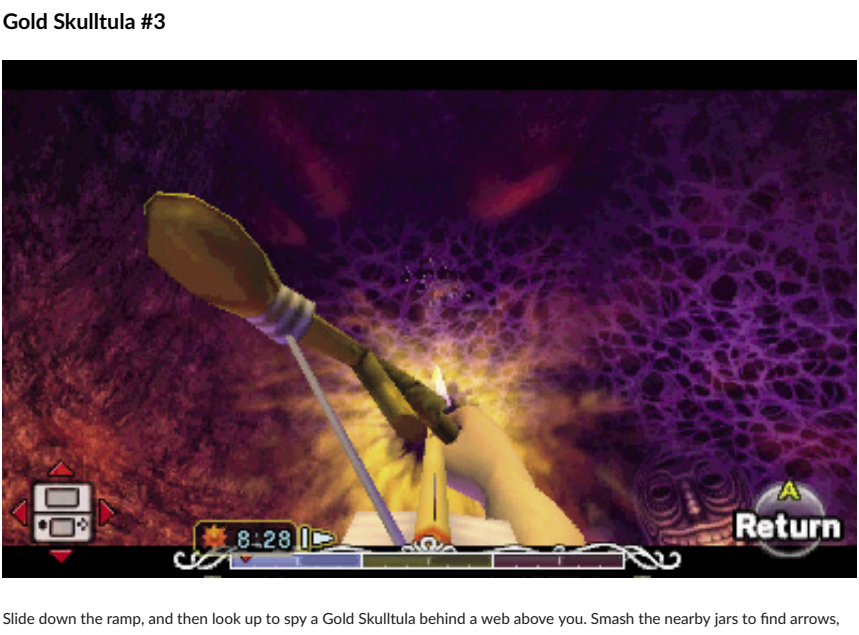
You got a Gold Skulltula Spirit!
This is your 1st one!

Blasting through the wall reveals a ramp that stretches downward. Hey, there are Gold Skulltulas crawling around in there! Slay the two Gold Skulltulas on the ramp with the Hookshot, then use the Hookshot again to snatch their leftover spirits. If you accidentally slide down the ramp and can't seem to reach the two Gold Skulltulas, put on the Goron Mask, and roll back up.

Spiders, Man

Like the Swamp Spider House, which you explored back in the Southern Swamp, the Oceanside Spider House is filled with 30 Gold Skulltulas for you to find. You'll receive a special prize if you can obtain all 30 Gold Skulltula Spirits within a single day.

Gold Skulltula #3

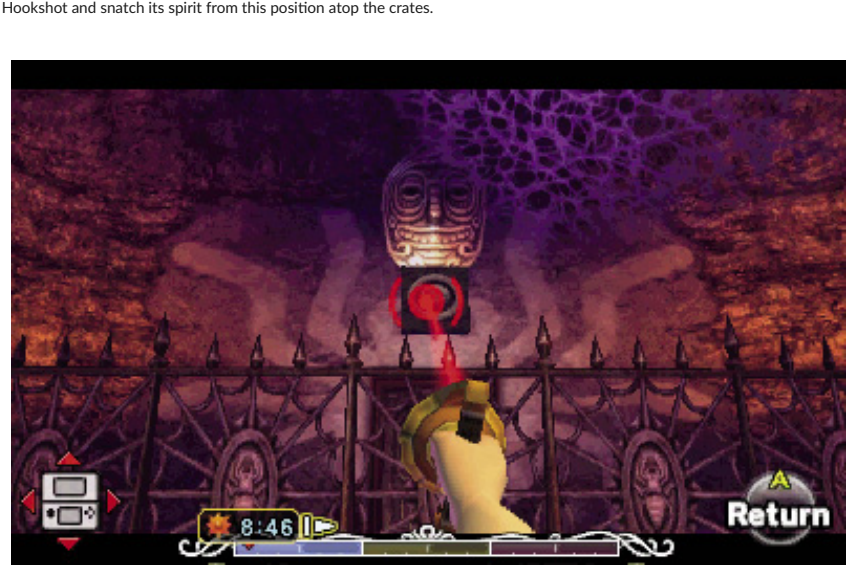


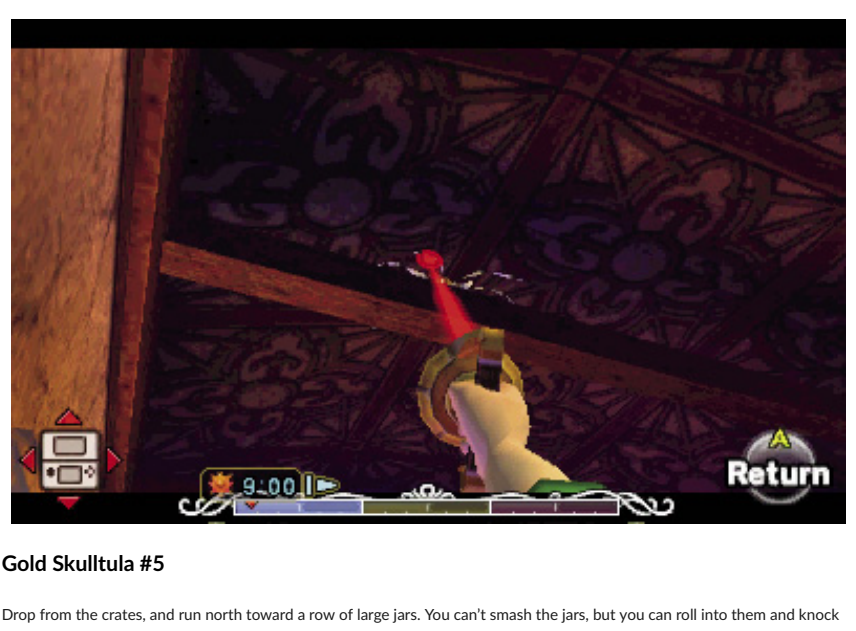
Slide down the ramp, and then look up to spy a Gold Skulltula behind a web above you. Smash the nearby jars to find arrows, then use a Fire Arrow to melt the web that's covering the Gold Skulltula. Use the Hookshot afterward to slay the Gold Skulltula, and then grab its spirit.

Gold Skulltula #4

Hookshot the anchor point on the north wall to zip over the room's fence, then proceed through the north door to visit the stairwell.

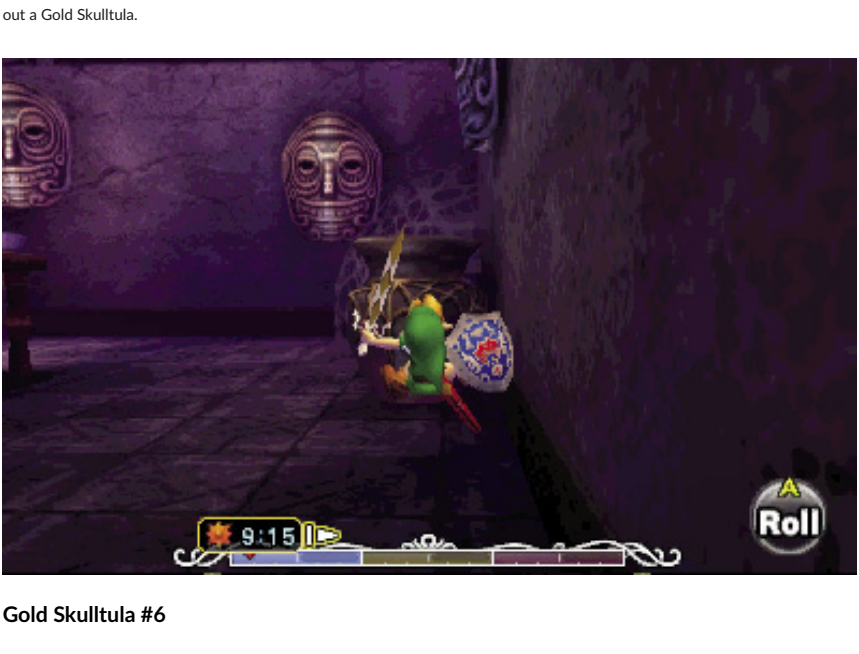
After passing through the door, turn left, and climb onto the crates in the room's southwest corner. Look up and spy a Gold Skulltula crawling along the top of a ceiling rafter. This one's tough to hit, but with careful aim, you can defeat it with the Hookshot and snatch its spirit from this position atop the crates.



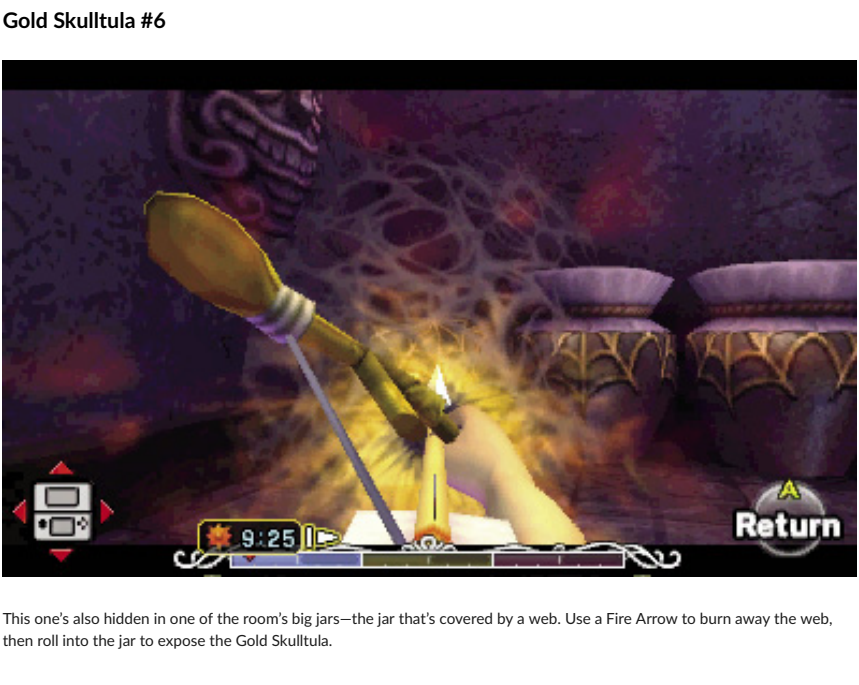


Gold Skulltula #5

Drop from the crates, and run north toward a row of large jars. You can't smash the jars, but you can roll into them and knock out a Gold Skulltula.

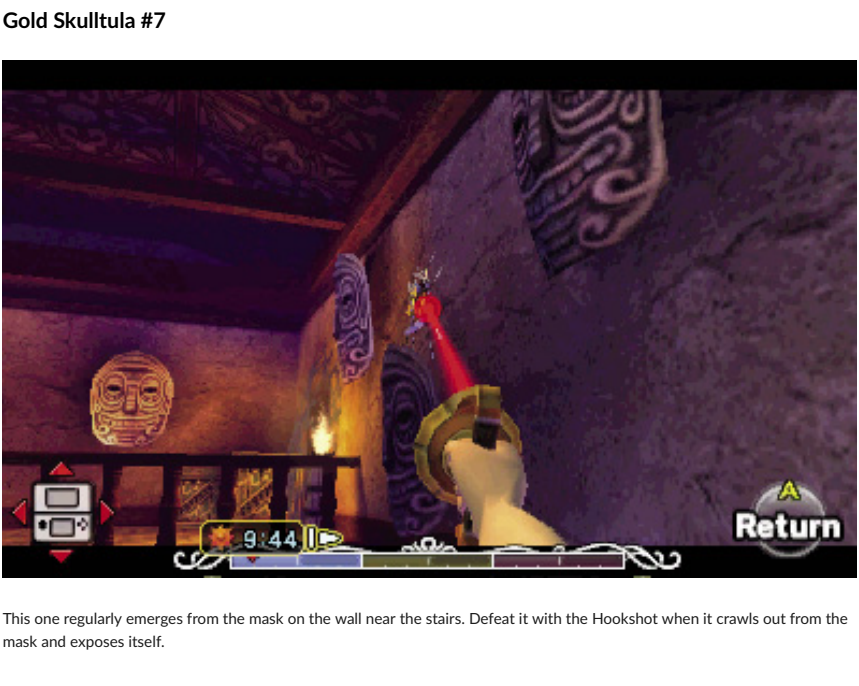


Gold Skulltula #6



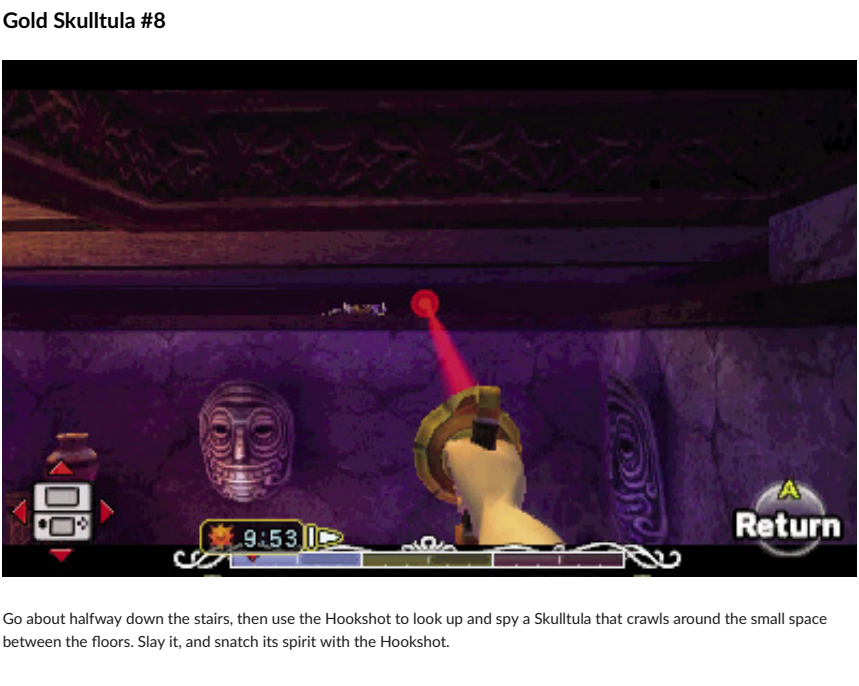
This one's also hidden in one of the room's big jars—the jar that's covered by a web. Use a Fire Arrow to burn away the web, then roll into the jar to expose the Gold Skulltula.

Gold Skulltula #7



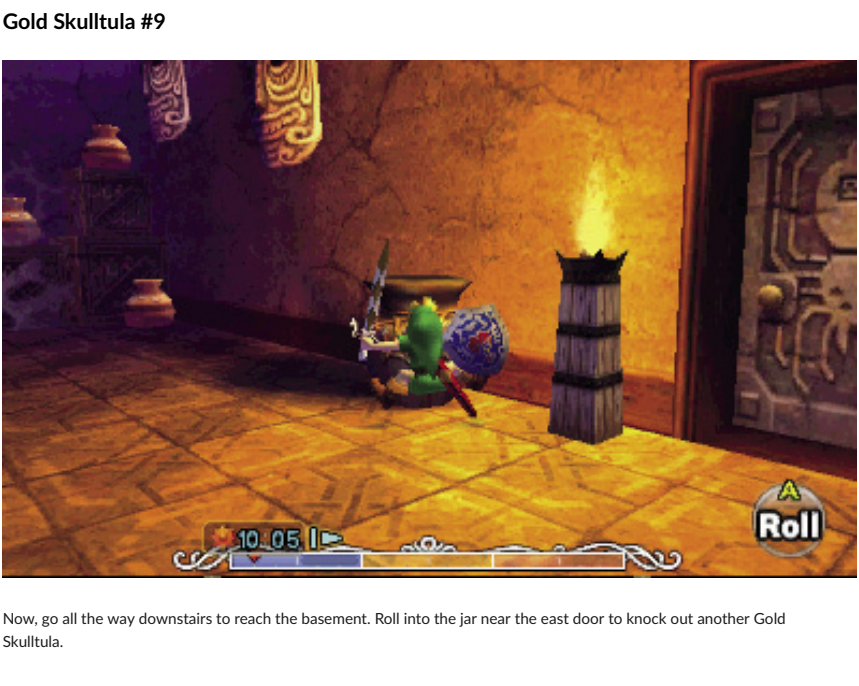
This one regularly emerges from the mask on the wall near the stairs. Defeat it with the Hookshot when it crawls out from the mask and exposes itself.

Gold Skulltula #8



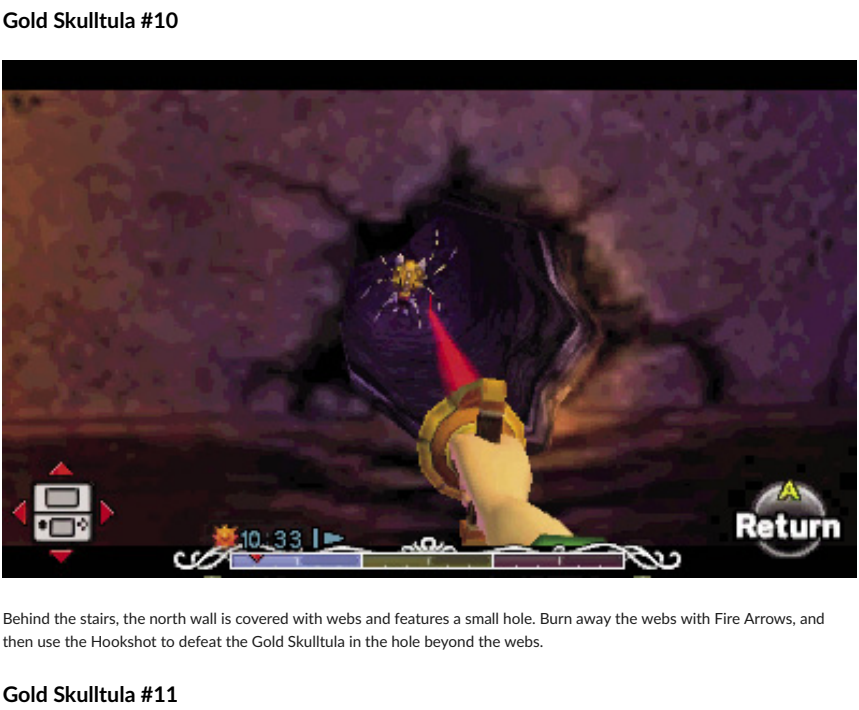
Go about halfway down the stairs, then use the Hookshot to look up and spy a Skulltula that crawls around the small space between the floors. Slay it, and snatch its spirit with the Hookshot.

Gold Skulltula #9



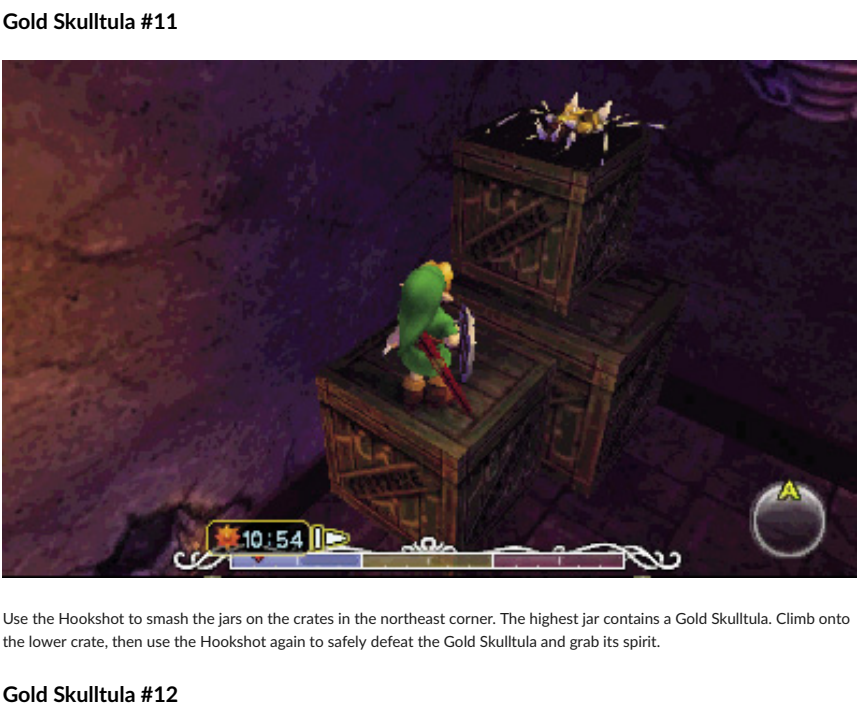
Now, go all the way downstairs to reach the basement. Roll into the jar near the east door to knock out another Gold Skulltula.

Gold Skulltula #10



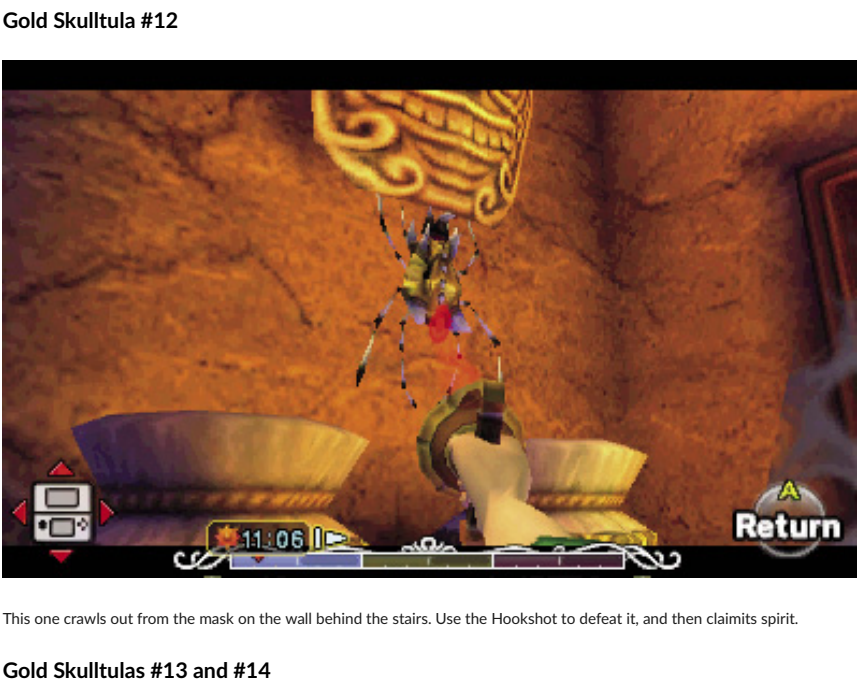
Behind the stairs, the north wall is covered with webs and features a small hole. Burn away the webs with Fire Arrows, and then use the Hookshot to defeat the Gold Skulltula in the hole beyond the webs.

Gold Skulltula #11



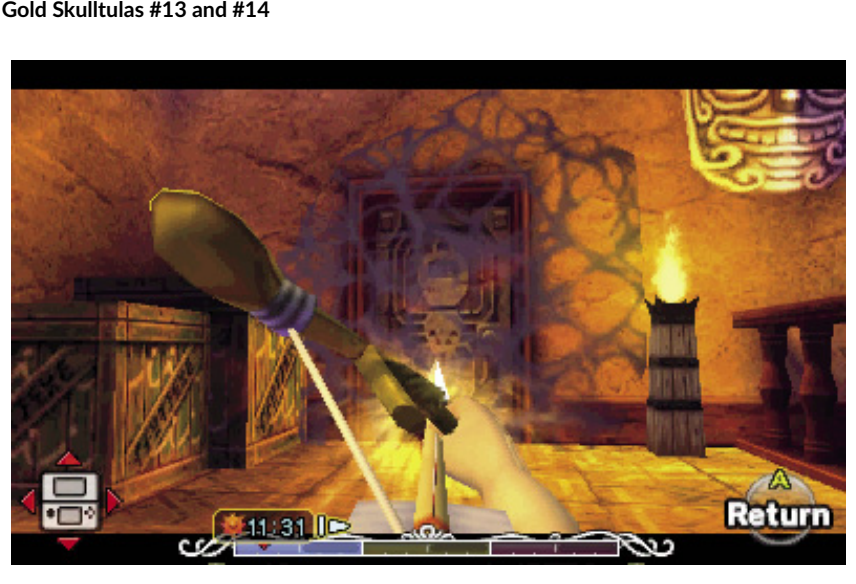
Use the Hookshot to smash the jars on the crates in the northeast corner. The highest jar contains a Gold Skulltula. Climb onto the lower crate, then use the Hookshot again to safely defeat the Gold Skulltula and grab its spirit.

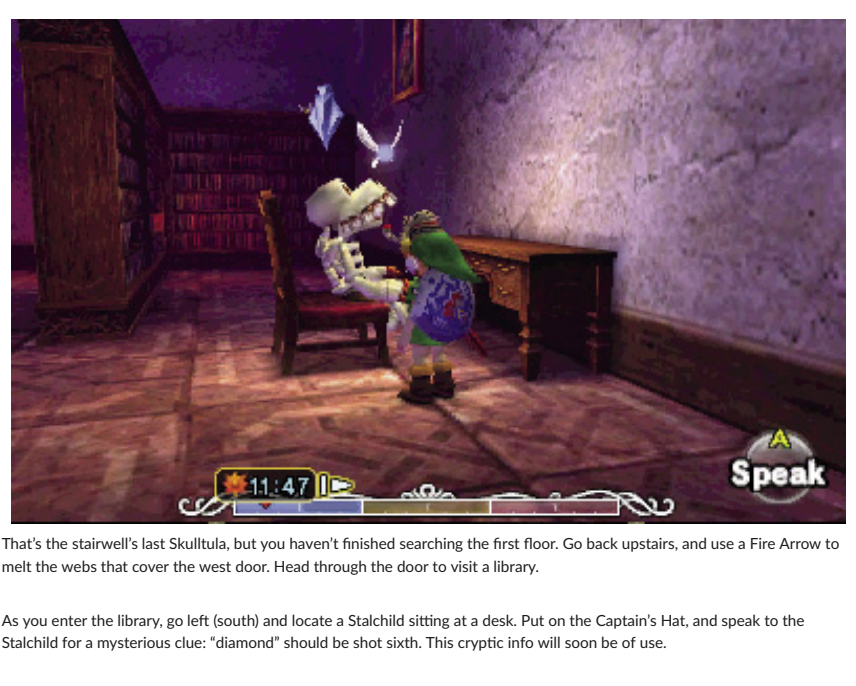
Gold Skulltula #12



This one crawls out from the mask on the wall behind the stairs. Use the Hookshot to defeat it, and then claimits spirit.

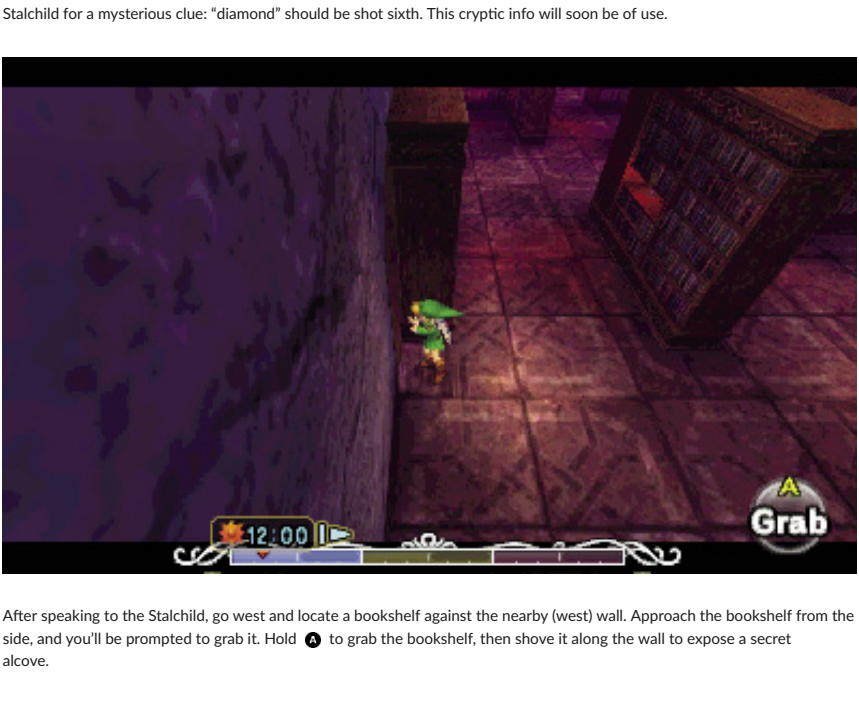
Gold Skulltulas #13 and #14



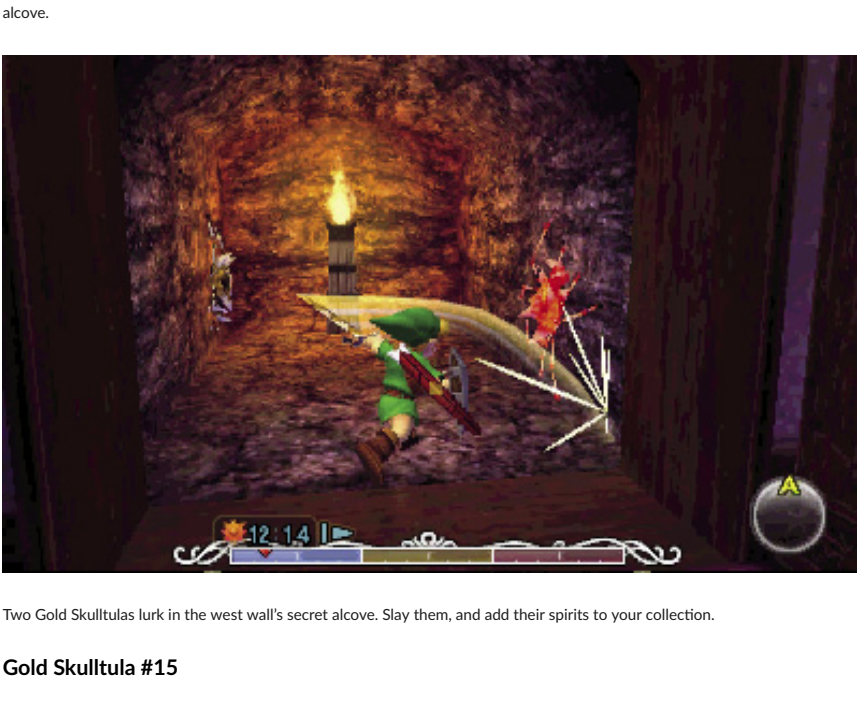


That's the stairwell's last Skulltula, but you haven't finished searching the first floor. Go back upstairs, and use a Fire Arrow to melt the webs that cover the west door. Head through the door to visit a library.

As you enter the library, go left (south) and locate a Stalchild sitting at a desk. Put on the Captain's Hat, and speak to the Stalchild for a mysterious clue: "diamond" should be shot sixth. This cryptic info will soon be of use.

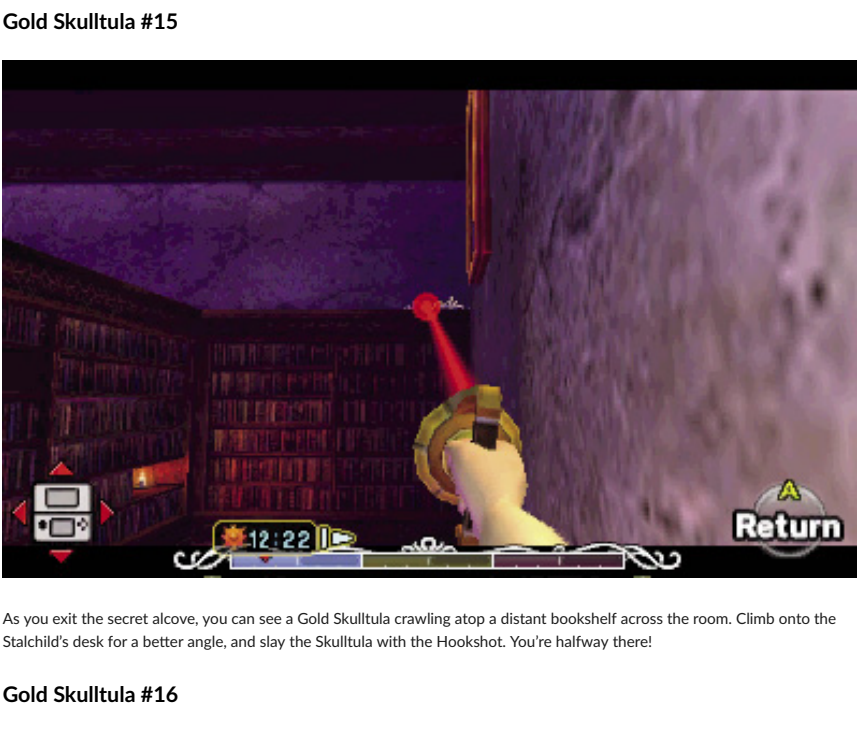


After speaking to the Stalchild, go west and locate a bookshelf against the nearby (west) wall. Approach the bookshelf from the side, and you'll be prompted to grab it. Hold Ⓐ to grab the bookshelf, then shove it along the wall to expose a secret alcove.



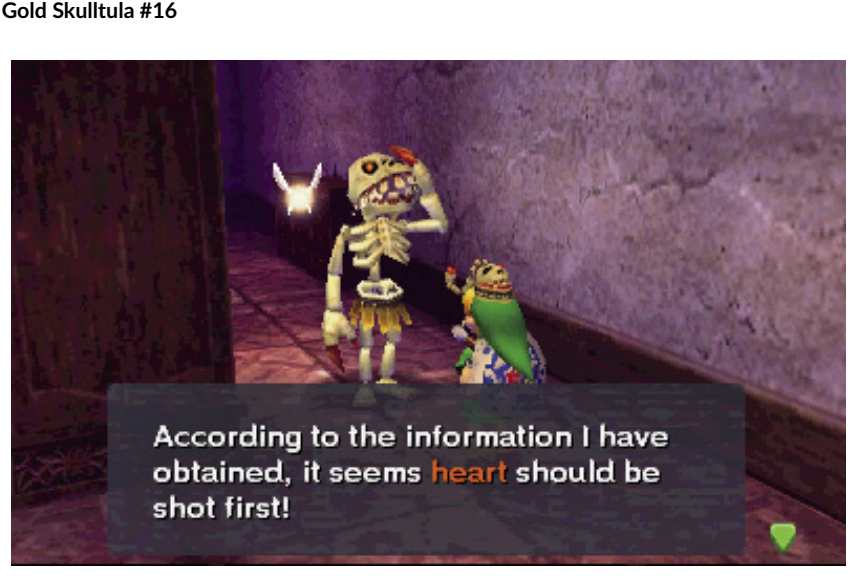
Two Gold Skulltulas lurk in the west wall's secret alcove. Slay them, and add their spirits to your collection.

Gold Skulltula #15

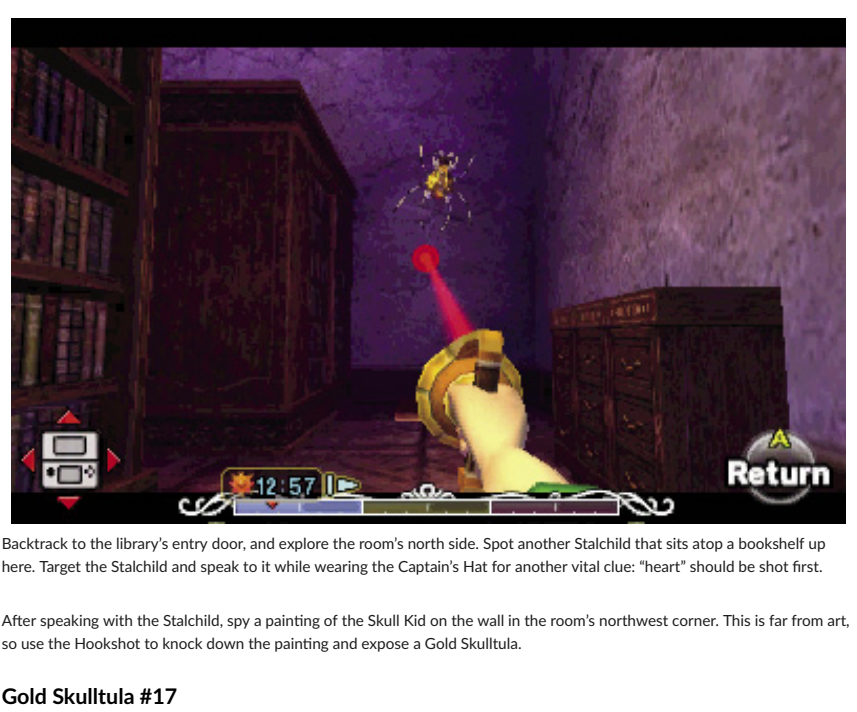


As you exit the secret alcove, you can see a Gold Skulltula crawling atop a distant bookshelf across the room. Climb onto the Stalchild's desk for a better angle, and slay the Skulltula with the Hookshot. You're halfway there!

Gold Skulltula #16



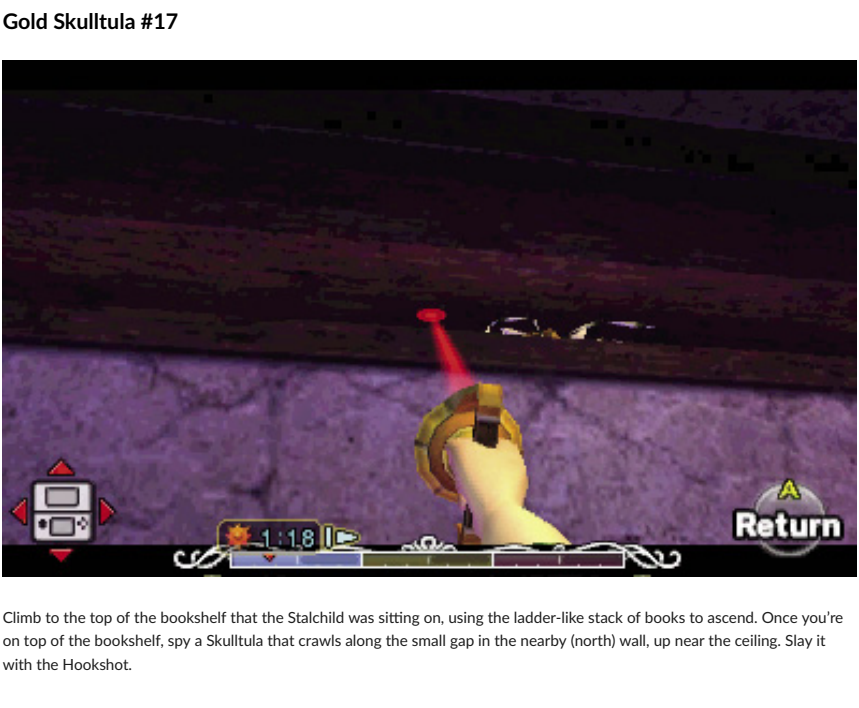
According to the information I have obtained, it seems heart should be shot first!



Backtrack to the library's entry door, and explore the room's north side. Spot another Stalchild that sits atop a bookshelf up here. Target the Stalchild and speak to it while wearing the Captain's Hat for another vital clue: "heart" should be shot first.

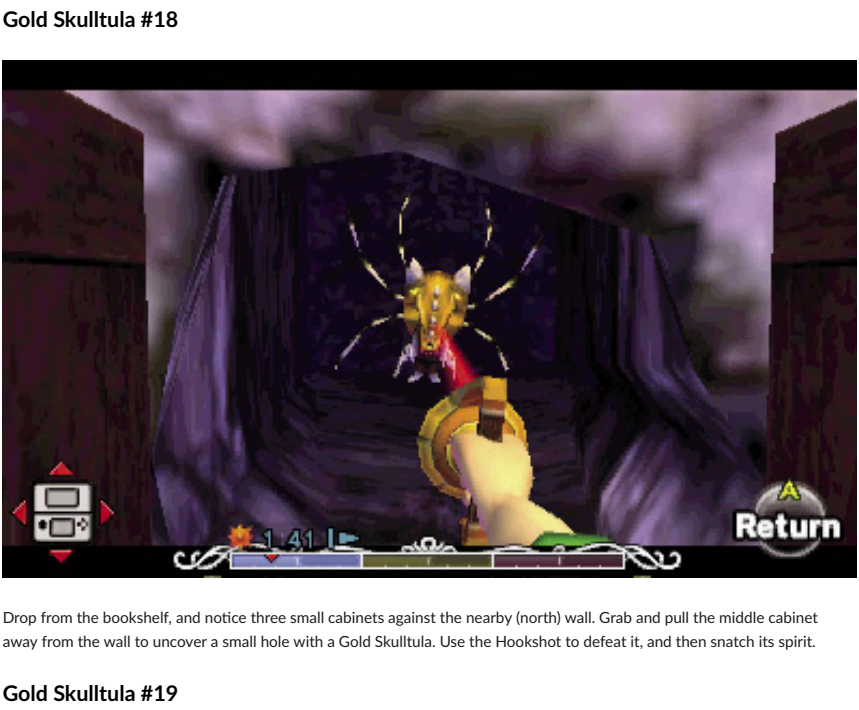
After speaking with the Stalchild, spy a painting of the Skull Kid on the wall in the room's northwest corner. This is far from art, so use the Hookshot to knock down the painting and expose a Gold Skulltula.

Gold Skulltula #17



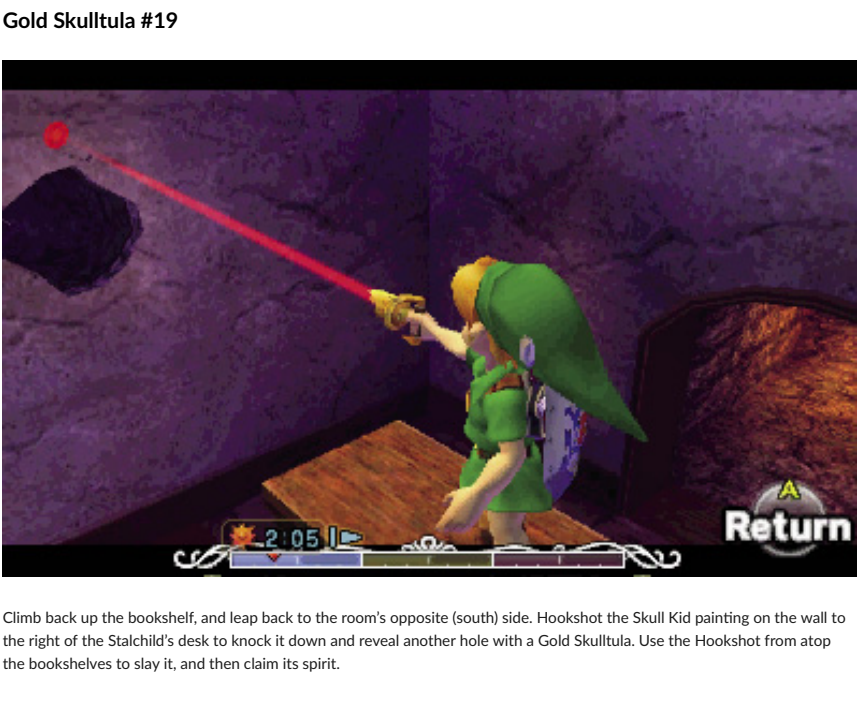
Climb to the top of the bookshelf that the Stalchild was sitting on, using the ladder-like stack of books to ascend. Once you're on top of the bookshelf, spy a Skulltula that crawls along the small gap in the nearby (north) wall, up near the ceiling. Slay it with the Hookshot.

Gold Skulltula #18



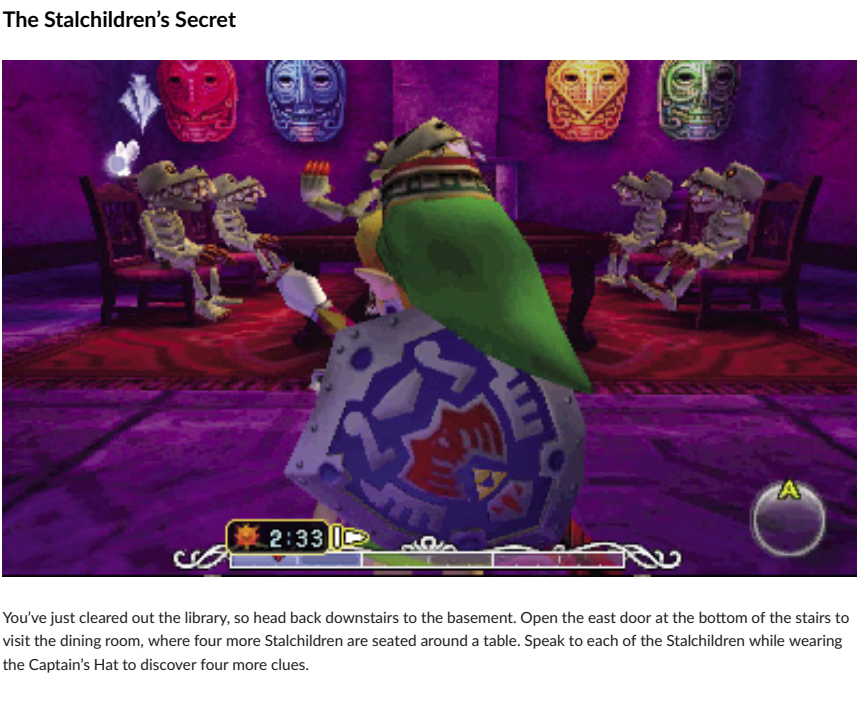
Drop from the bookshelf, and notice three small cabinets against the nearby (north) wall. Grab and pull the middle cabinet away from the wall to uncover a small hole with a Gold Skulltula. Use the Hookshot to defeat it, and then snatch its spirit.

Gold Skulltula #19



Climb back up the bookshelf, and leap back to the room's opposite (south) side. Hookshot the Skull Kid painting on the wall to the right of the Stalchild's desk to knock it down and reveal another hole with a Gold Skulltula. Use the Hookshot from atop the bookshelves to slay it, and then claim its spirit.

The Stalchildren's Secret



You've just cleared out the library, so head back downstairs to the basement. Open the east door at the bottom of the stairs to visit the dining room, where four more Stalchildren are seated around a table. Speak to each of the Stalchildren while wearing the Captain's Hat to discover four more clues.

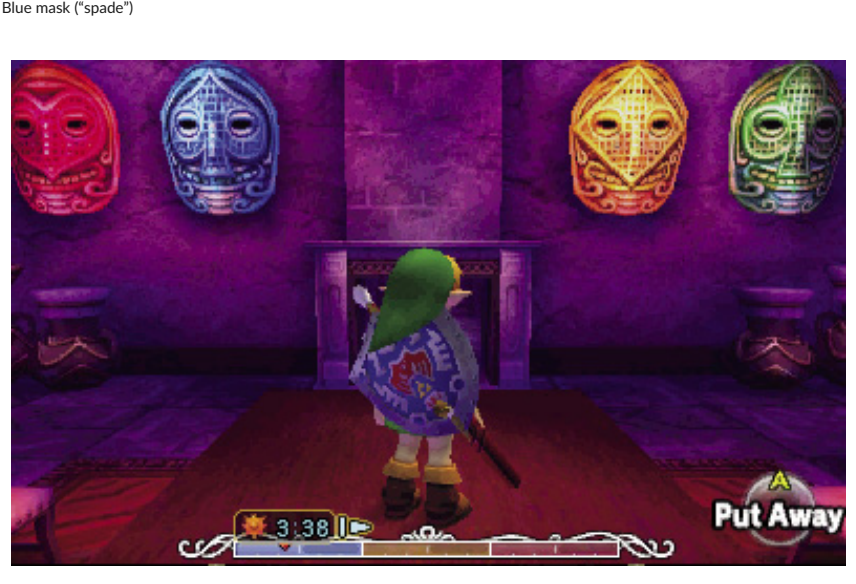
The dining room's east wall features a number of colored masks. The Stalchildren's clues tell you the order in which you should shoot the masks with arrows. Equip regular arrows (not Fire Arrows) to conserve magic power, then shoot the colored masks in the order in which the Stalchildren have indicated. (The order varies from game to game.):

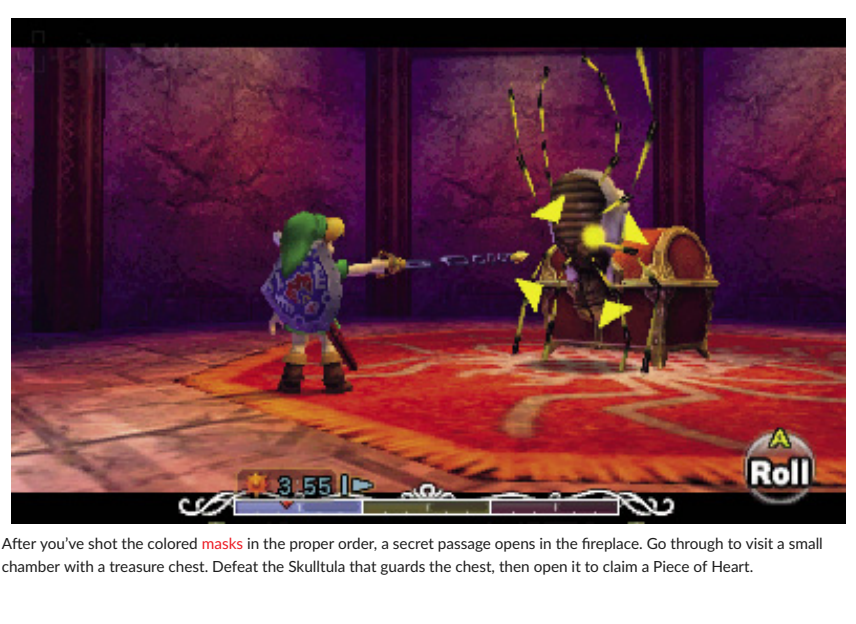
Red mask ("heart")

Green mask ("club")

Yellow mask ("diamond")

Blue mask ("spade")





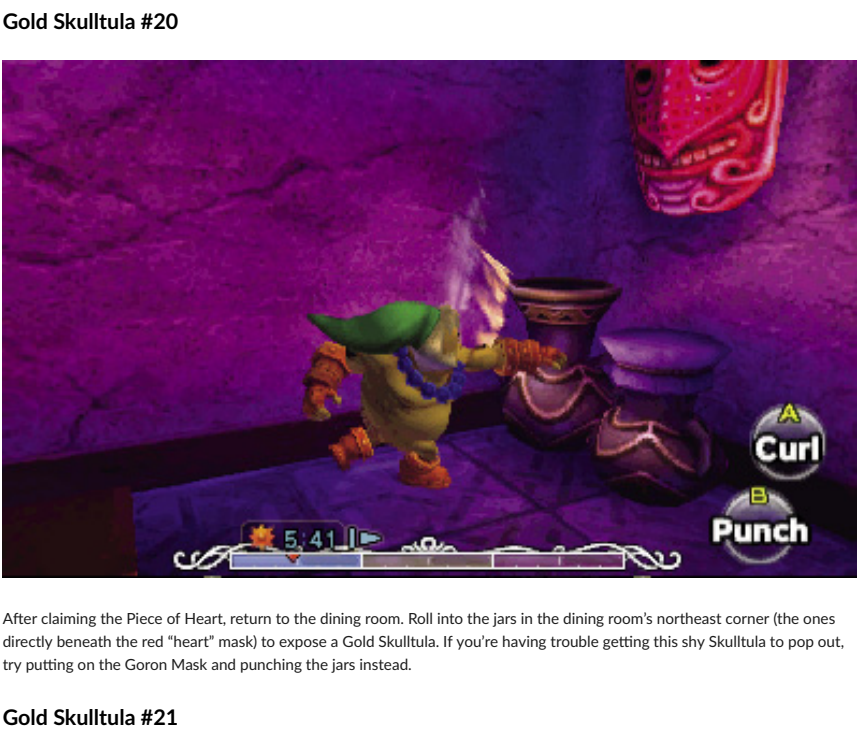
After you've shot the colored masks in the proper order, a secret passage opens in the fireplace. Go through to visit a small chamber with a treasure chest. Defeat the Skulltula that guards the chest, then open it to claim a Piece of Heart.

Oceanside Spider House Chest #1: Piece of Heart #35

Piece of Heart #35

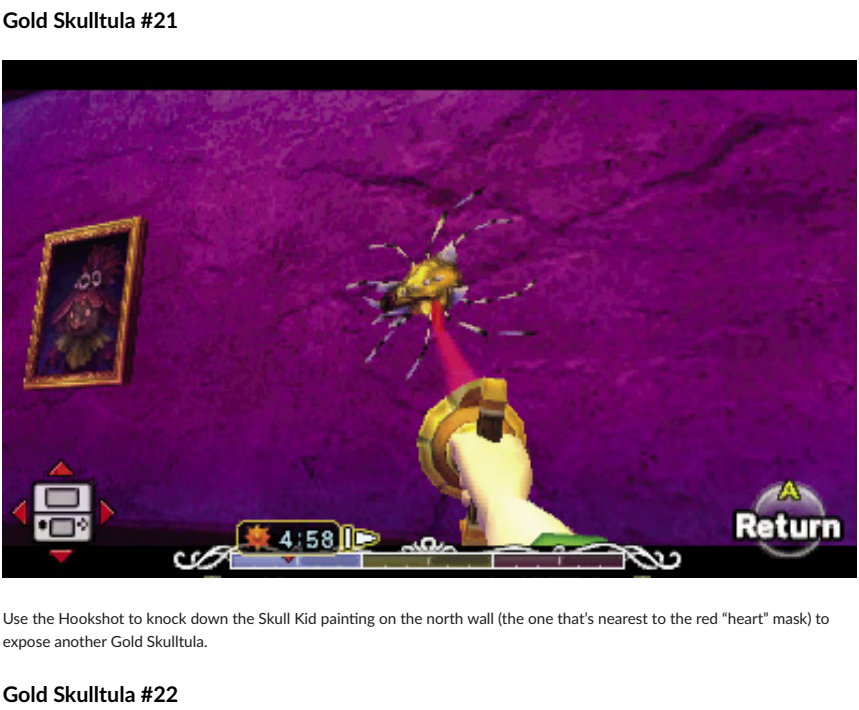
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Gold Skulltula #20



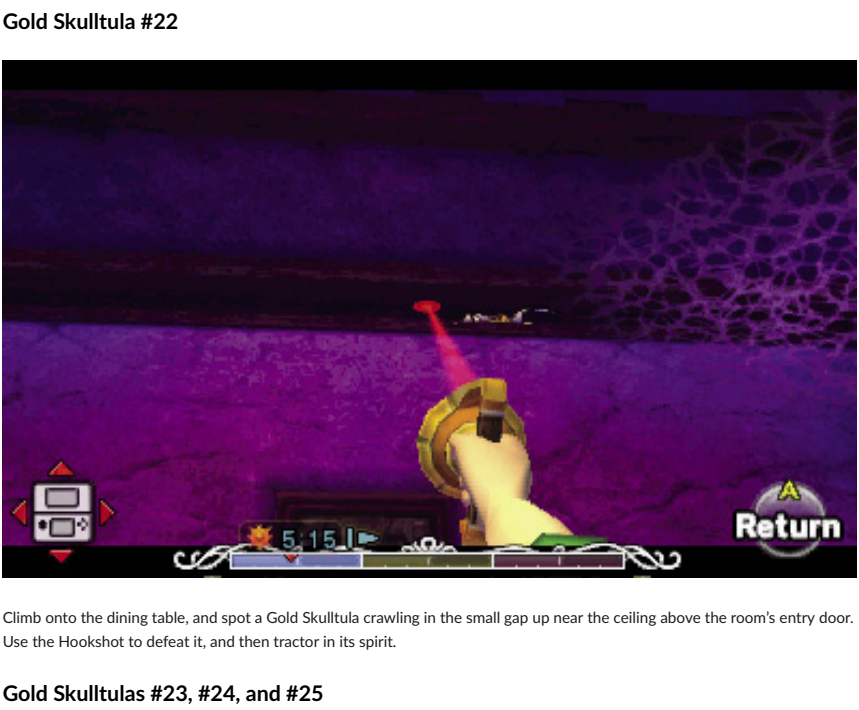
After claiming the Piece of Heart, return to the dining room. Roll into the jars in the dining room's northeast corner (the ones directly beneath the red "heart" mask) to expose a Gold Skulltula. If you're having trouble getting this shy Skulltula to pop out, try putting on the Goron Mask and punching the jars instead.

Gold Skulltula #21



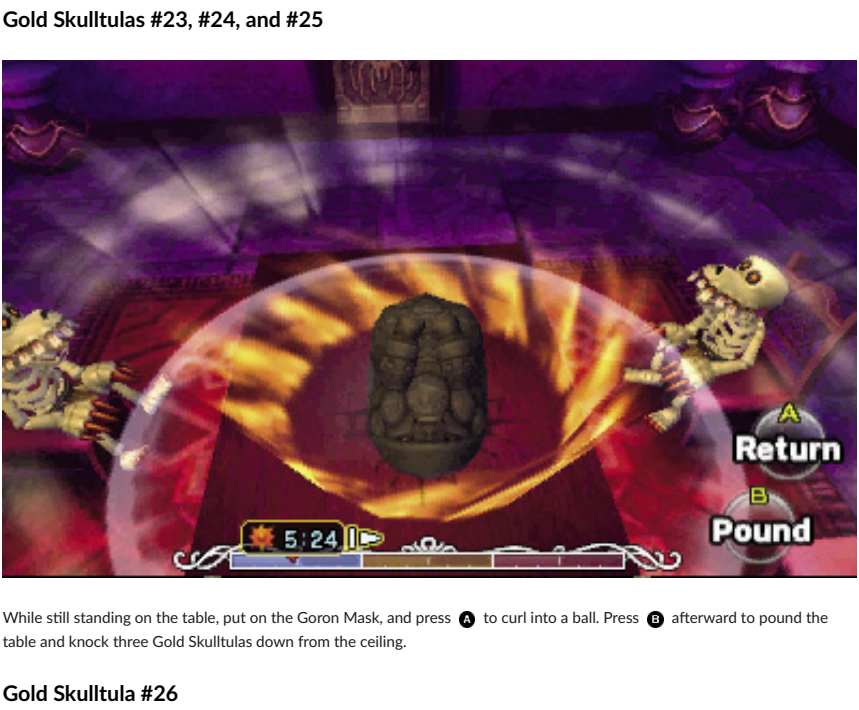
Use the Hookshot to knock down the Skull Kid painting on the north wall (the one that's nearest to the red "heart" mask) to expose another Gold Skulltula.

Gold Skulltula #22



Climb onto the dining table, and spot a Gold Skulltula crawling in the small gap up near the ceiling above the room's entry door. Use the Hookshot to defeat it, and then tractor in its spirit.

Gold Skulltulas #23, #24, and #25

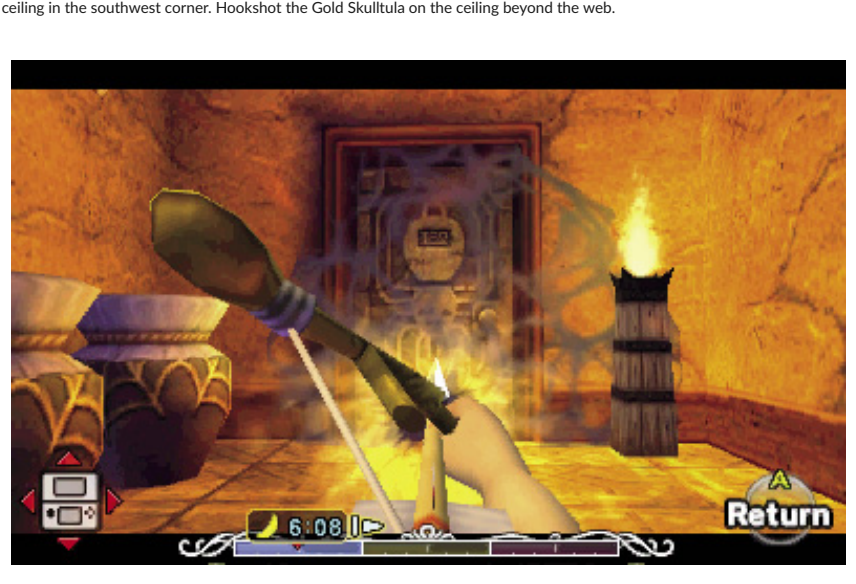


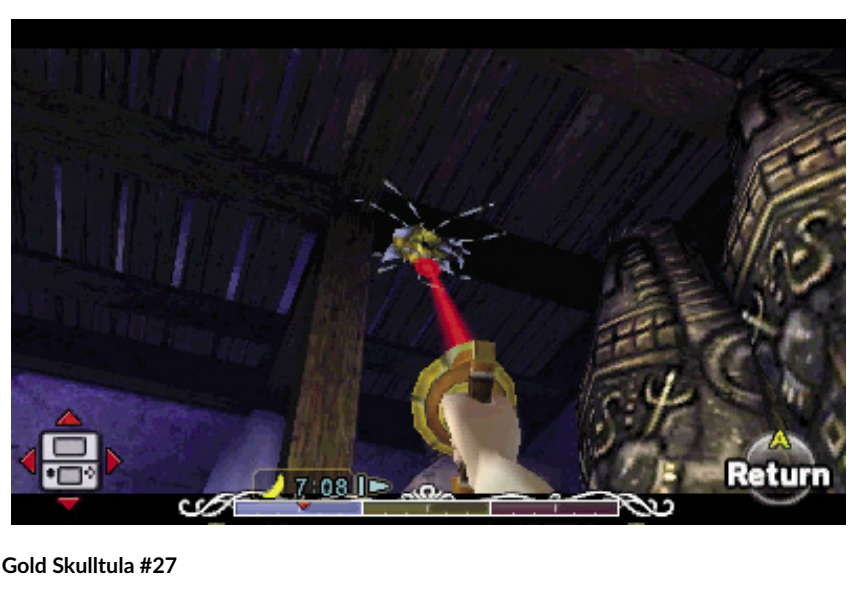
While still standing on the table, put on the Goron Mask, and press Ⓐ to curl into a ball. Press Ⓑ afterward to pound the table and knock three Gold Skulltulas down from the ceiling.

Gold Skulltula #26

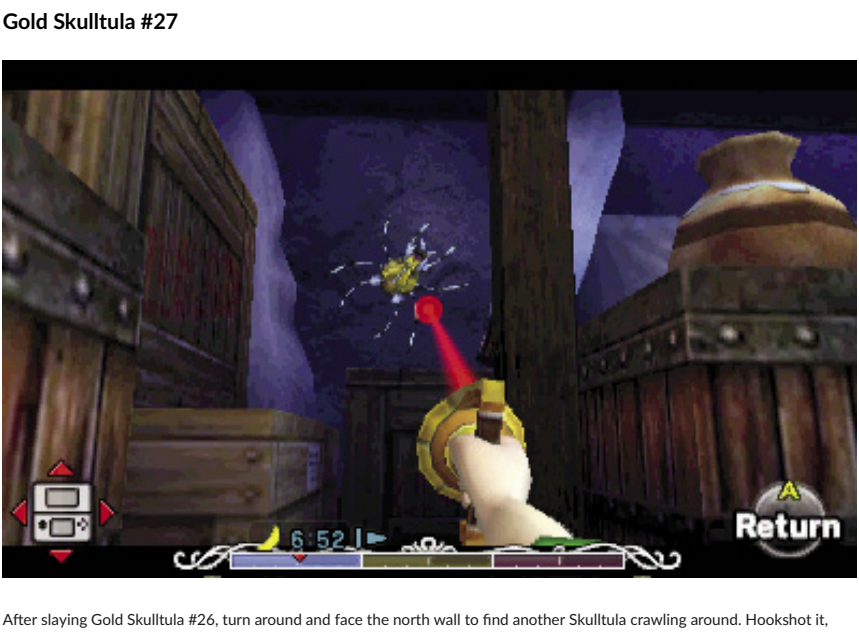
Leave the dining room, and head for the web-covered door beneath the basement stairs. Burn away the web with a Fire Arrow, and then enter the door to visit a storage room.

Slay a Black Boe and a Skulltula in the storage room, then cross the room and use a Fire Arrow to burn away the web on the ceiling in the southwest corner. Hookshot the Gold Skulltula on the ceiling beyond the web.





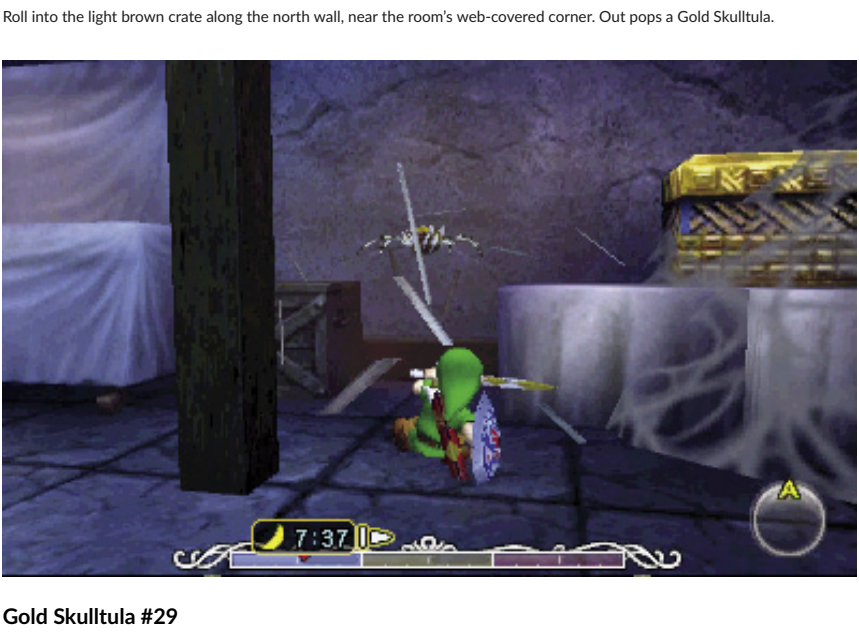
Gold Skulltula #27



After slaying Gold Skulltula #26, turn around and face the north wall to find another Skulltula crawling around. Hookshot it, and claim its spirit.

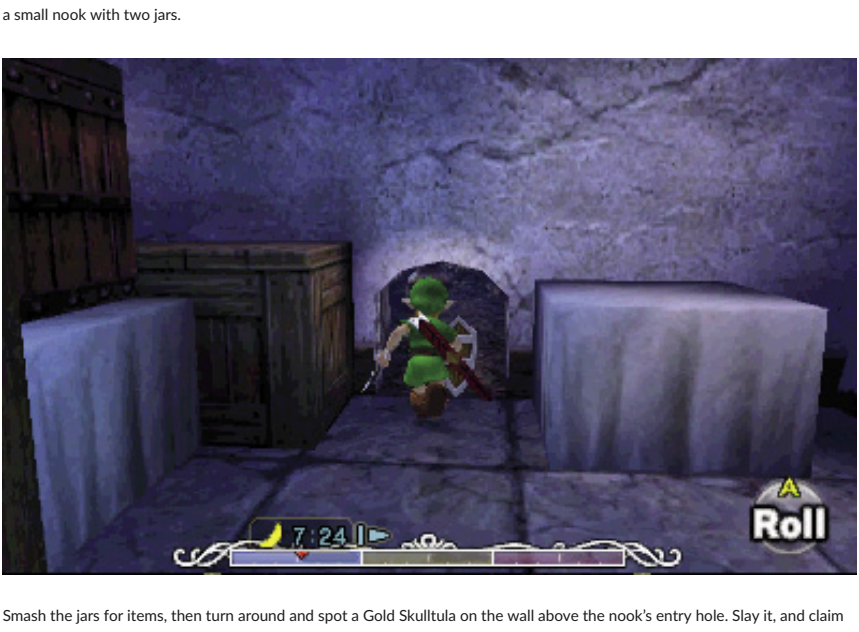
Gold Skulltula #28

Roll into the light brown crate along the north wall, near the room's web-covered corner. Out pops a Gold Skulltula.

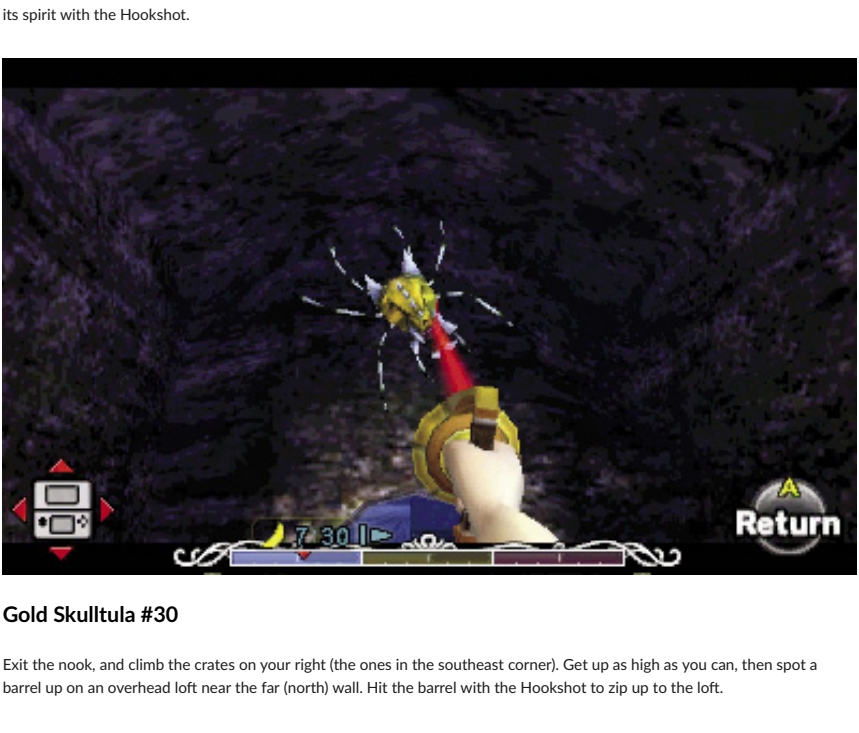


Gold Skulltula #29

Roll into the light brown crate against the room's opposite (south) wall to smash it and reveal a small hole. Go through to reach a small nook with two jars.



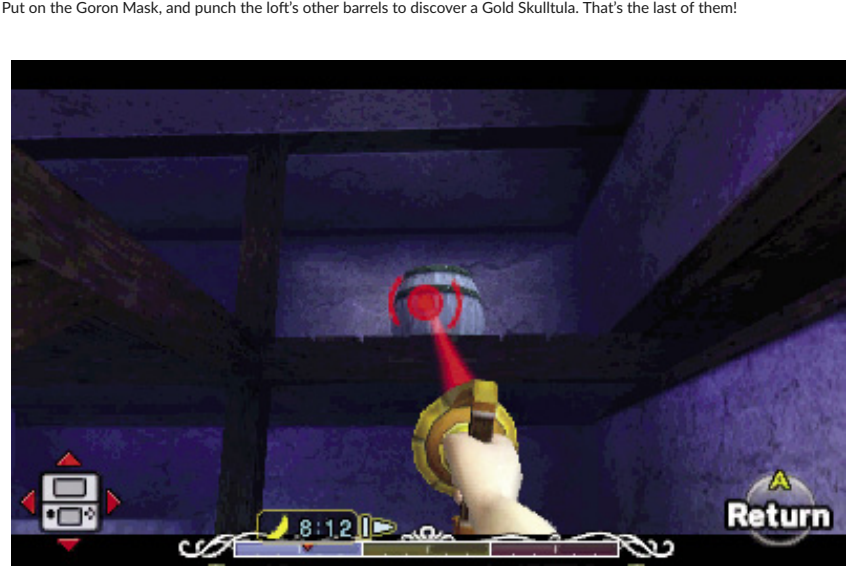
Smash the jars for items, then turn around and spot a Gold Skulltula on the wall above the nook's entry hole. Slay it, and claim its spirit with the Hookshot.

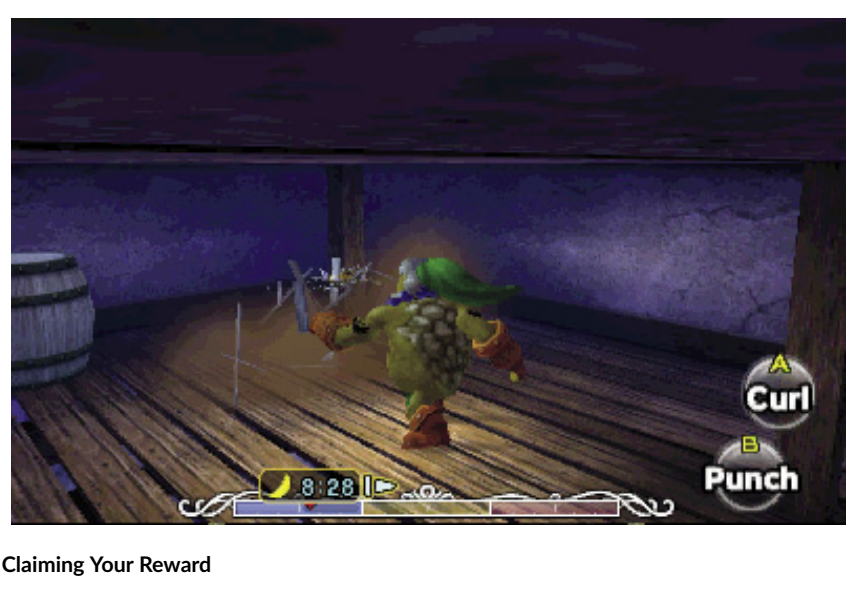


Gold Skulltula #30

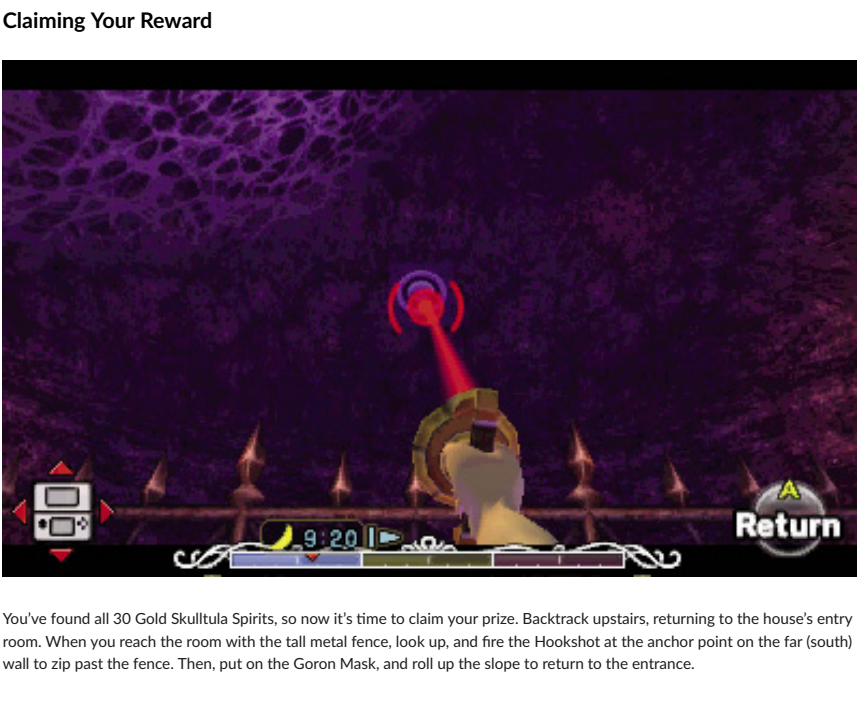
Exit the nook, and climb the crates on your right (the ones in the southeast corner). Get up as high as you can, then spot a barrel up on an overhead loft near the far (north) wall. Hit the barrel with the Hookshot to zip up to the loft.

Put on the Goron Mask, and punch the loft's other barrels to discover a Gold Skulltula. That's the last of them!

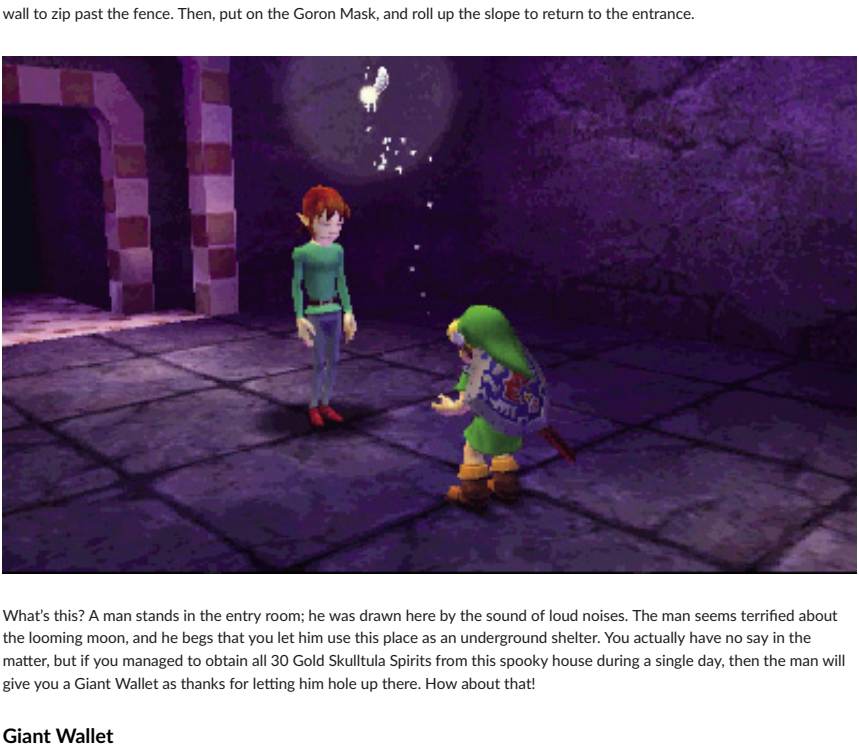




Claiming Your Reward



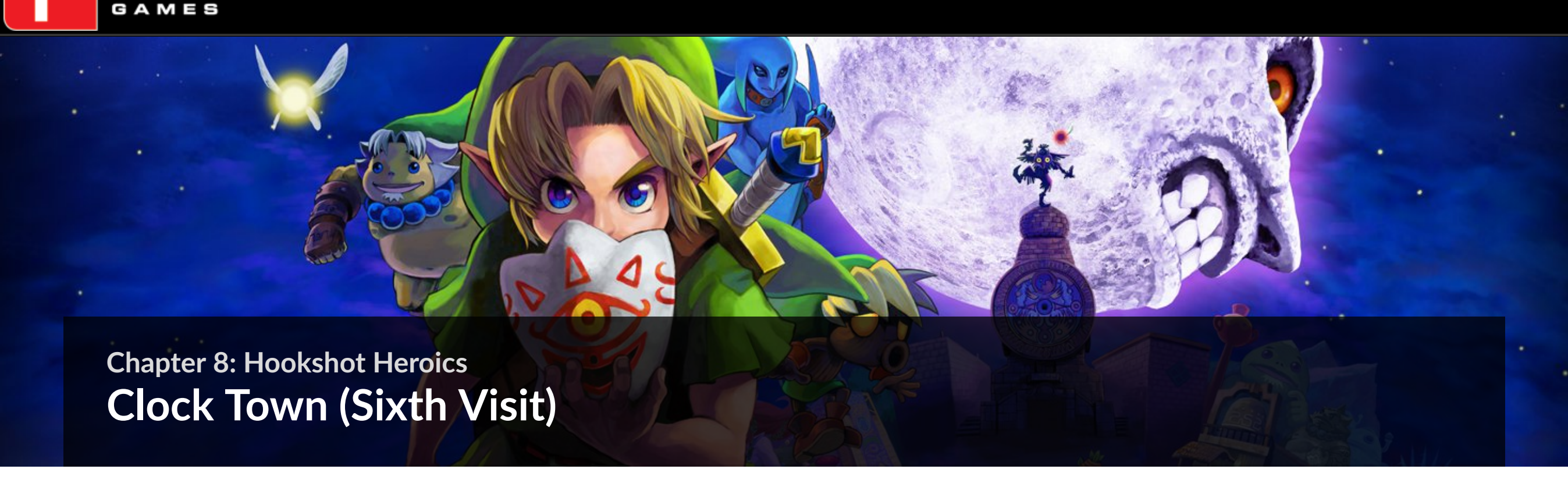
You've found all 30 Gold Skulltula Spirits, so now it's time to claim your prize. Backtrack upstairs, returning to the house's entry room. When you reach the room with the tall metal fence, look up, and fire the Hookshot at the anchor point on the far (south) wall to zip past the fence. Then, put on the Goron Mask, and roll up the slope to return to the entrance.



What's this? A man stands in the entry room; he was drawn here by the sound of loud noises. The man seems terrified about the looming moon, and he begs that you let him use this place as an underground shelter. You actually have no say in the matter, but if you managed to obtain all 30 Gold Skulltula Spirits from this spooky house during a single day, then the man will give you a Giant Wallet as thanks for letting him hole up there. How about that!

Giant Wallet

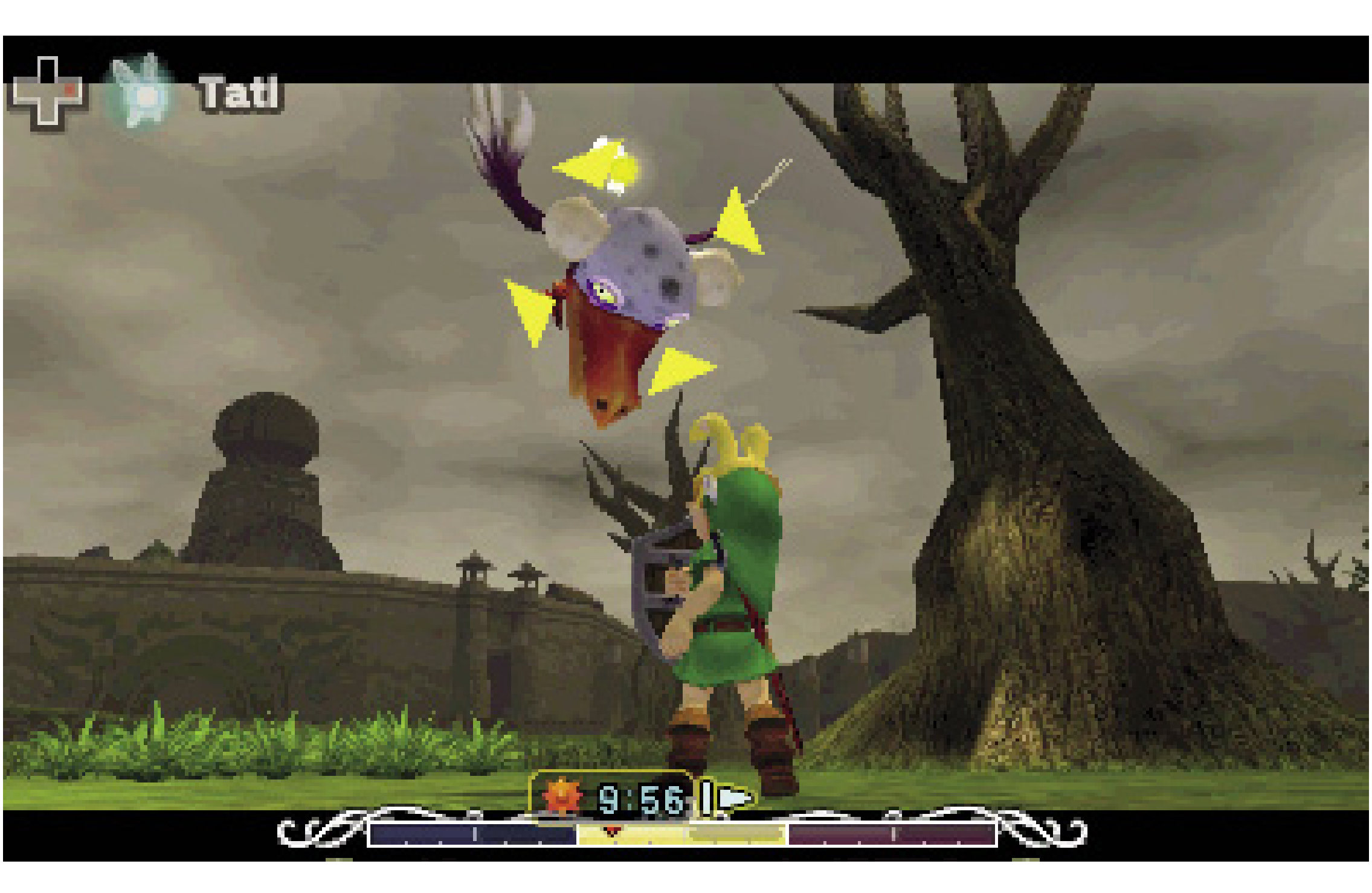
You got a Giant Wallet! This thing is huge! It can hold up to 500 Rupees.



Clock Town (Sixth Visit)

Love of Money

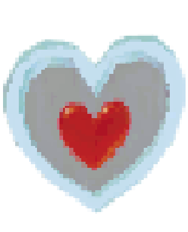
Now that you've got the Giant Wallet, consider earning another Piece of Heart by filling your bank account with 5,000 Rupees. It's still the First Day, so you've got lots of time to do this now—and the Giant Wallet makes the effort much easier than it would have been before.



The quickest way to fill your wallet involves slaying the dangerous item-stealing Takkuri bird near the entrance to Milk Road. The Takkuri sure is tough, but it drops a Huge Rupee (200 Rupees) each time you defeat it. Soar to Milk Road, enter Termina Field, and then L -Target the circling Takkuri bird. Block its dive with R , then quickly land a strike or two with Link's blade. It takes nine hits with the Gilded Sword to defeat the Takkuri, but you can speed up the process by shooting it with arrows or Fire Arrows as it flees into the sky.

Enter and exit Milk Road to make the Takkuri reappear, and defeat it again for another Huge Rupee. Afterward, warp to Clock Town and deposit your 400 Rupees, then warp back to Milk Road and slay the Takkuri twice more. Keep it up until your bank account hits 5,000 Rupees, at which point the bank teller rewards your savings skills with a Piece of Heart. Now that's what we call interest.

Piece of Heart #36



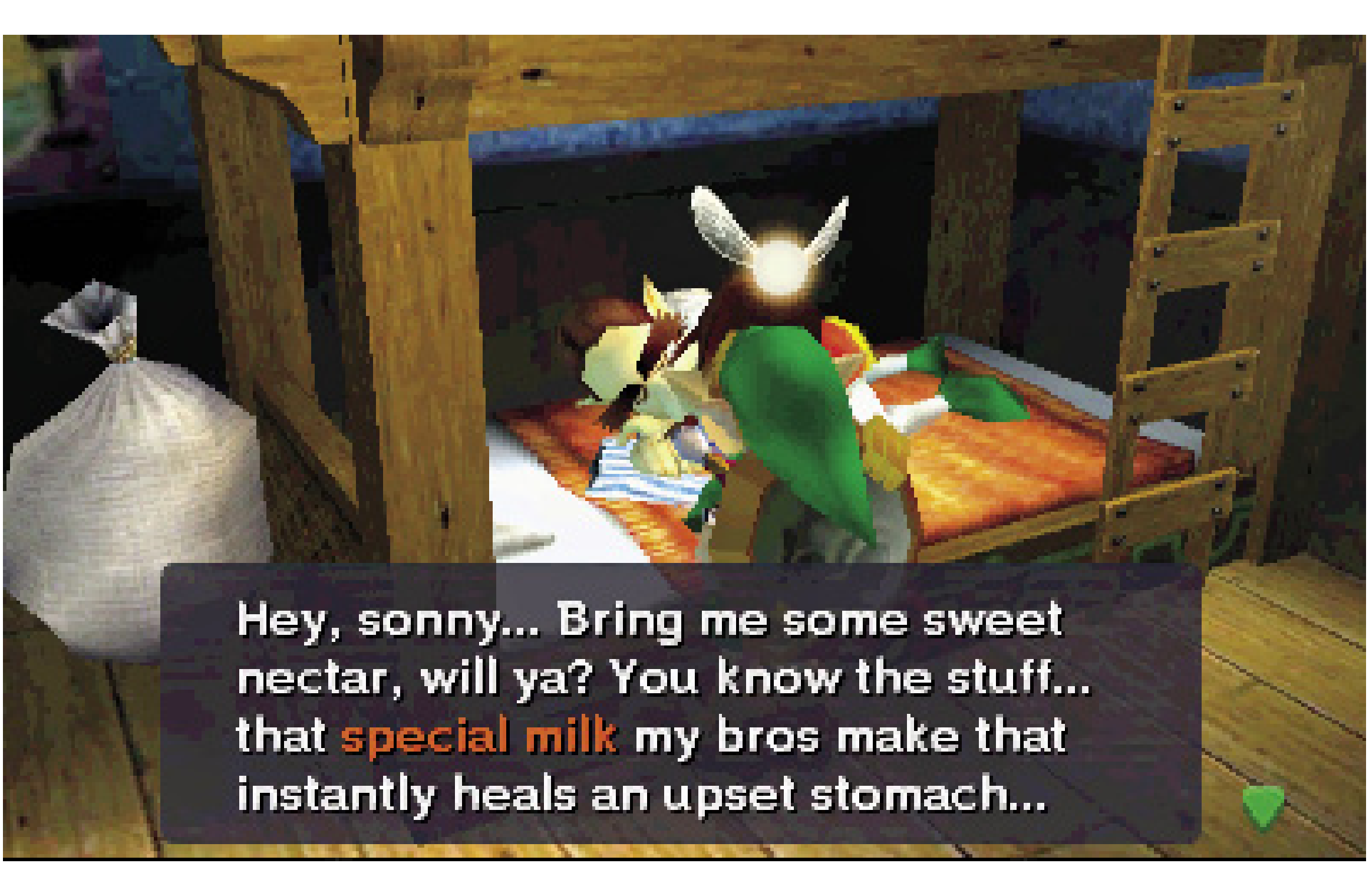
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Dodongo Dinero

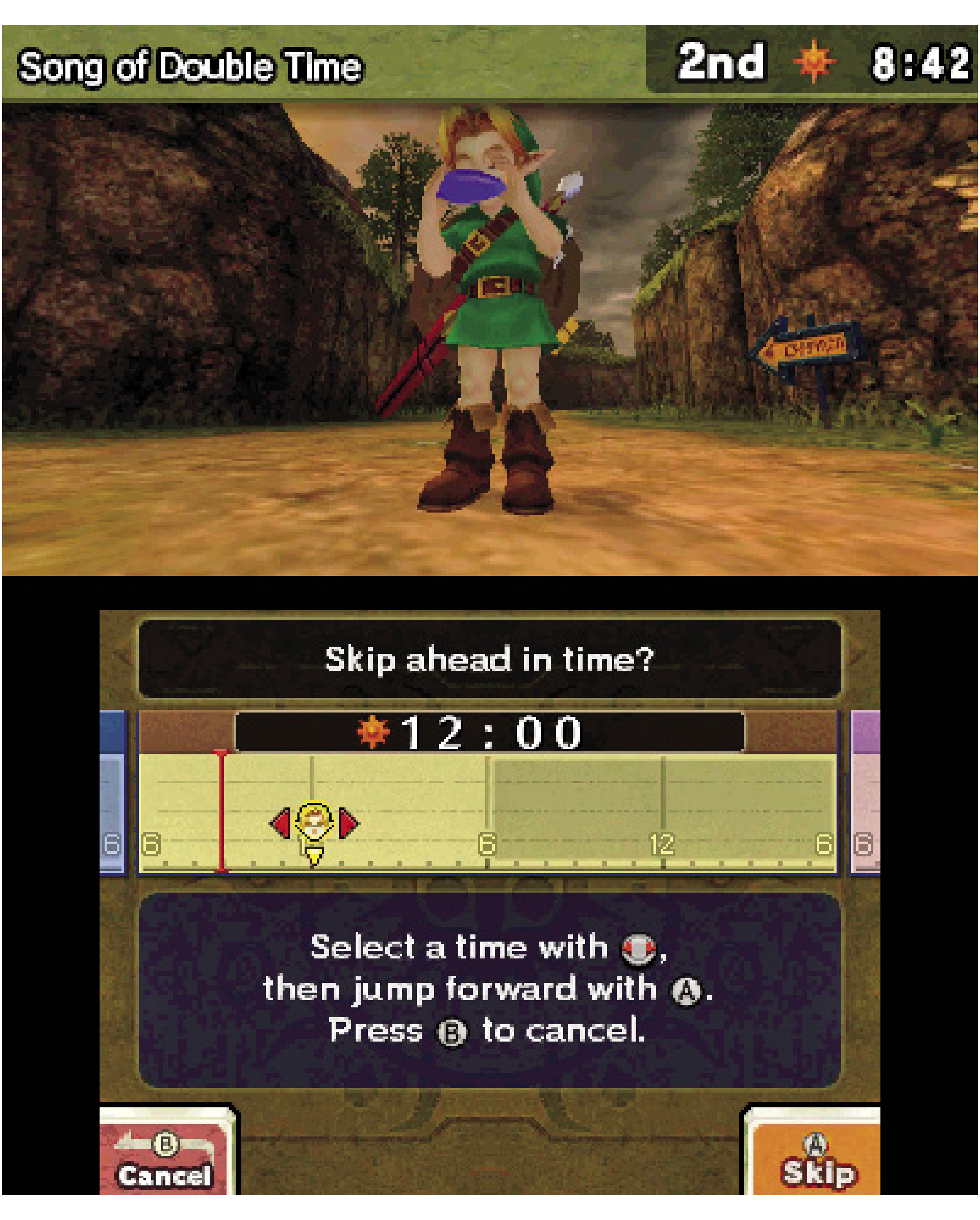
The lizard-like Dodongos that roam Termina Field's north snowfield all drop a Purple Rupee when defeated, so they're viable wallet fillers, as well. Use the Stone Mask to avoid detection, and attack their tails for easy money. Drop into the snowfield's hole to slay the two big Dodongos down in the underground cavern, then surface to make the ones in the surface snowfield reappear. Rinse and repeat!

Mystery Solved

Time check! The next thing on your list must be done between the hours of 8 a.m. and 12 p.m. on the Second Day. If you have a little time before the clock strikes noon on the Second Day, hurry over to the Stock Pot Inn. If it's past noon on the Second Day, save your game, and then use the Song of Time and the Song of Double Time to quickly set the time to 8 a.m. on the Second Day.

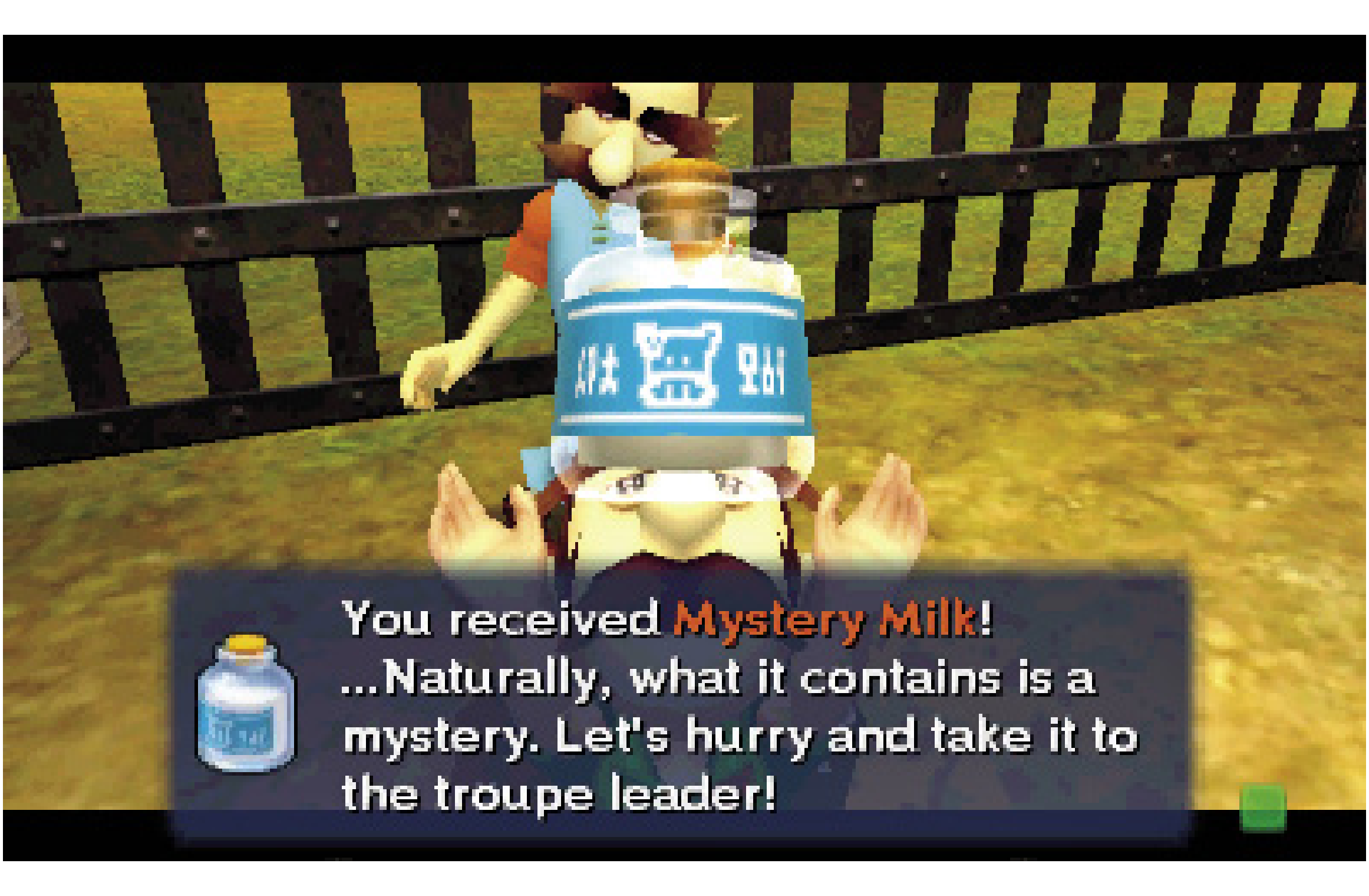

Hey, sonny... Bring me some sweet nectar, will ya? You know the stuff... that special milk my bros make that instantly heals an upset stomach...

Enter the Stock Pot Inn when it opens at 8 a.m. on the Second Day, and go upstairs. Enter the door at the end of the hall to visit a room that's occupied by the troupe leader, Gorman. Put on the Troupe Leader's Mask and talk to Gorman, who's lying in bed and feeling out of sorts. He asks for some special milk that only his bros know how to make. Could he mean the two other Gormans, the brothers who run the Gorman Track near Milk Road?



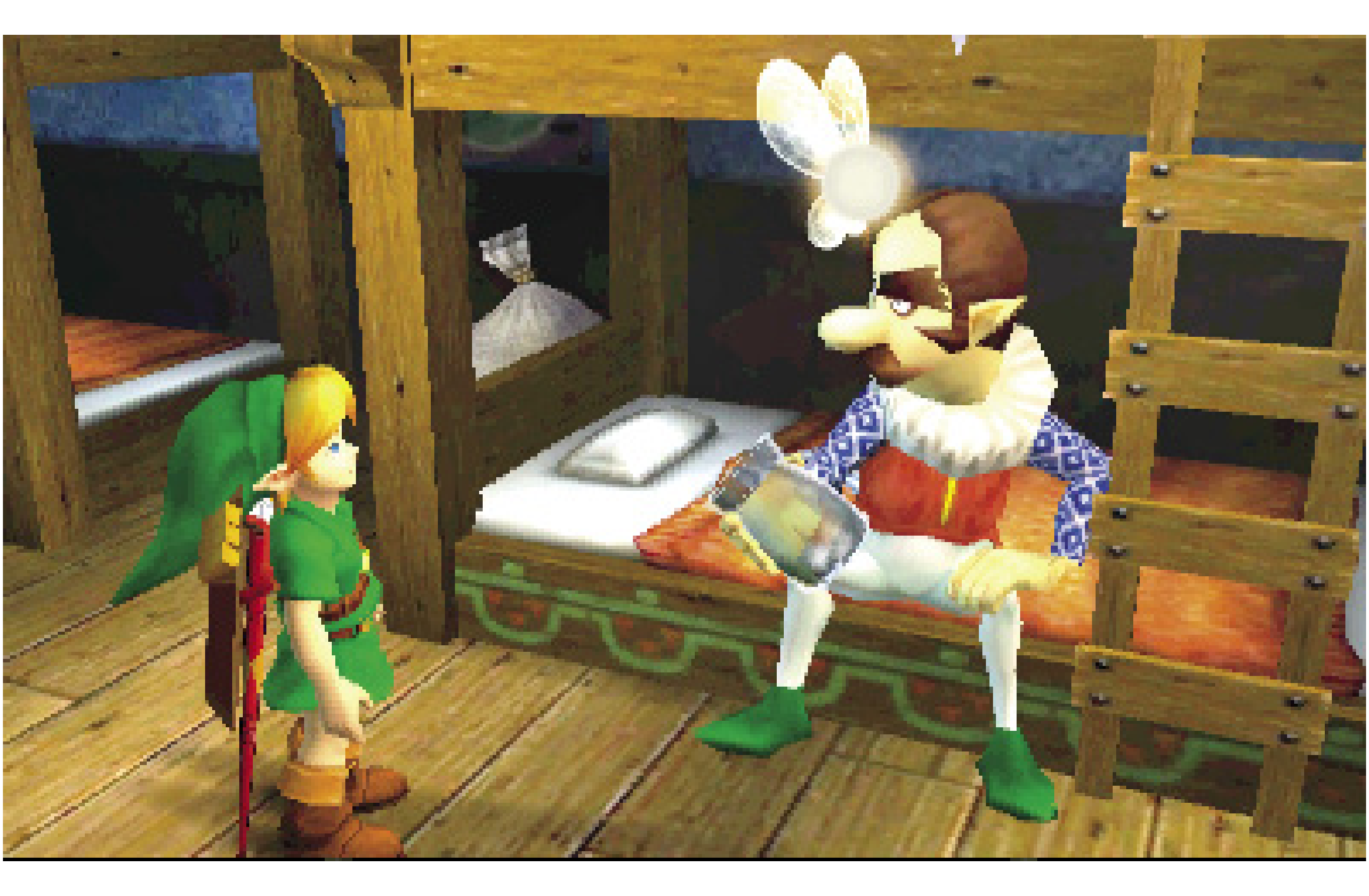
There's only one way to find out. Soar to Milk Road, and save your game. Use the Song of Double Time to skip ahead to 12 p.m. on the Second Day, then take the southeast trail to reach the Gorman Track.

Between the hours of 12 p.m. and 6 p.m. on the Second Day, put on the Gorman Mask and speak to the Gorman Brothers at the Gorman Track. Link tells them about their sickly bro, and the two soon cook up some of their special milk for Link to carry back with him.


You received Mystery Milk! ...Naturally, what it contains is a mystery. Let's hurry and take it to the troupe leader!

Mystery Milk

You received Mystery Milk! Naturally, what it contains is a mystery. Hurry and take it to the troupe leader.



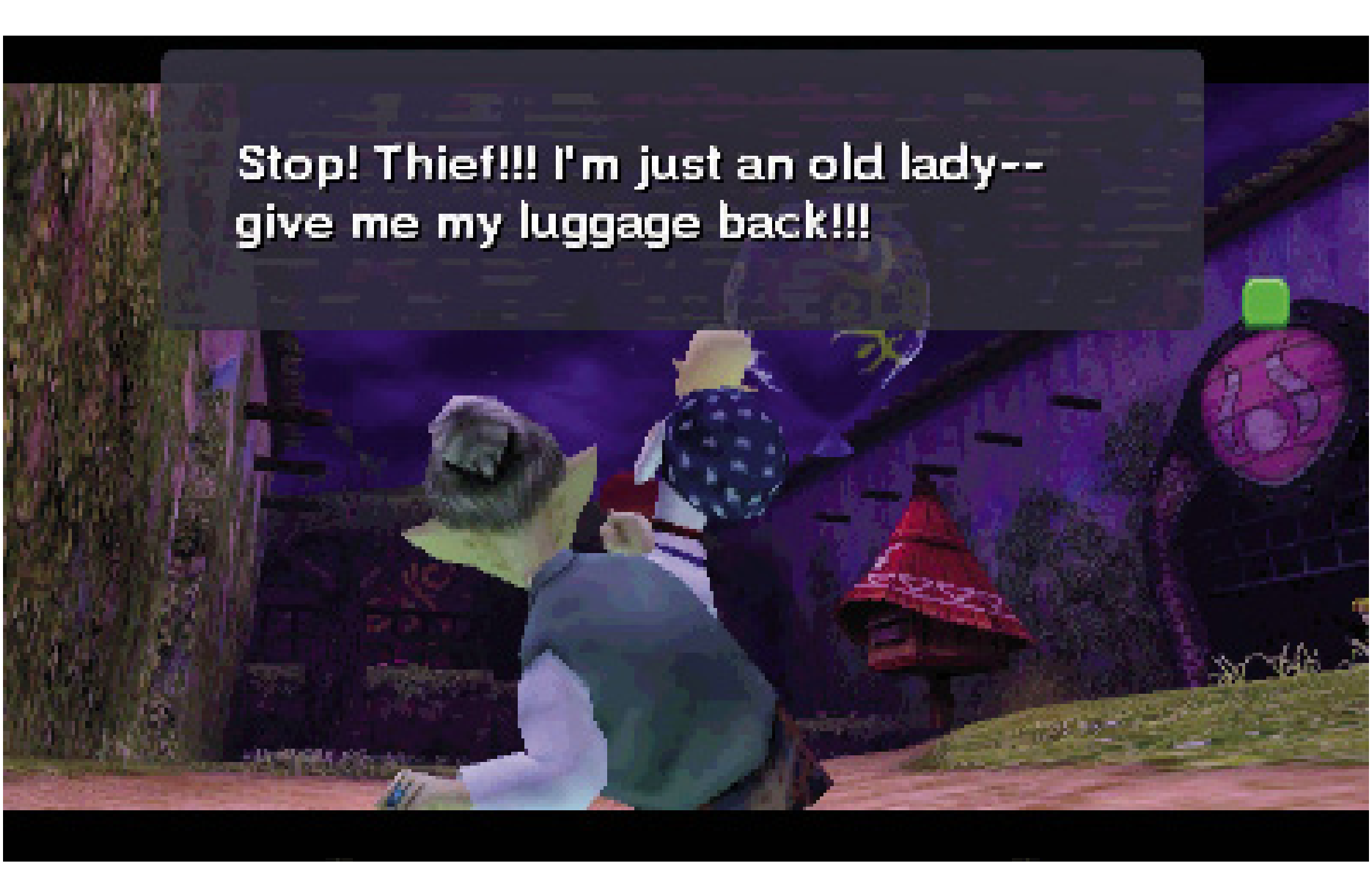
After you receive the Mystery Milk, a timer appears. You must hurry, as you have just two minutes to bring the beverage back to Clock Town. Soaring isn't allowed, so put on the Bunny Hood, and huff it back to Clock Town on foot. Head directly for the Stock Pot Inn, and give the Mystery Milk to the troupe leader between the hours of 12 p.m. and 6 p.m. on the Second Day. He'll down the drink and perk right up, then give you the Empty Bottle to keep.

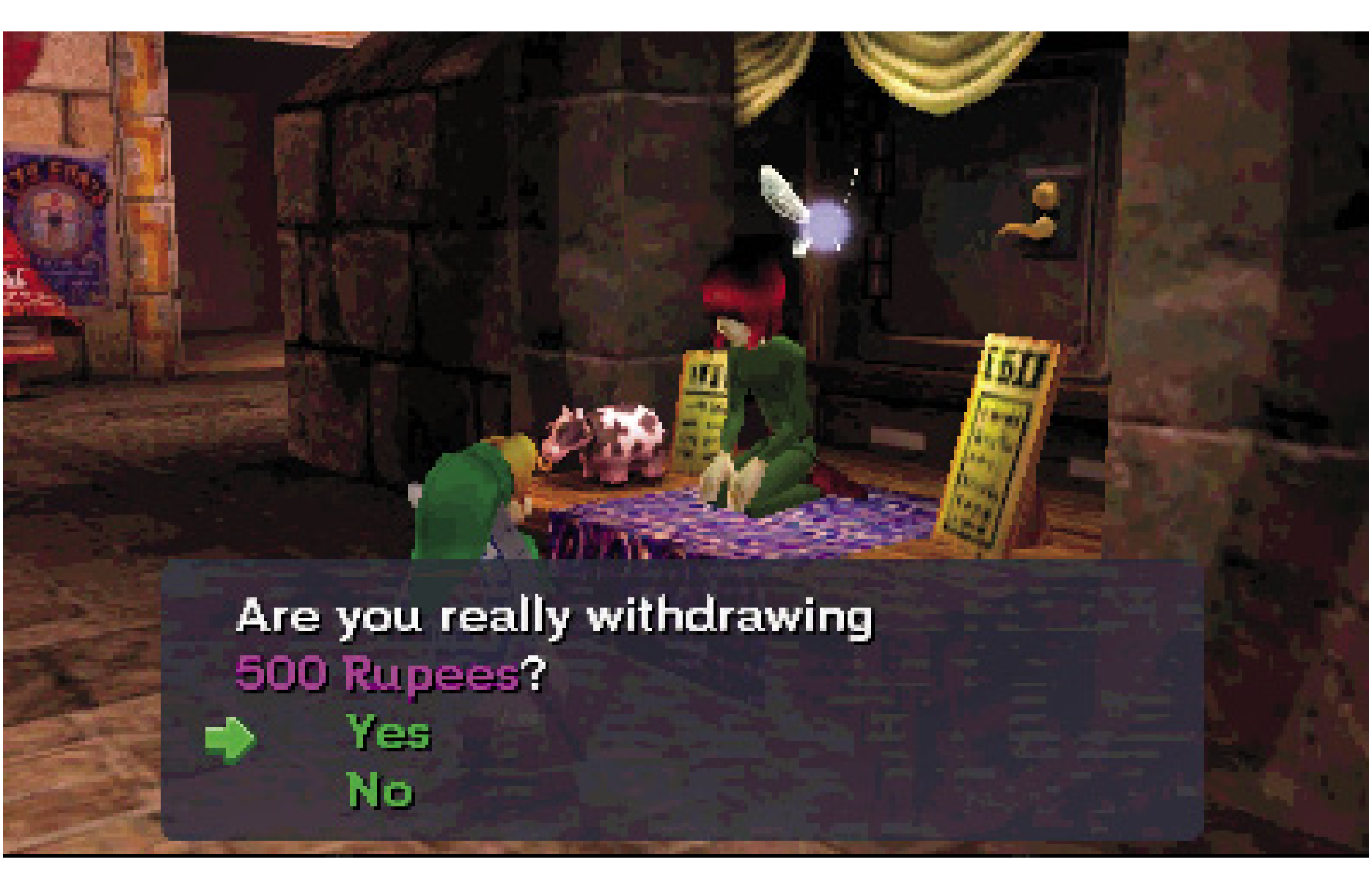
Empty Bottle #6

You got an Empty Bottle! Save items in it, and use them wheneveryou like.

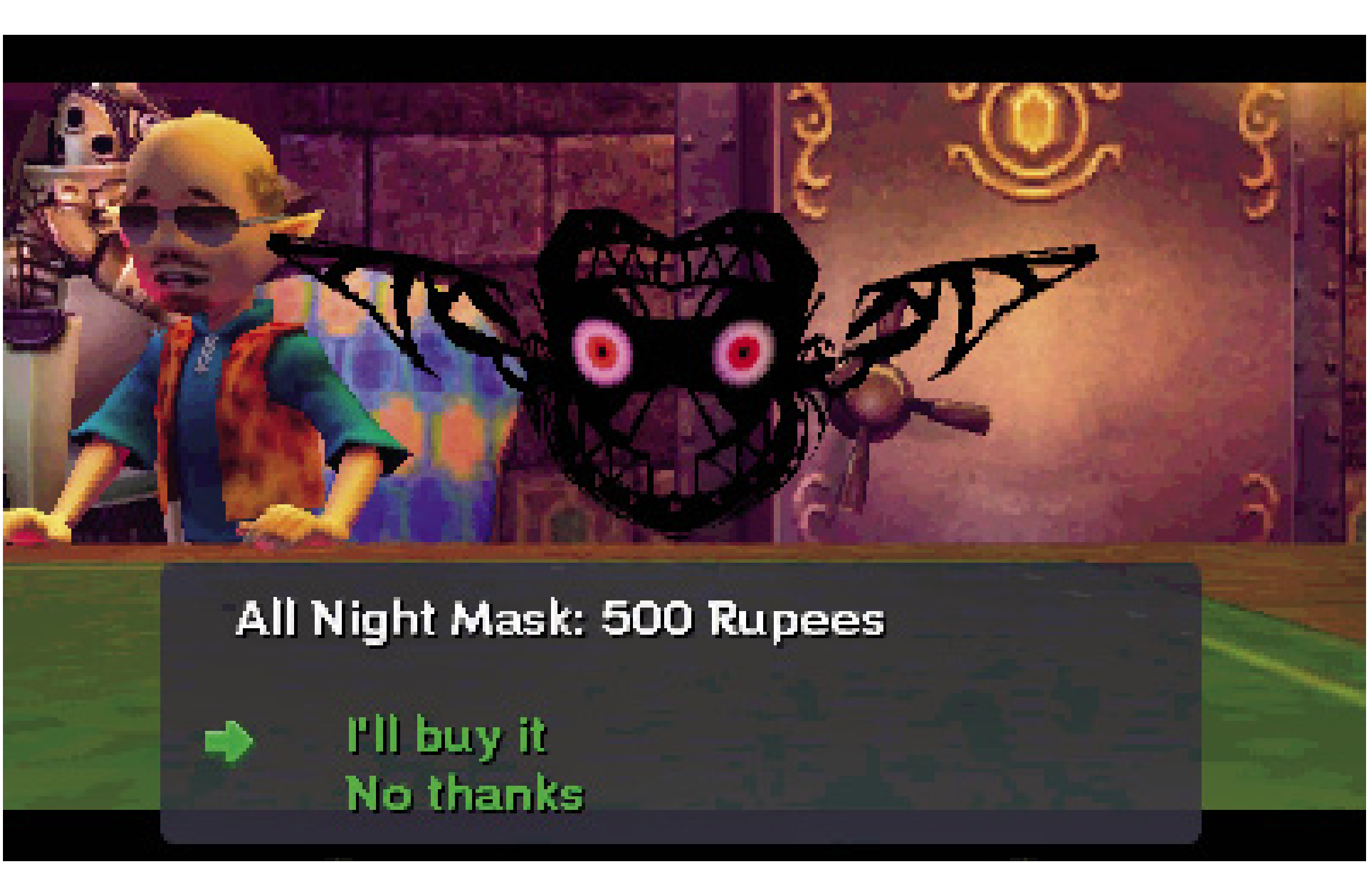
All Night Long

This next part requires a bit of setup. Save your game, and then play the Song of Time to rewind to the Dawn of the First Day. Go to North Clock Town, and then play the Song of Double Time to advance to midnight on the First Day. Shortly after midnight, a thief steals a Bomb Bag from an old lady in North Clock Town. This is the same scene that played out when you obtained the Blast Mask. Strike the thief to make him drop the Bomb Bag before he flees through the north gate.


Stop! Thief!!! I'm just an old lady-- give me my luggage back!!!

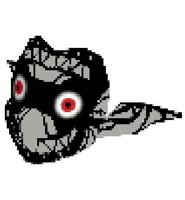


With the old lady's belongings recovered, head to North Clock Town and withdraw 500 Rupees from your bank account. You should have 10 times this amount saved up by now. Fill your Giant Wallet with 500 Rupees, then play the Song of Double Time and advance to 10 p.m. on the Night of the Final Day.



When the clock strikes 10 p.m. on the Night of the Final Day, enter the Curiosity Shop in West Clock Town. Assuming you stopped the thief in North Clock Town during the Night of the First Day, the man at the Curiosity Shop will offer you a special item during the Night of the Final Day: the All-Night Mask. Pay the hefty 500 Rupee fee to purchase this funky mask.

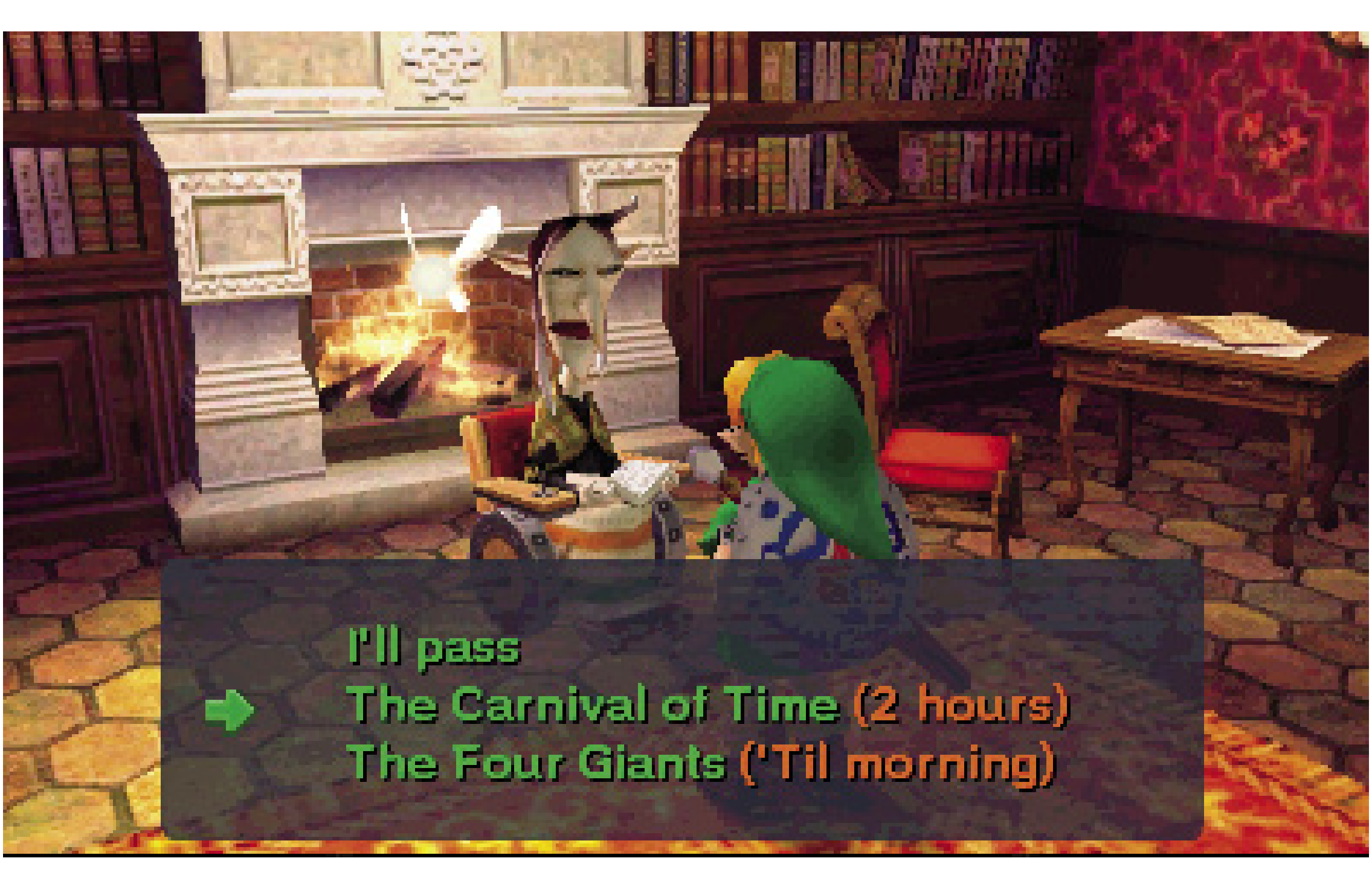
All-Night Mask



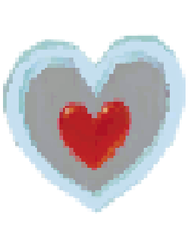
You got the All-Night Mask! Apparently, this mask won't let you drift off to sleep, even if you want to.

After purchasing the All-Night Mask, save your progress, and then play the Song of Time again to return to the Dawn of the First Day. Don't slow down time afterward; instead, simply head to the Stock Pot Inn in East Clock Town, which opens at 8 a.m. Enter the first door you see on the inn's first floor to visit a room that Anju's somewhat disturbing grandmother occupies.

Put on the All-Night Mask, and speak to Anju's grandmother. Ask her to tell you about the "Carnival of Time." When her long-winded (but informative) tale concludes, she'll ask you a question to see if you've paid attention. Answer "On the eve of the festival," and she'll reward your attentiveness with a Piece of Heart. Time is also advanced by two hours due to the time it took the nice old lady to finish her story.


I'll pass
The Carnival of Time (2 hours)
The Four Giants ('Til morning)

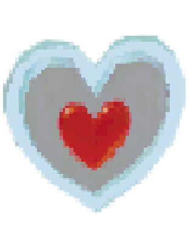
Piece of Heart #37



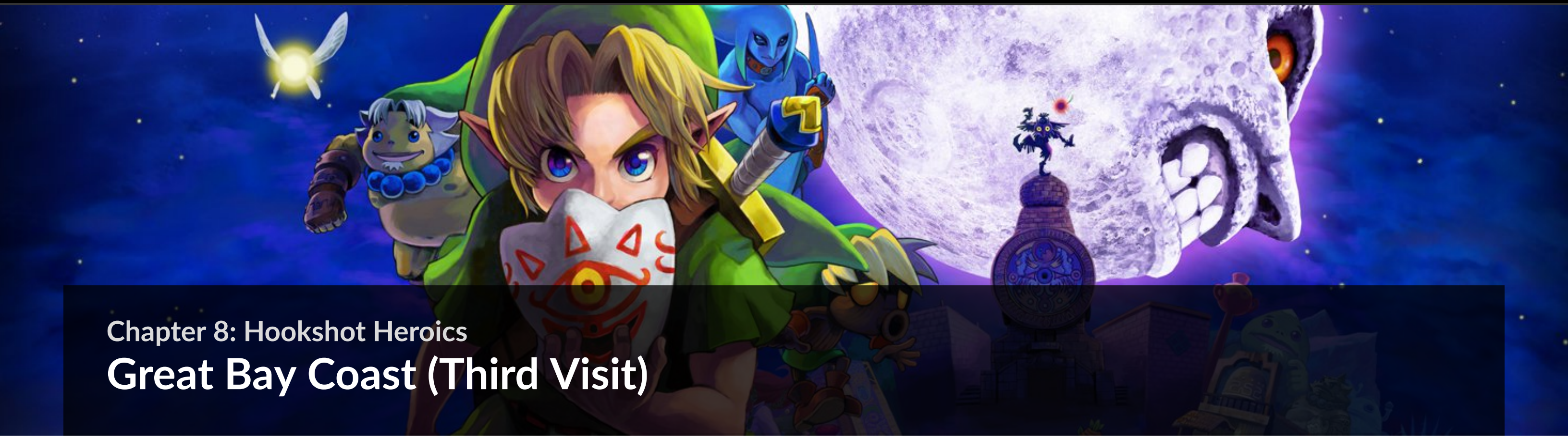
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

You're not done yet! Speak to Anju's grandmother again while wearing the All-Night Mask, and ask her about the Four Giants. Time is advanced to the Dawn of the Second Day afterward, and once again, the old lady asks you a question to test your listening skills. Answer "I dunno" to receive another Piece of Heart.

Piece of Heart #38



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

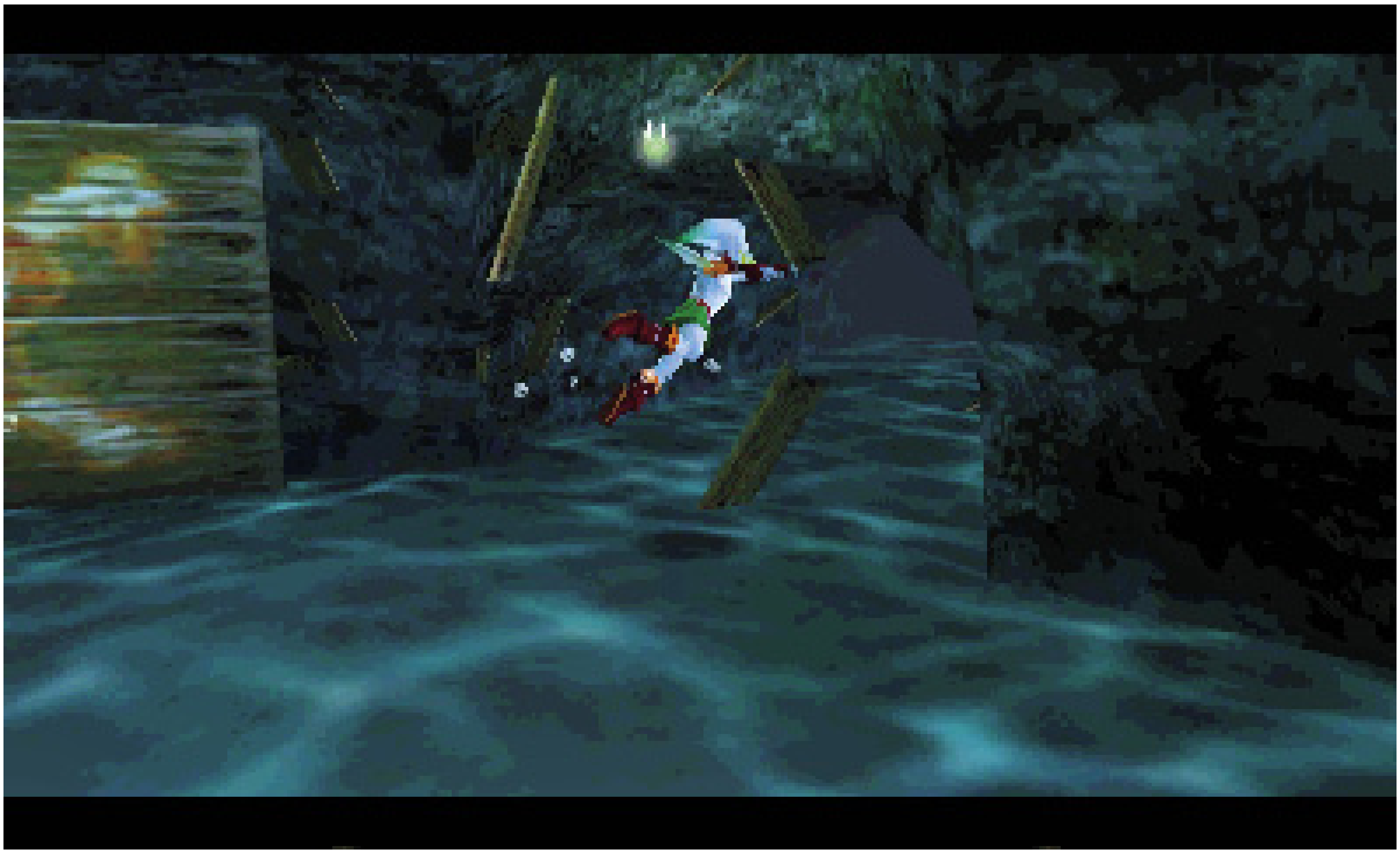


Chapter 8: Hookshot Heroics

Great Bay Coast (Third Visit)

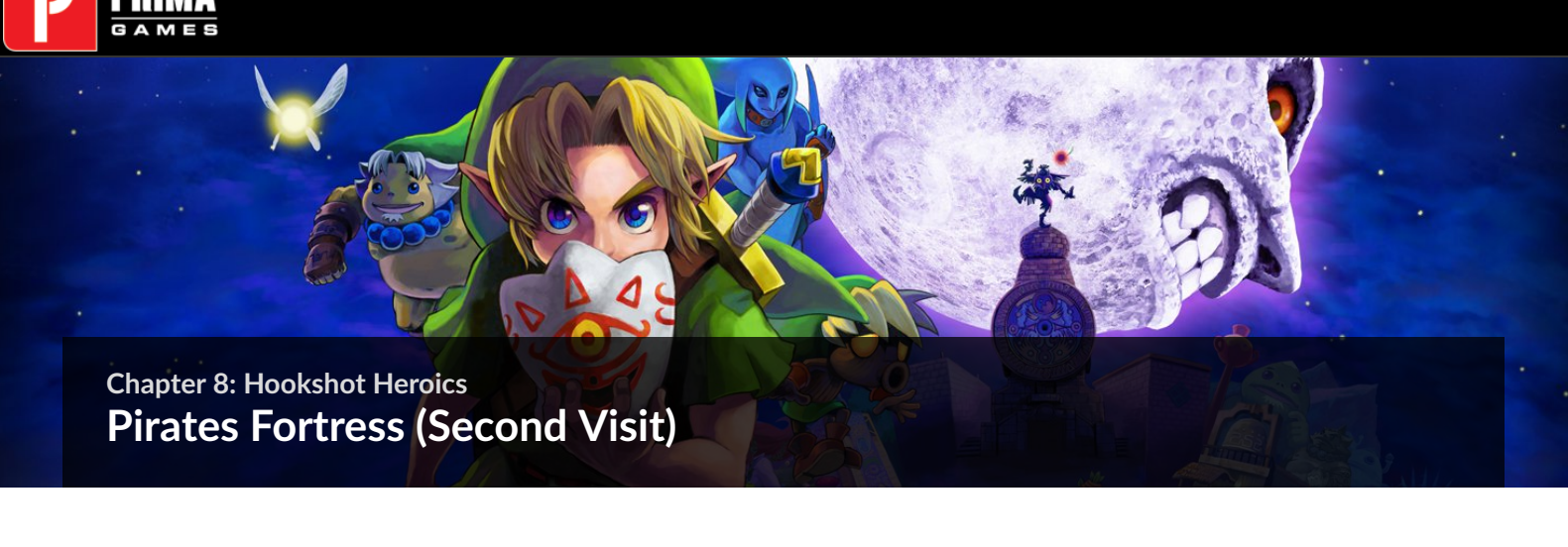
Great Bay Egg Hunt

At last, the time has come to search for Lulu's lost Zora Eggs. Save the game, and then rewind time back to the Dawn of the First Day to give yourself plenty of time to work with. Soar to the Great Bay Coast afterward, put on the Zora Mask, and then swim up north to the lagoon. Use the secret underwater entrance that you uncovered by smashing through the underwater boards along the lagoon's north wall to return to the Pirates' Fortress.



Better Bring Bottles

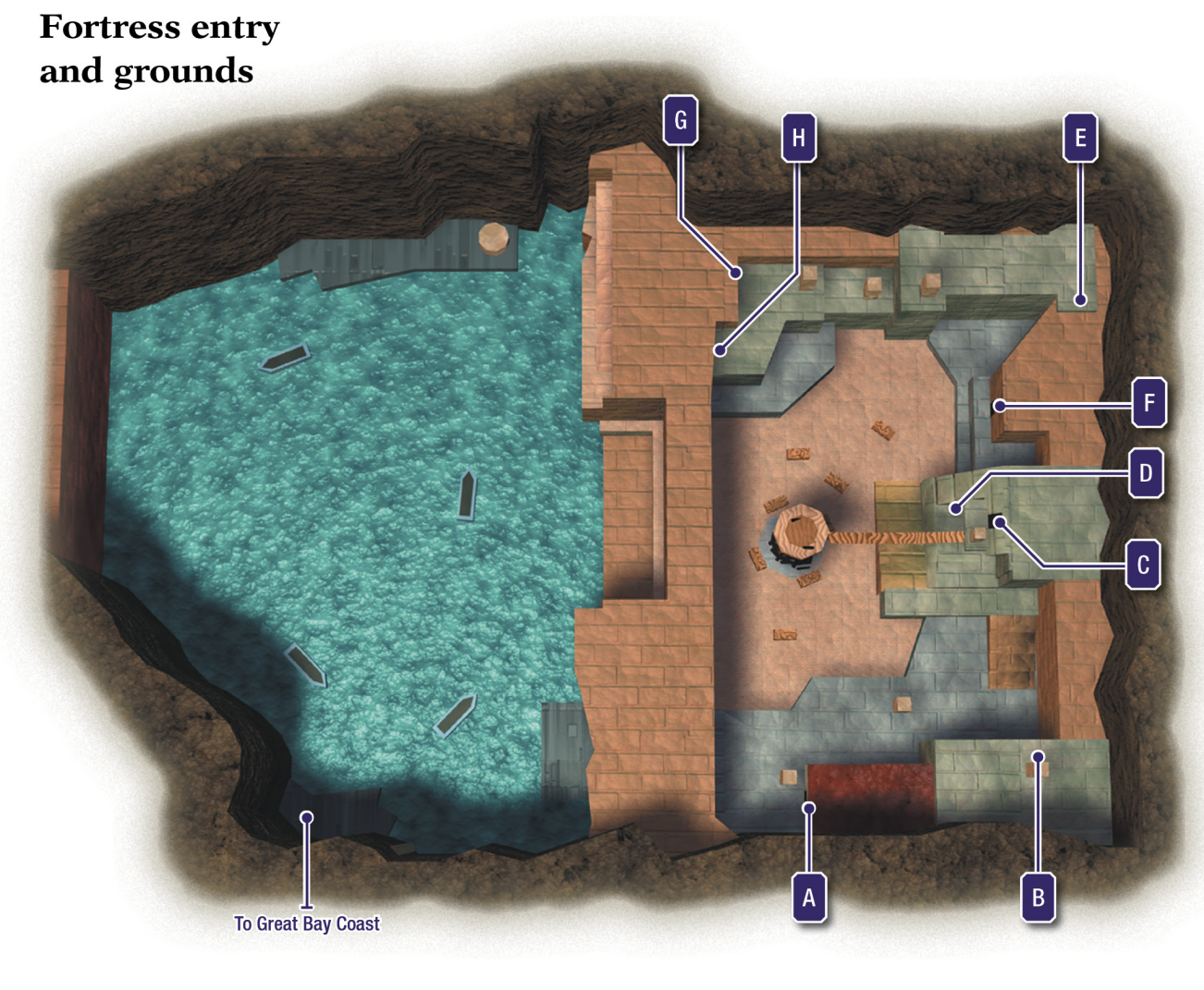
Zora Eggs are extremely delicate and must therefore be kept in bottles. There are four Zora Eggs to find in the Pirates' Fortress, so it helps to have at least four Empty Bottles on hand before you attempt this mission. If you've been following this walkthrough, then you already have six Empty Bottles, so you're all set. If you don't have at least four Empty Bottles, don't worry—you can still complete the mission. You'll just need to make a few trips through the Pirates' Fortress to collect all of the Zora Eggs instead of getting them all in one run. See the checklists at the back of this book to quickly track down every last Empty Bottle.



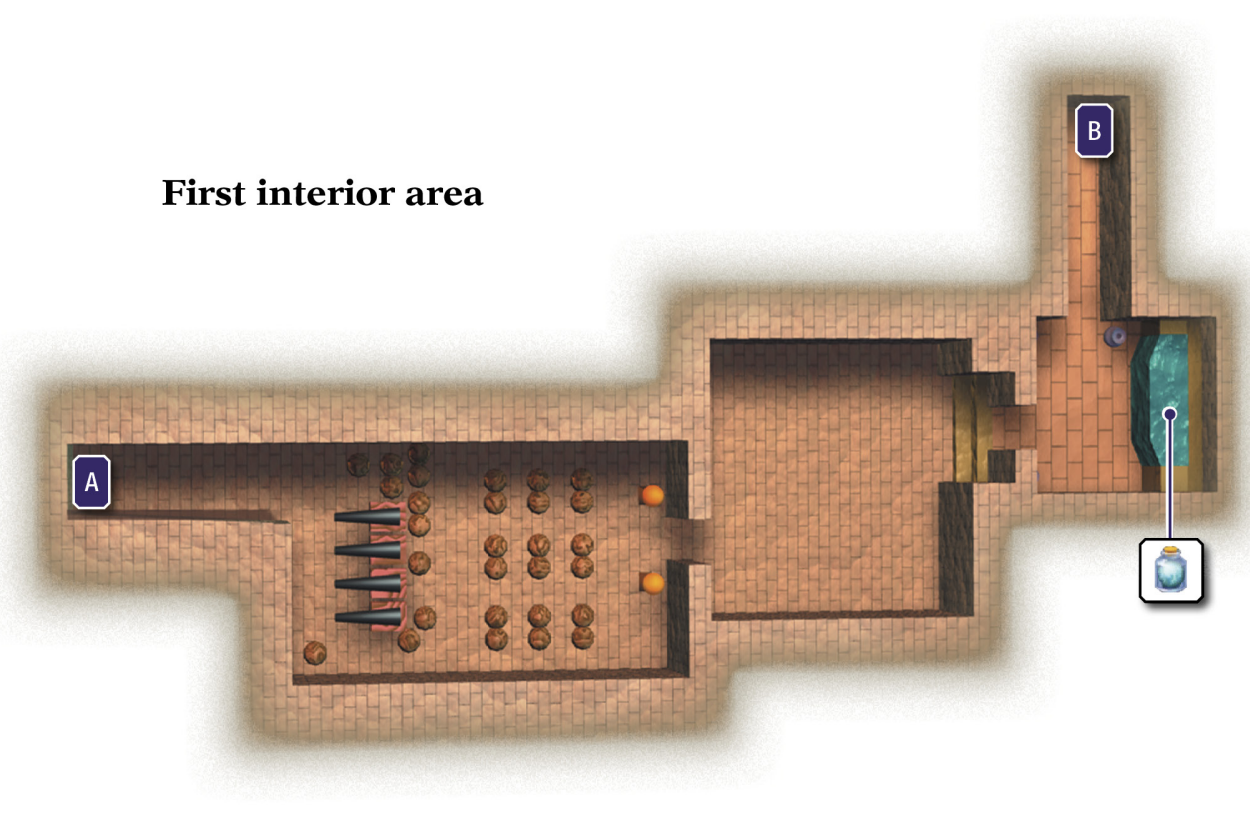
Chapter 8: Hookshot Heroics

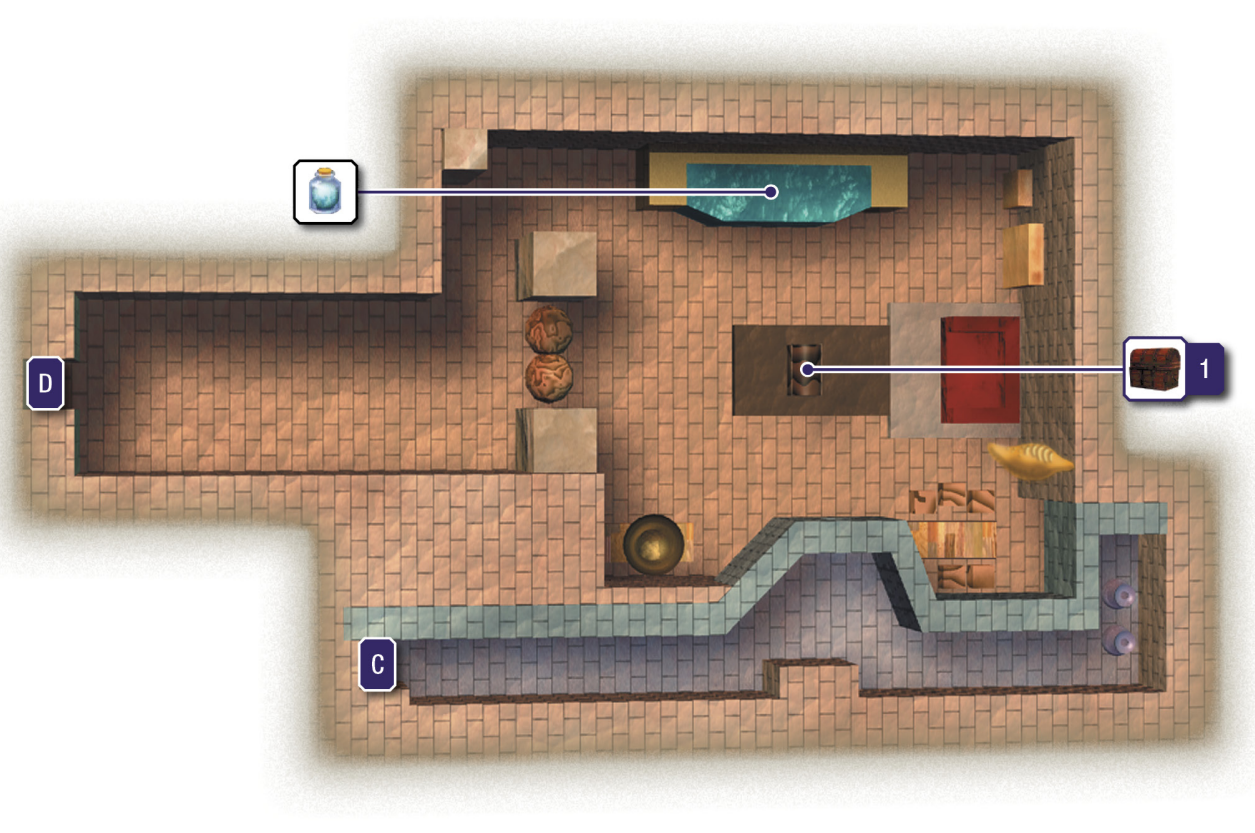
Pirates Fortress (Second Visit)

Fortress entry and grounds



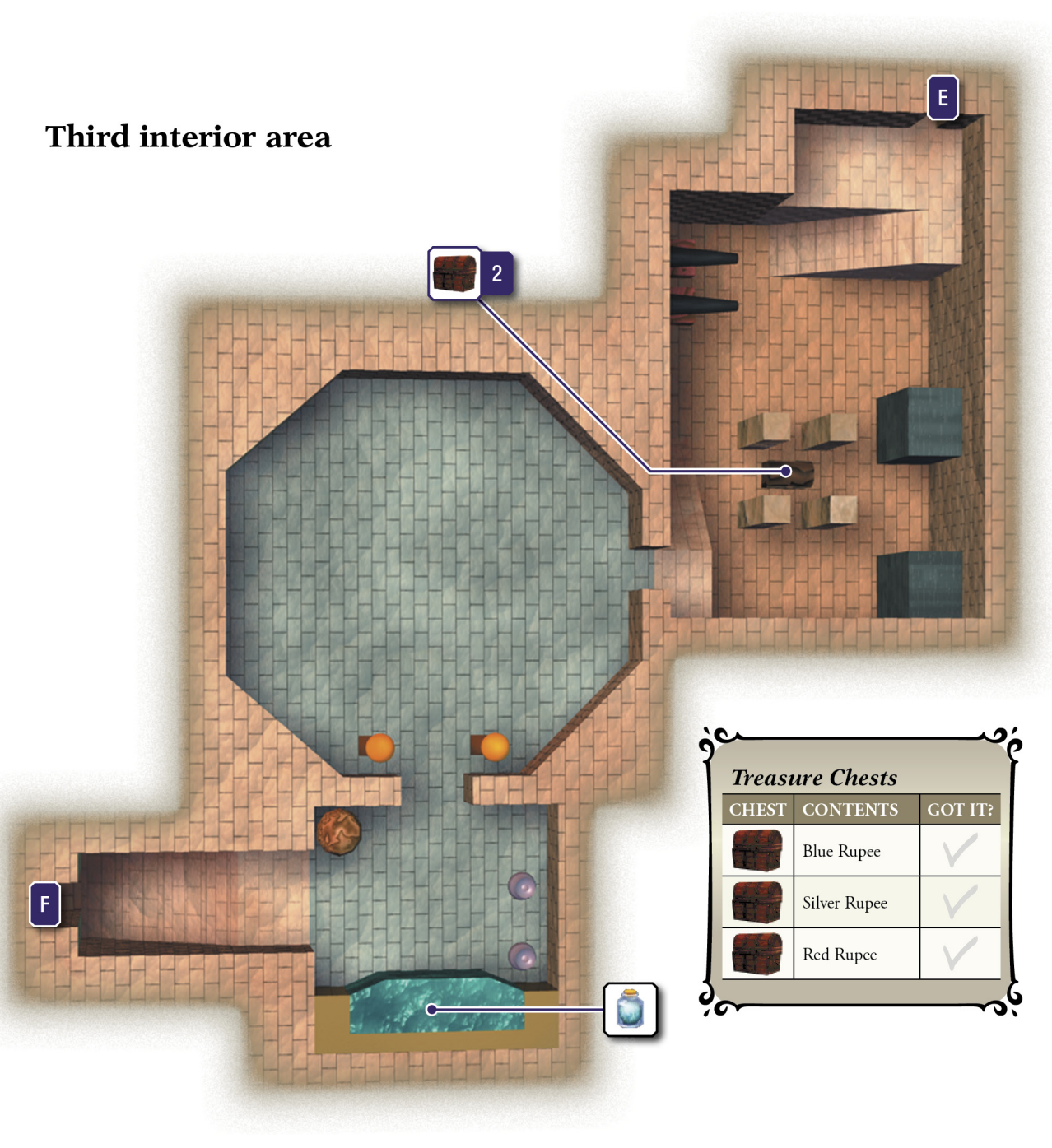
First interior area





Second interior area

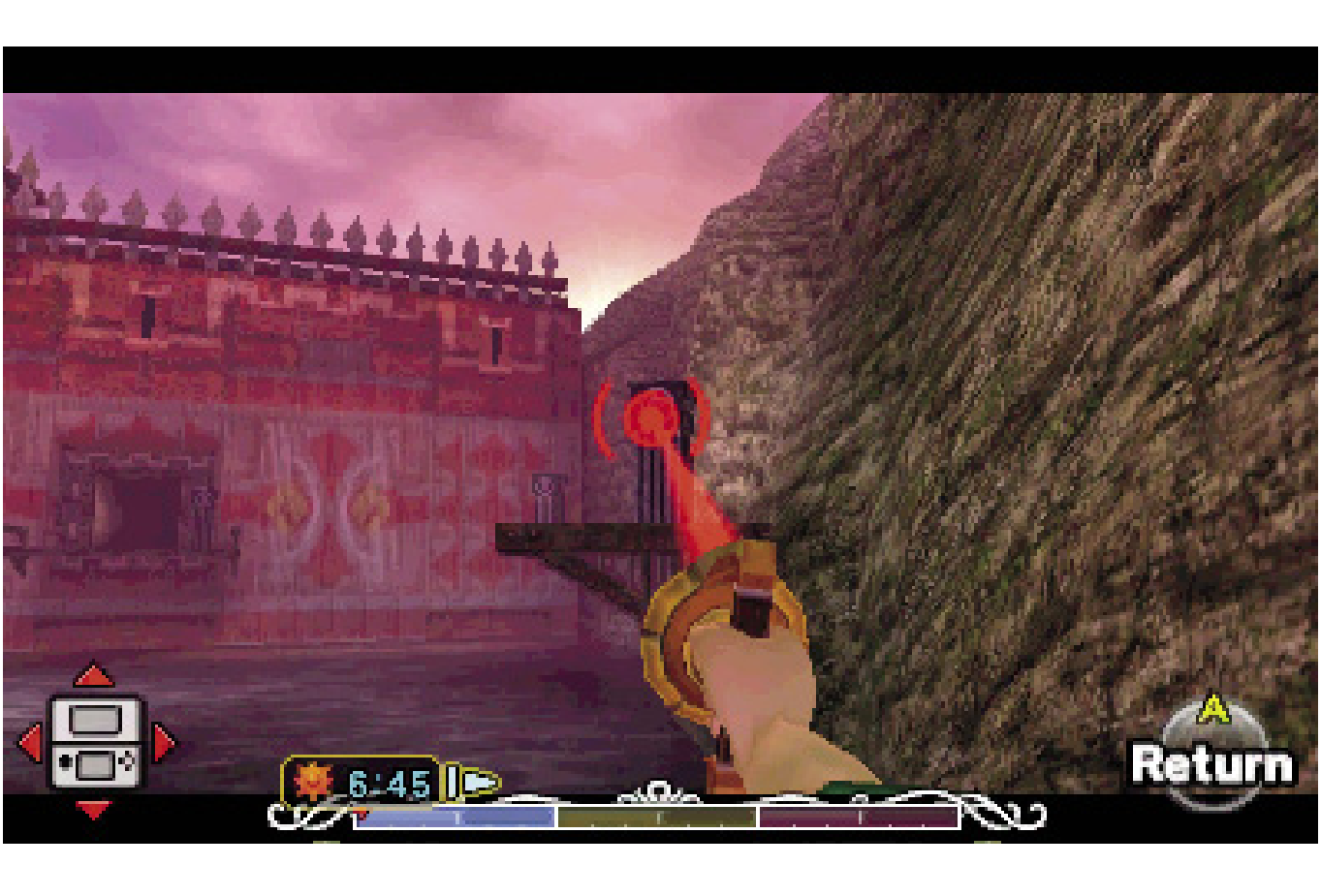
Third interior area



Treasure Chests

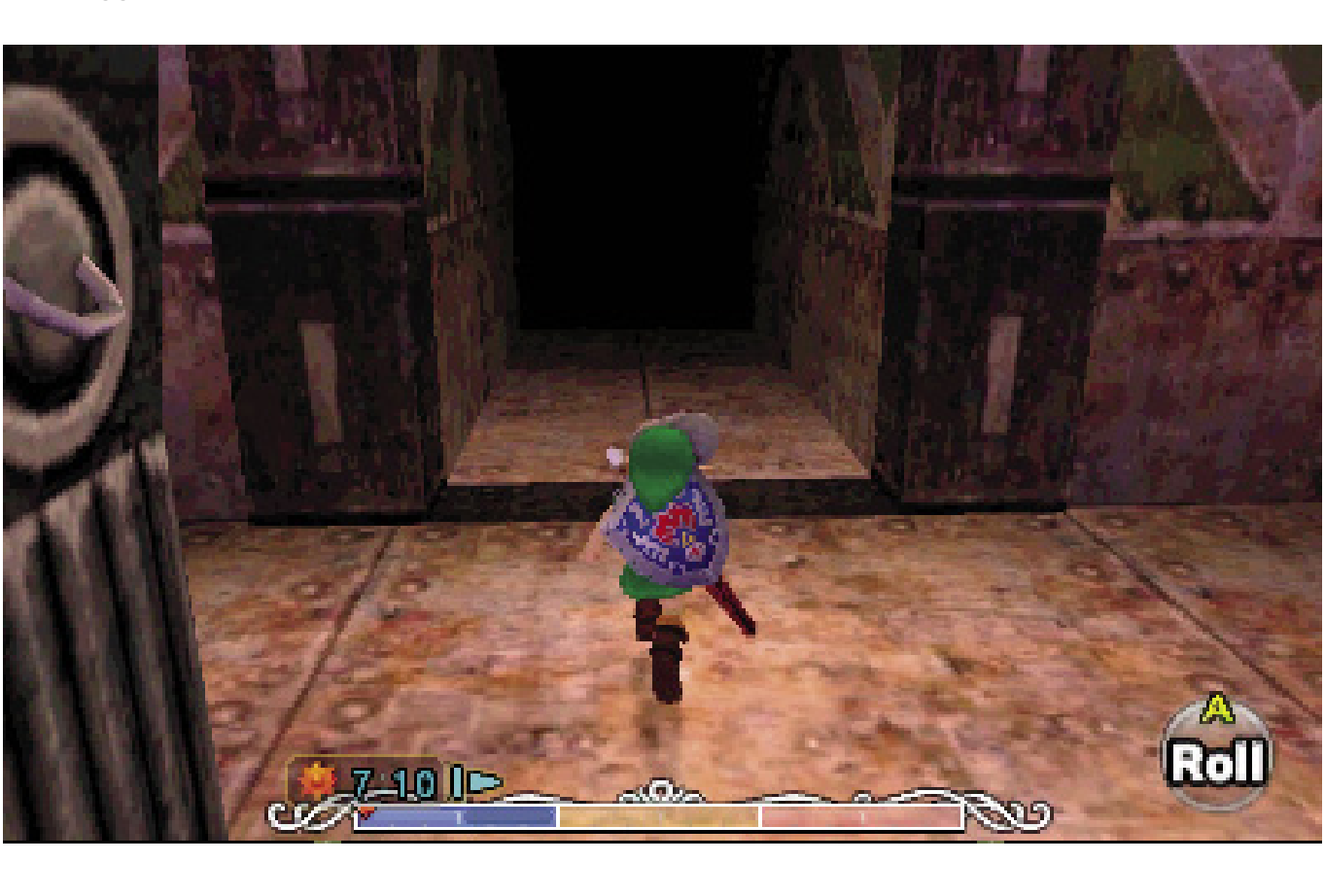
CHEST	CONTENTS	GOT IT?
▨	Blue Rupee	✓
▨	Silver Rupee	✓
▨	Red Rupee	✓

Hookshot Shortcut



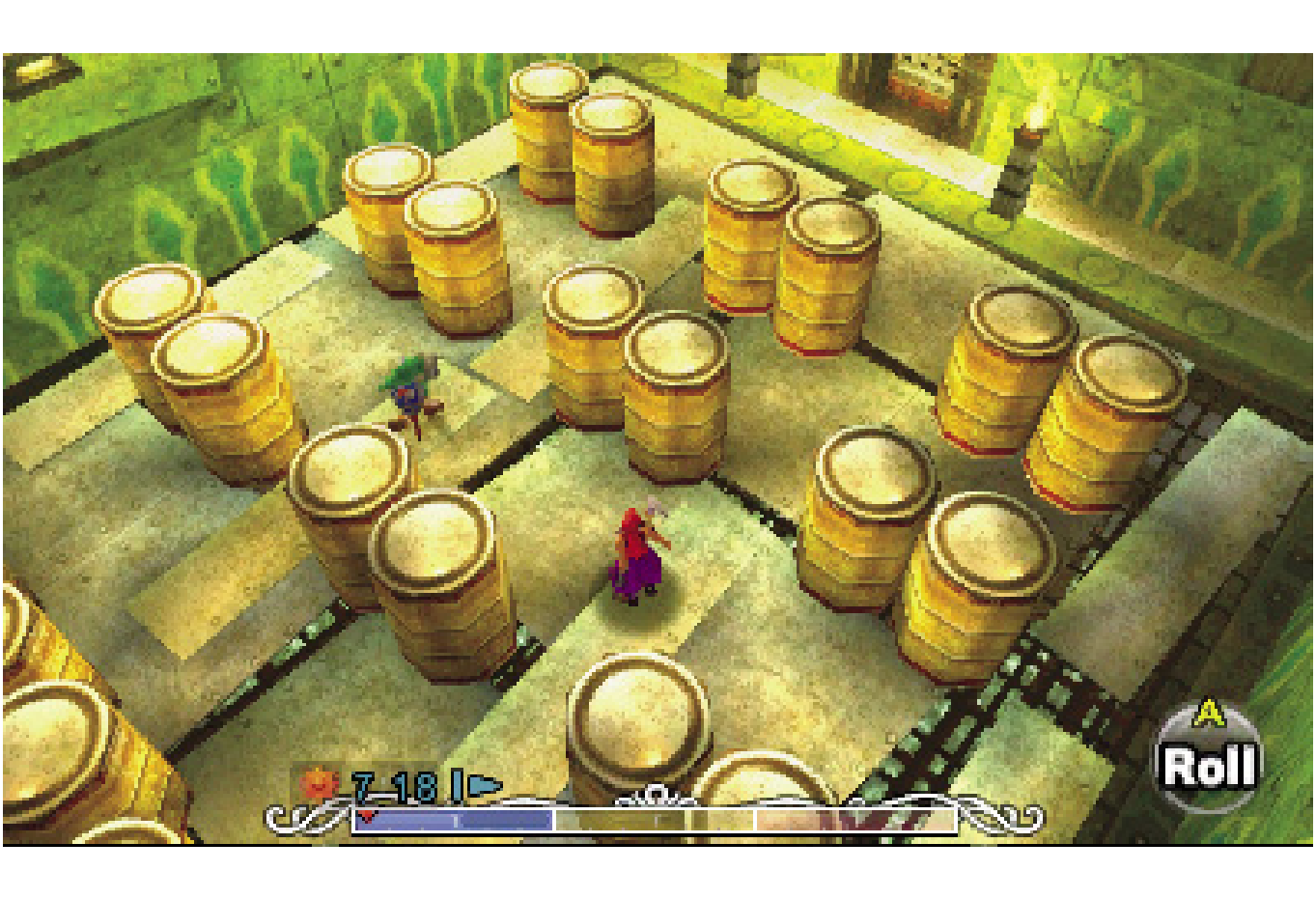
Now that you have the Stone Mask and Hookshot, you can slip into the Pirates' Fortress with ease. Slap on the Stone Mask, and use the Hookshot to zip along the anchor stones near the south wall. Work your way around to an east tunnel that leads to the fort's inner grounds.

Zora Egg #1

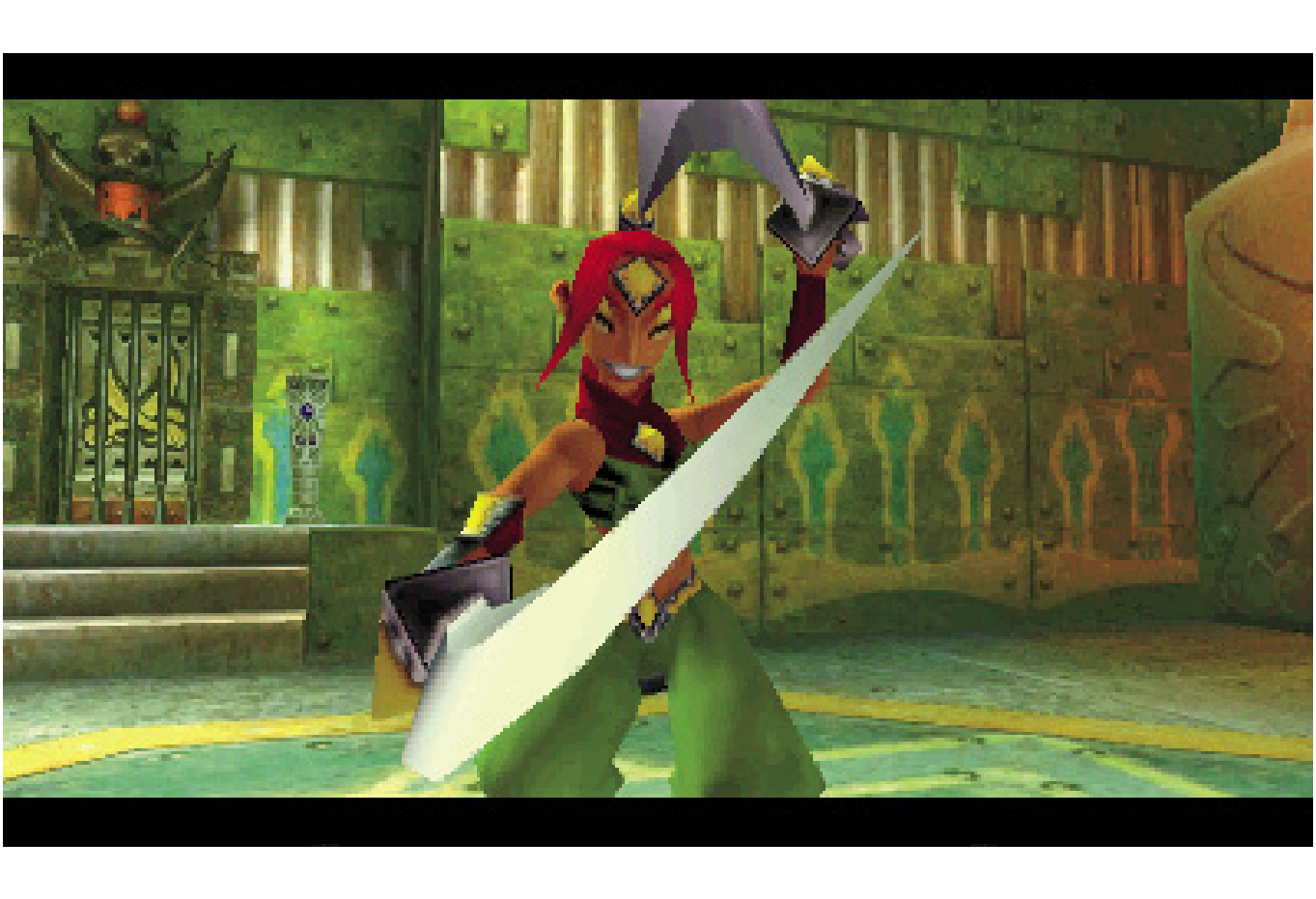


You're here to find the missing Zora Eggs, so get to it! Continue wearing the Stone Mask to avoid any chance of the Gerudo guards detecting you as you head straight through the nearby doorway. (You can still stun guards with arrows, Deku Nuts, or the Hookshot if necessary.)

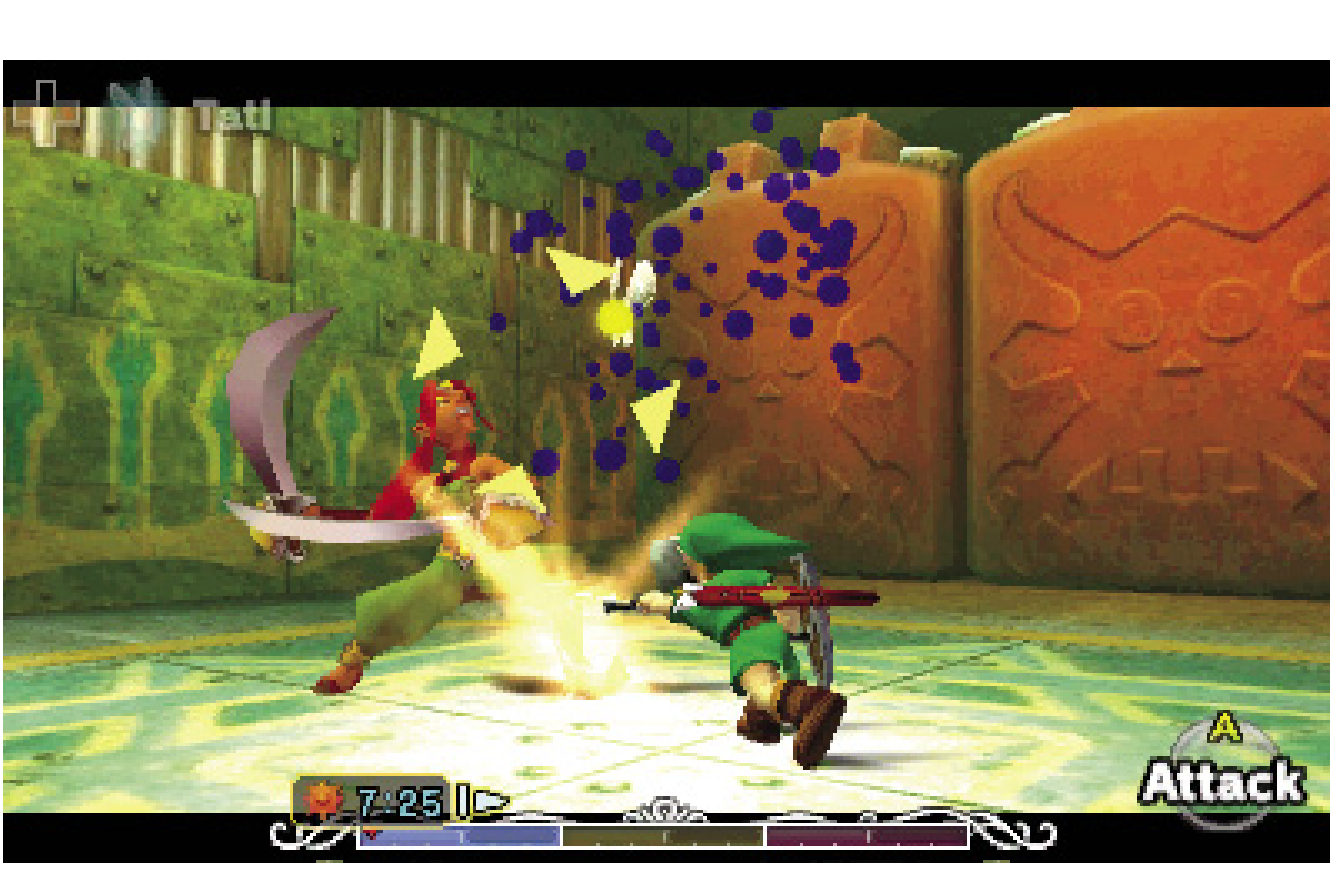
Careful: there's a guard in the barrel-filled room beyond the doorway. Use the Stone Mask to slip past the guard with ease, and then head through the far door.

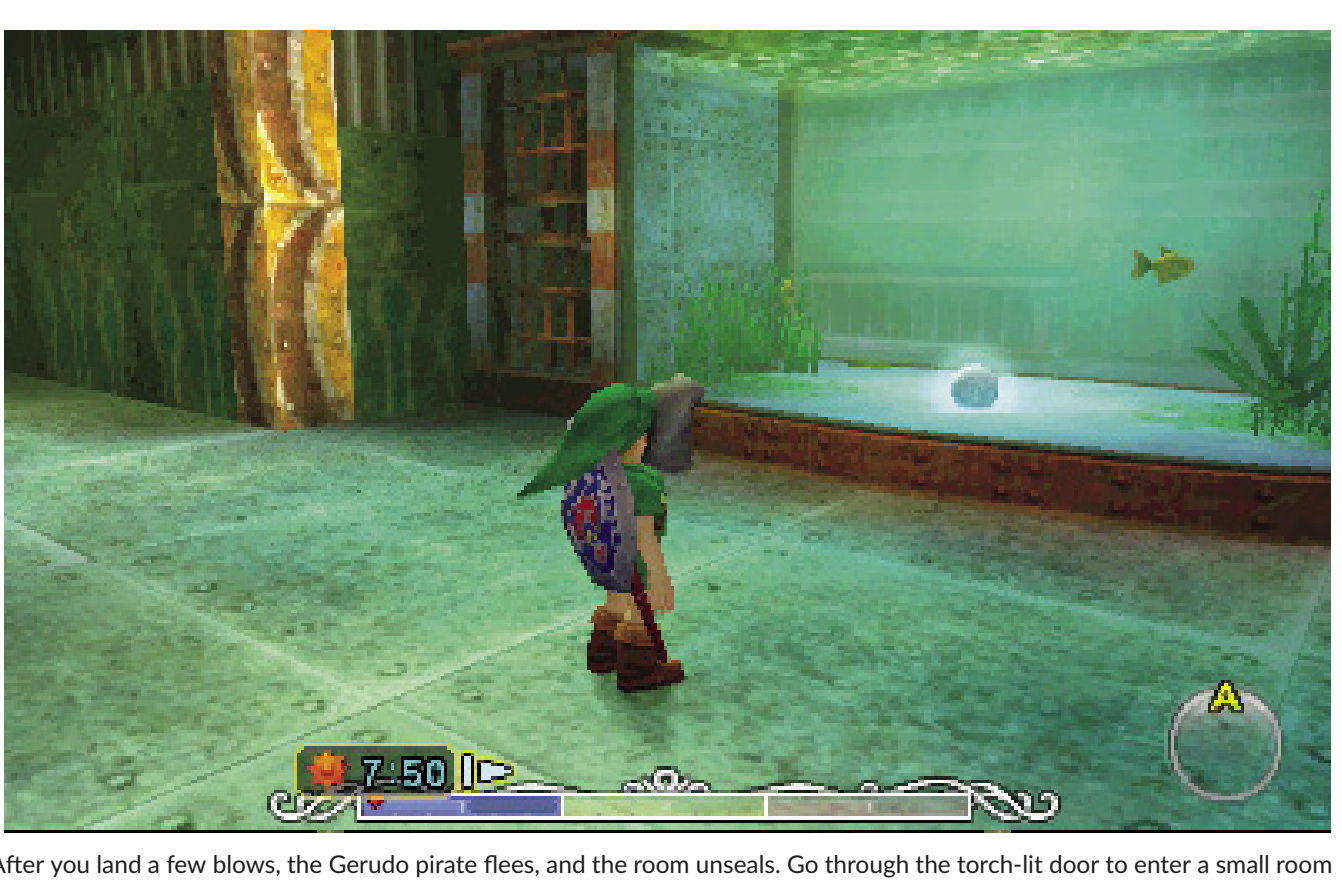


Link becomes trapped in the next room, and a formidable Gerudo warrior confronts him. She isn't fooled by the Stone Mask, and a battle quickly begins!



You'll be captured by the pirates and tossed out of the fort if you fail to best the Gerudo warrior, but she only deals 1/4 Heart of damage, so the fight isn't difficult. You can block her attacks, but she can block yours, as well. Your attacks are much stronger than hers, so be aggressive, and end the battle with speed.

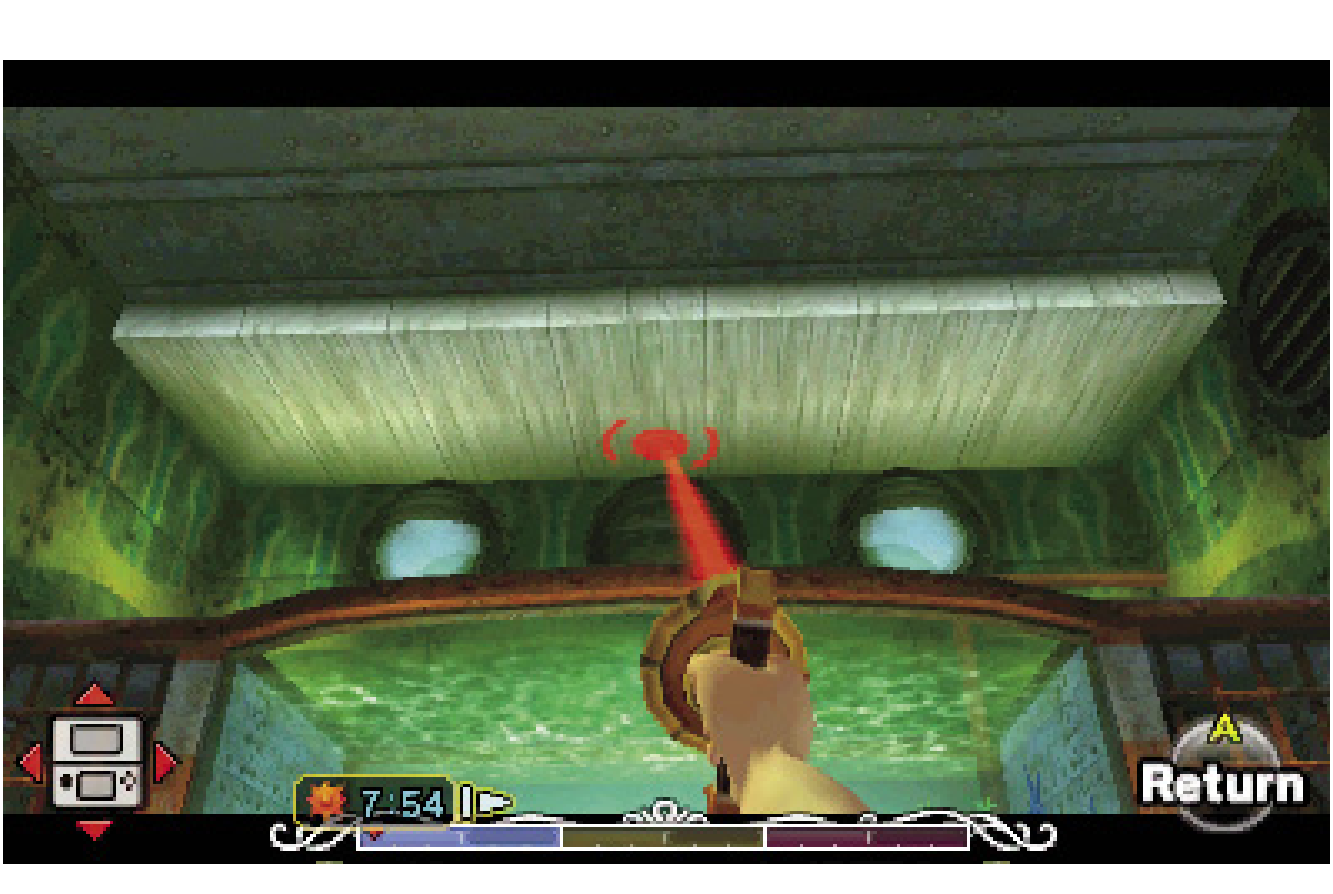


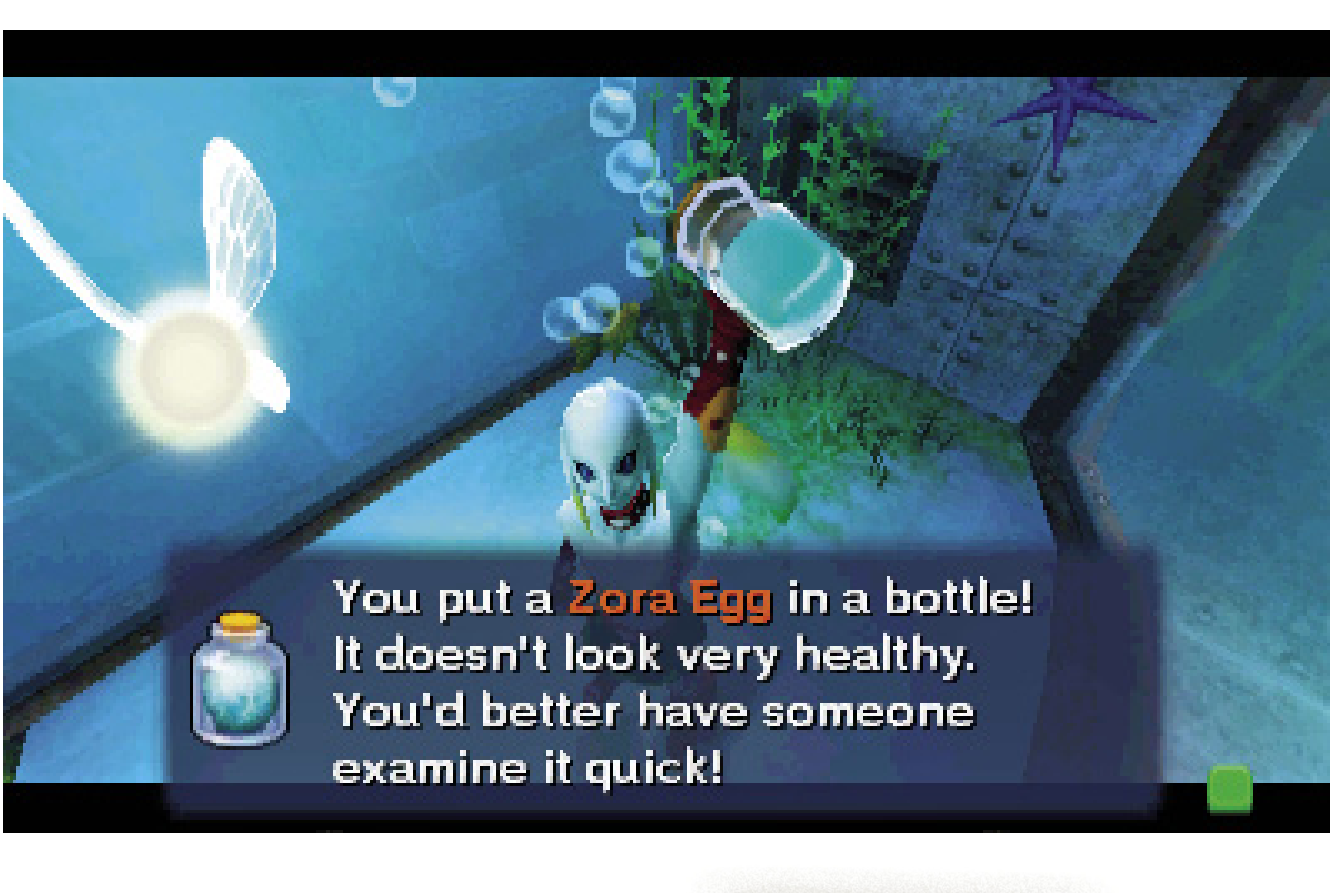


After you land a few blows, the Gerudo pirate flees, and the room unseals. Go through the torch-lit door to enter a small room that features a large fish tank. What's this? There's a Zora Egg in that tank! But how to reach it?

Back away from the fish tank, and target the wooden ceiling above it with the Hookshot. Zip up to the wooden panel, and you'll splash down in the tank.

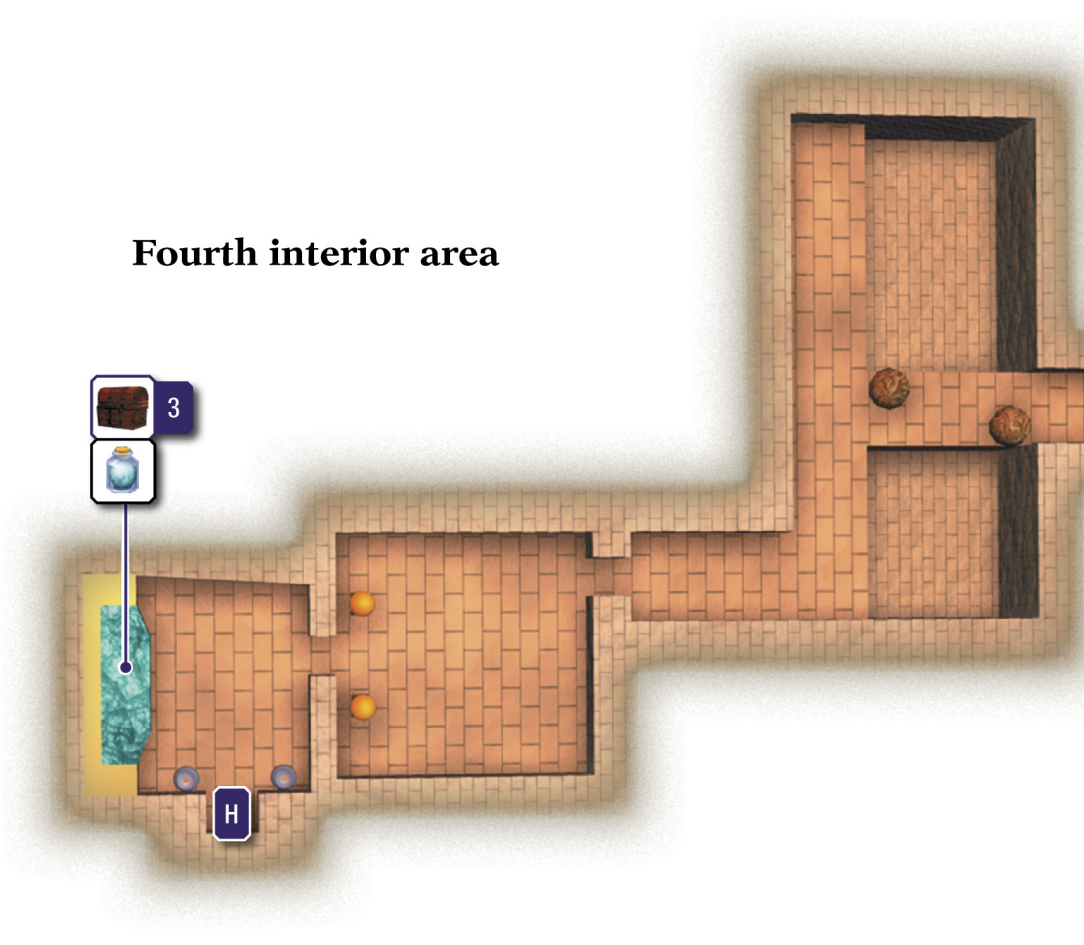
Put on the Zora Mask, and dive to the bottom of the tank. Use an Empty Bottle to scoop up the Zora Egg—the first of four eggs that the pirates have stolen.





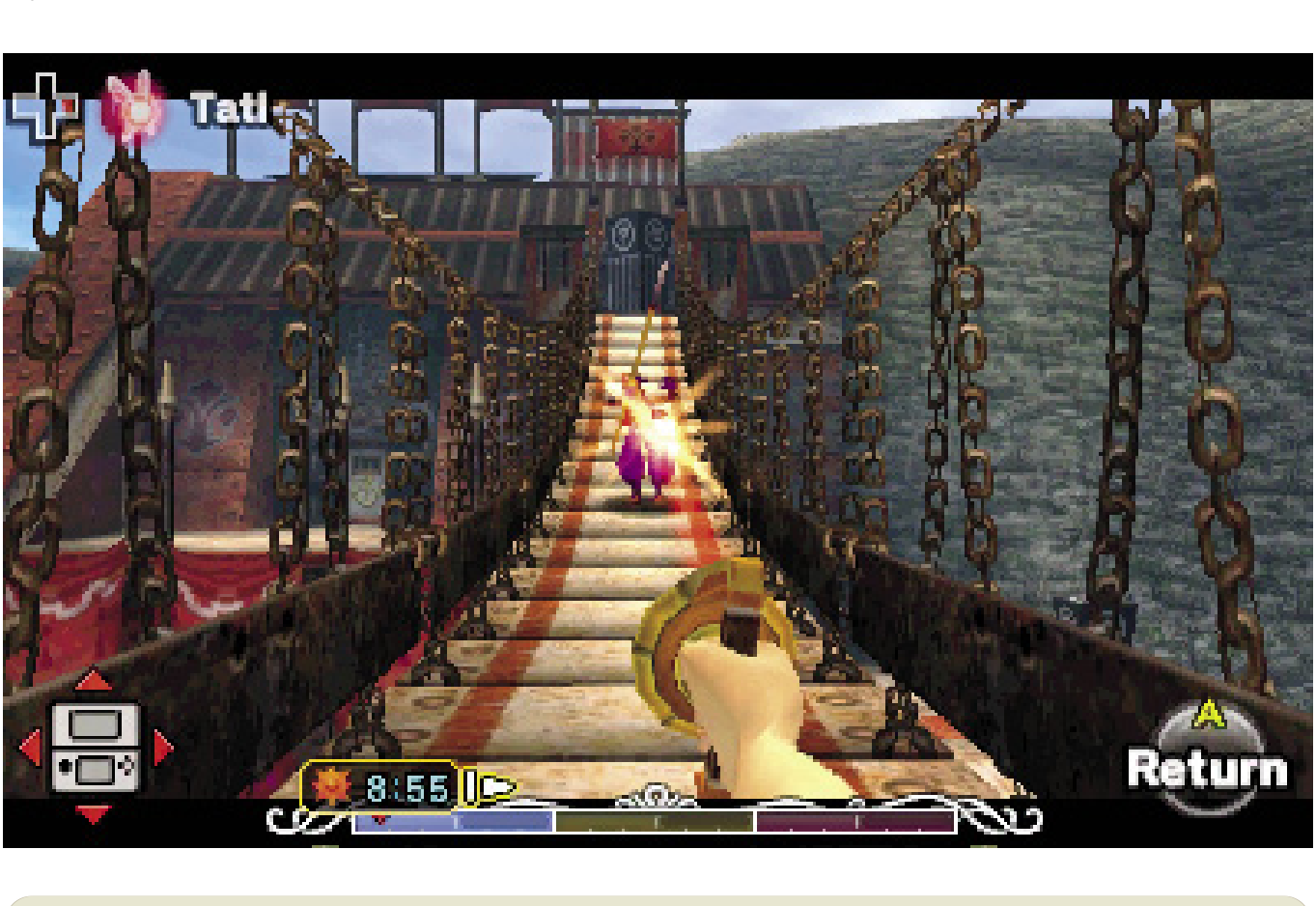
You put a Zora Egg in a bottle!
It doesn't look very healthy.
You'd better have someone
examine it quick!

Fourth interior area



Zora Egg #2

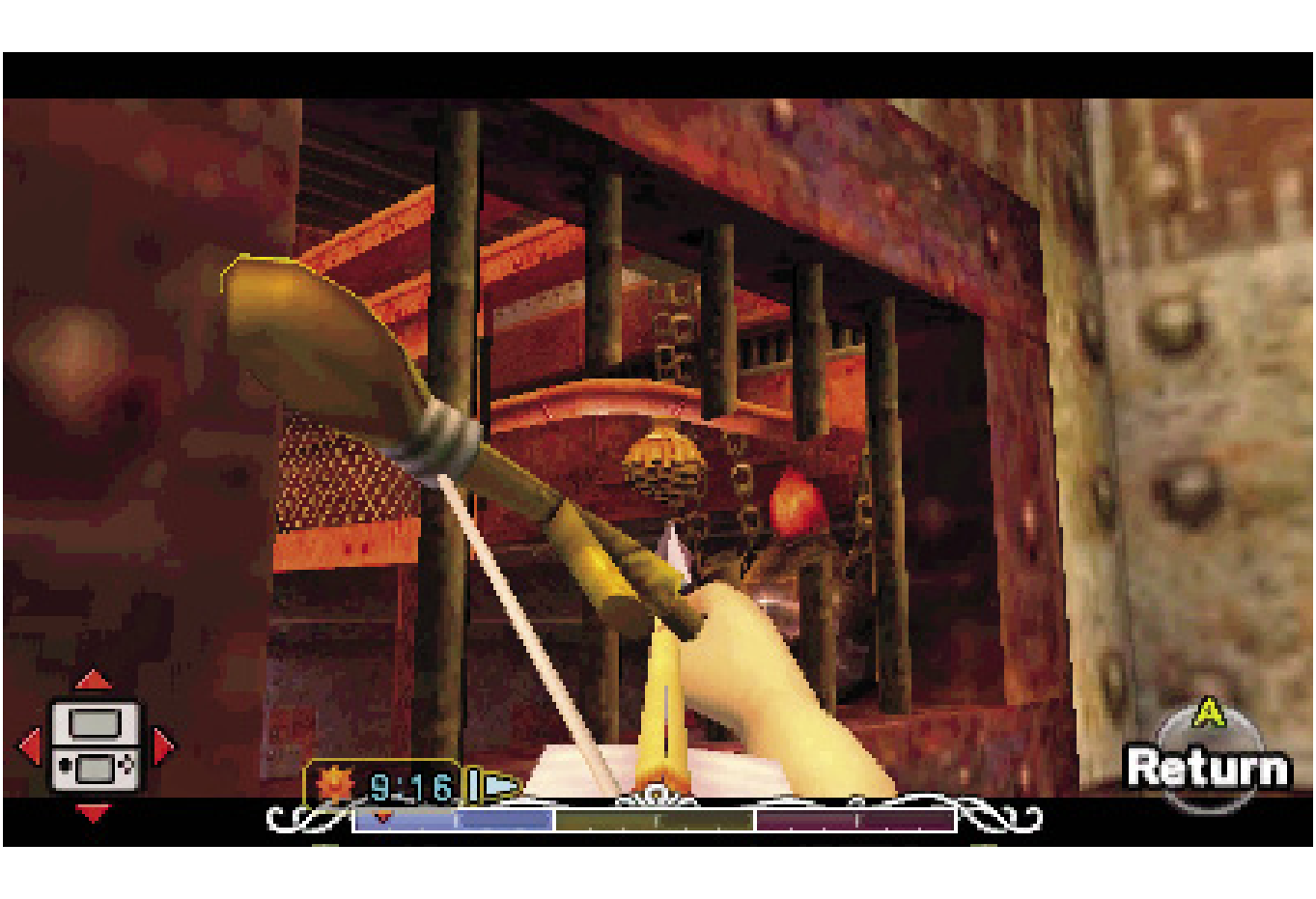
Climb out of the fish tank, put on the Stone Mask again, and then go through the nearby doorway to return to the fort's inner grounds. Drop to the ground level, and head for the camp's central tower. Climb up the tower's ladder to reach the high bridge, then use an arrow or the Hookshot to stun the bridge's guard. Hurry across, and then go through the door behind the pillar beyond to sneak into the leader's room.



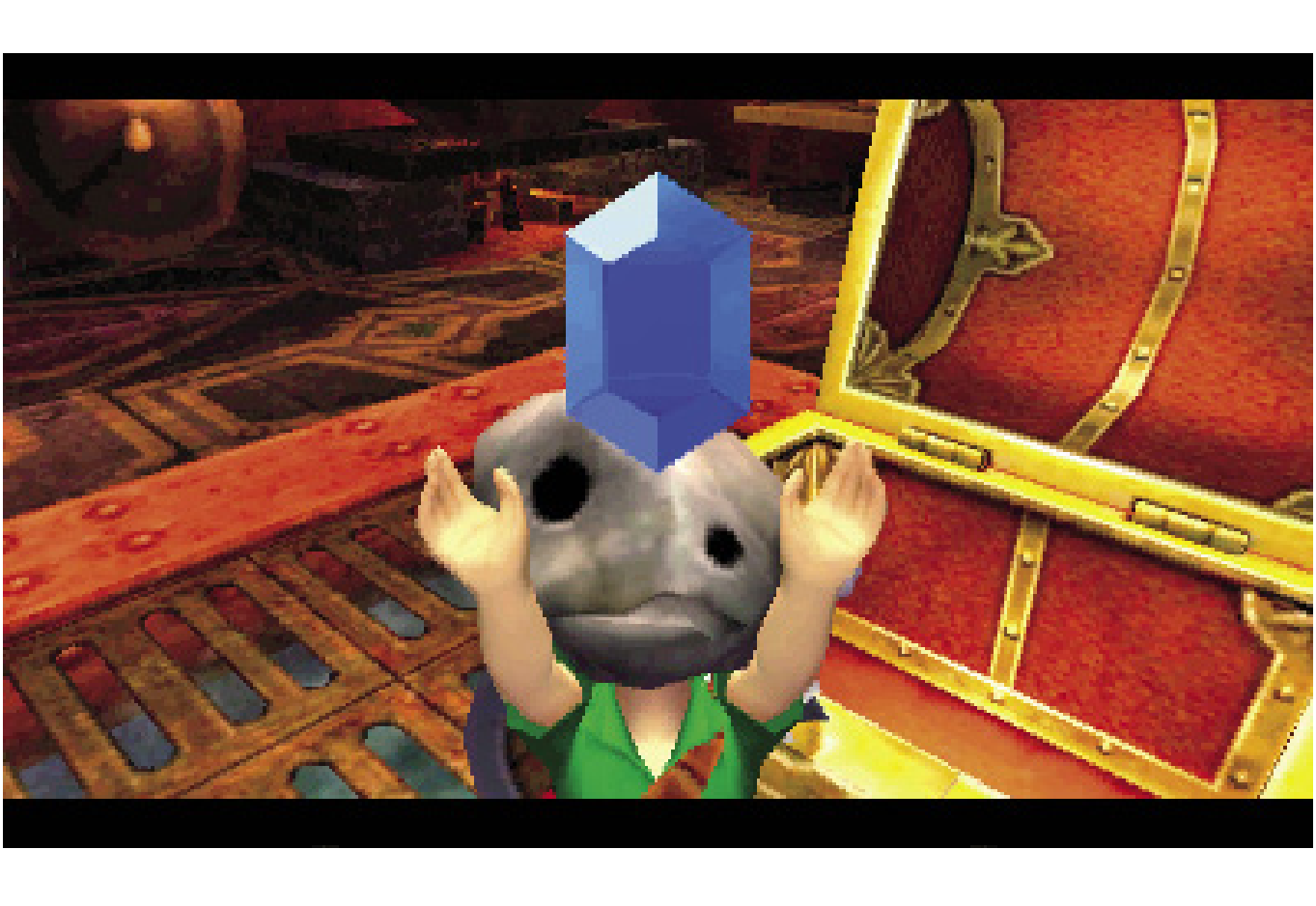
Say "Cheese"

At any point during your raid of the Pirates' Fortress, whip out your Pictograph Box and take a nice full-body picture of one of the patrolling Gerudo guards. You'll find out why later.

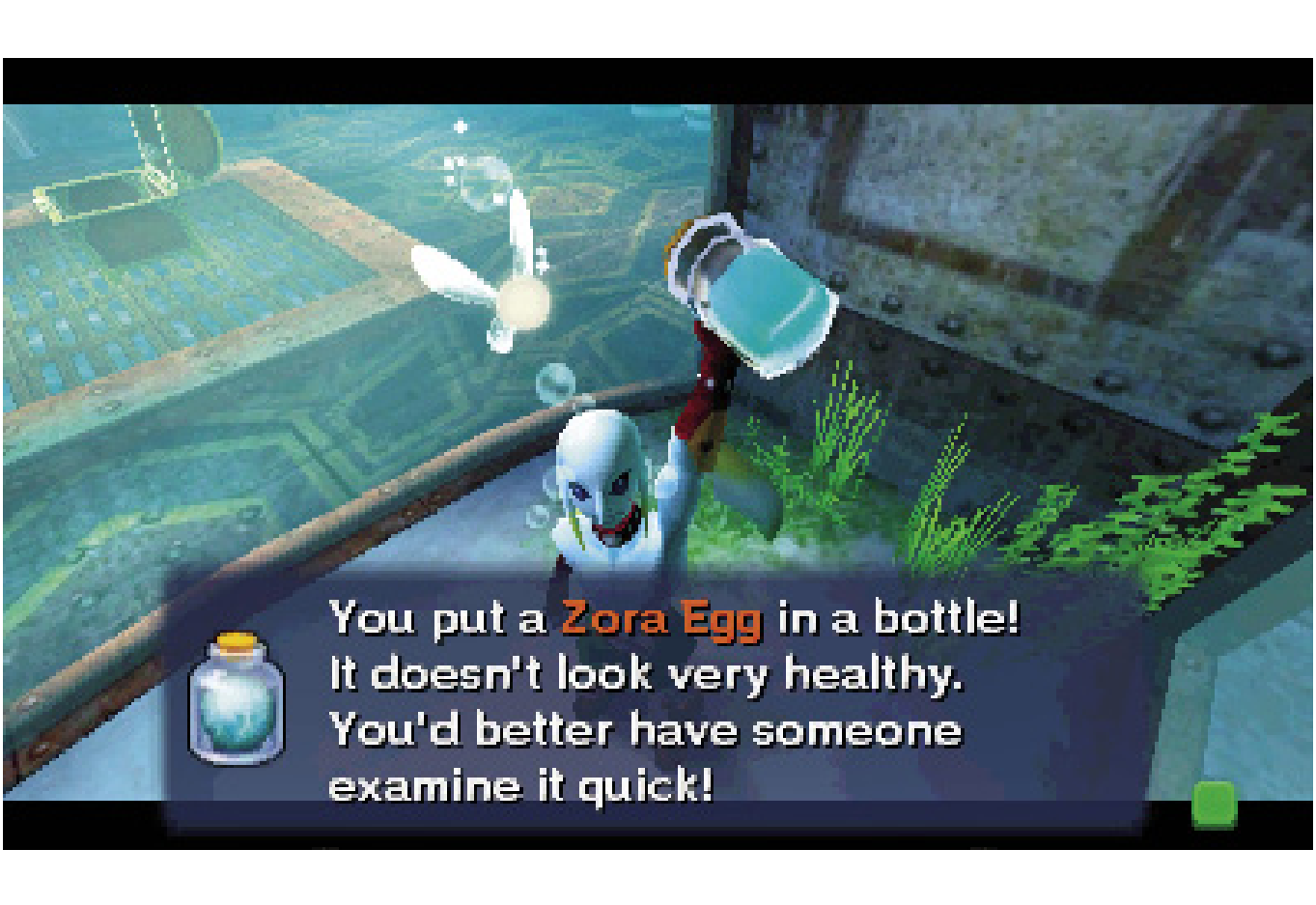
You've reset time since you were last here, so the scene with the Gerudo leader plays out again inside the leader's room. When it ends, aim through the barred window, and use your Hero's Bow to knock down the beehive in the leader's room, just as you did before. The bees do the trick, scaring off the leader and her guards.



Loop around and drop into the now-vacant leader's room, where you discovered the Hookshot before. You've already obtained the Hookshot, so the chest in the leader's room contains a Blue Rupee instead. Grab it, and then look to the left and spot a large fish tank.



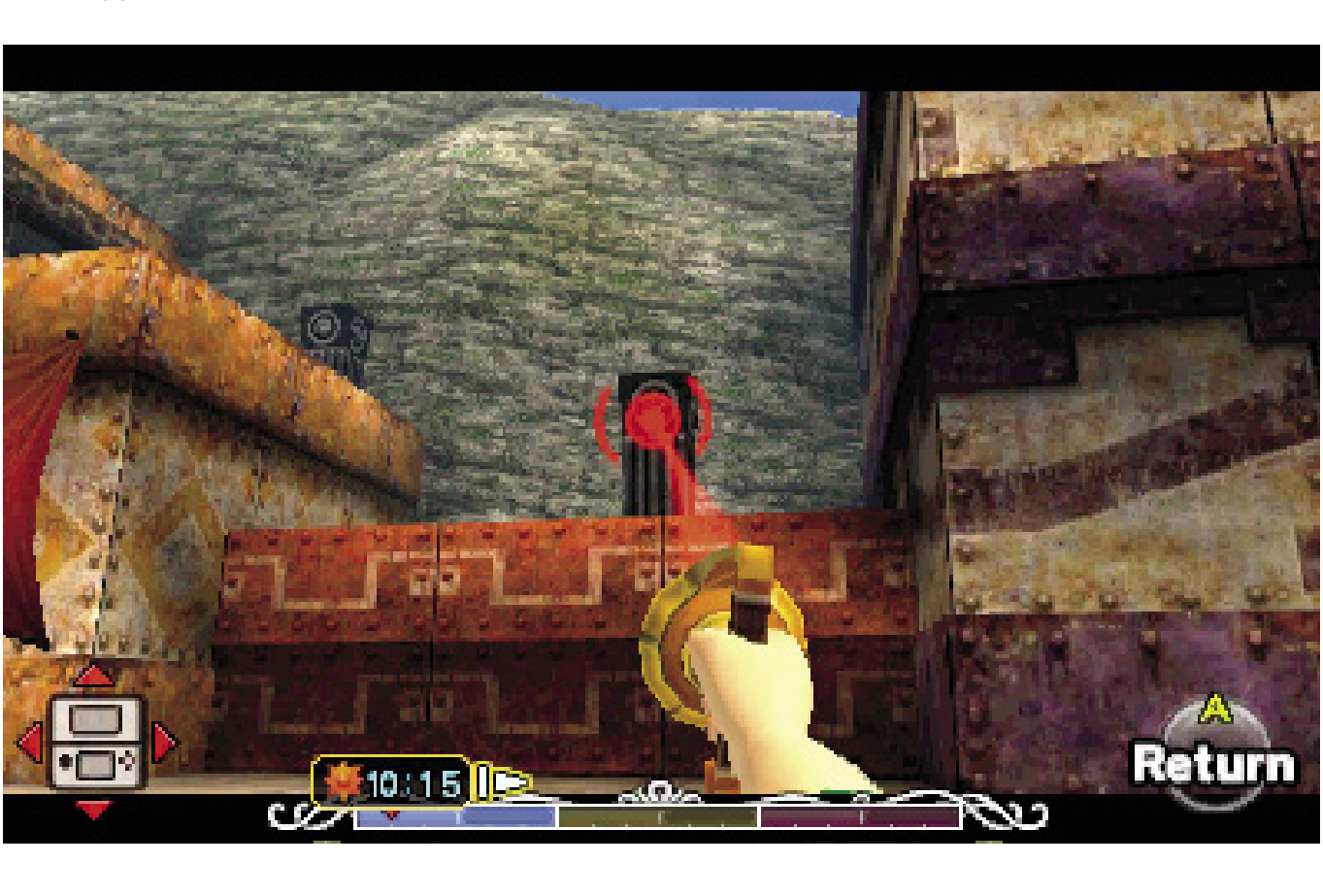
Pirates' Fortress Chest #1: Blue Rupee



You put a Zora Egg in a bottle!
It doesn't look very healthy.
You'd better have someone
examine it quick!

You know what to do. Target the wooden panel above the tank with your Hookshot to zip up, and then drop into the tank. Put on the Zora Mask (no one's around to see you) and dive to the tank's bottom. Scoop the Zora Egg into an Empty Bottle, and then climb out of the tank. Put on the Stone Mask before making your way back outside.

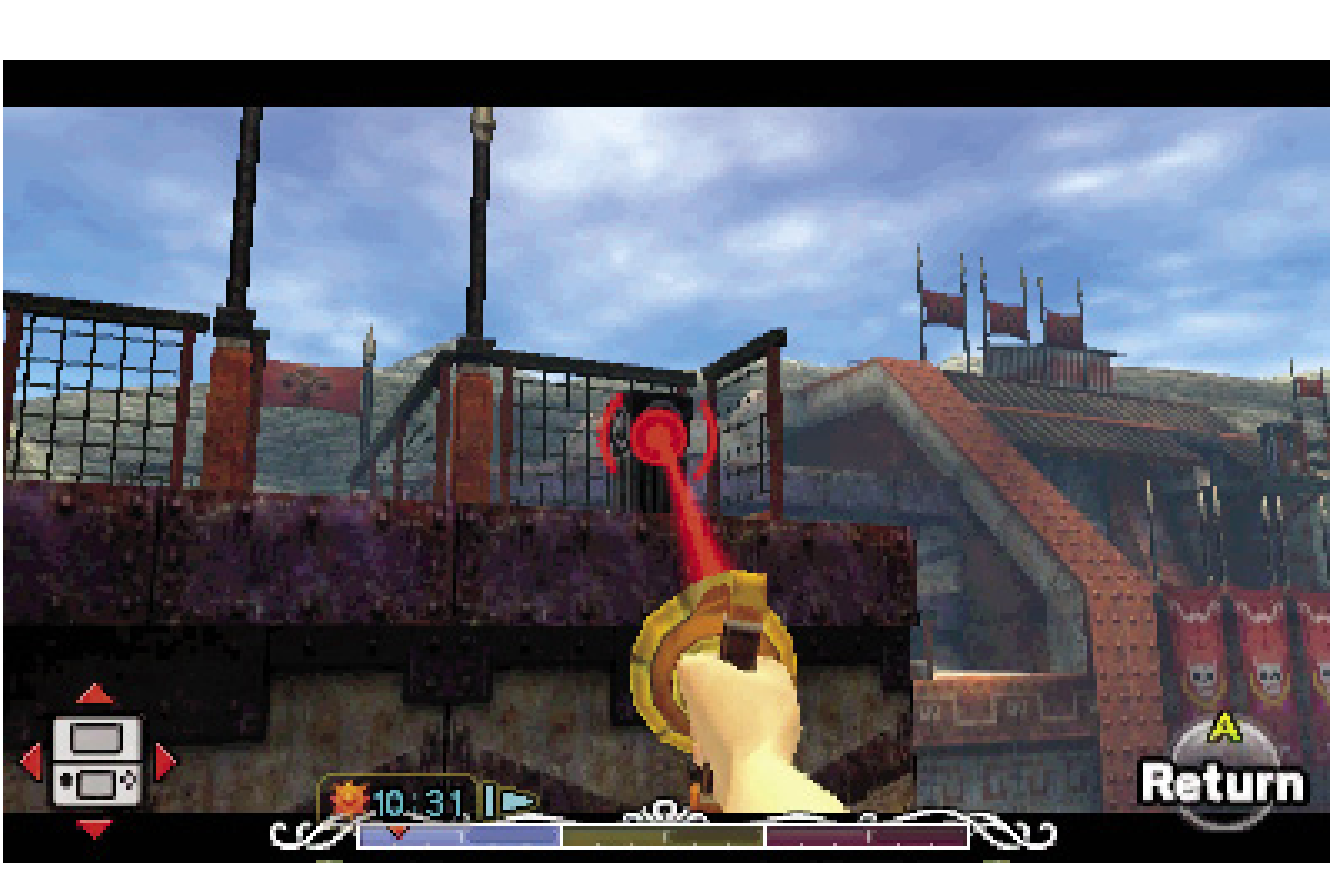
Zora Egg #3

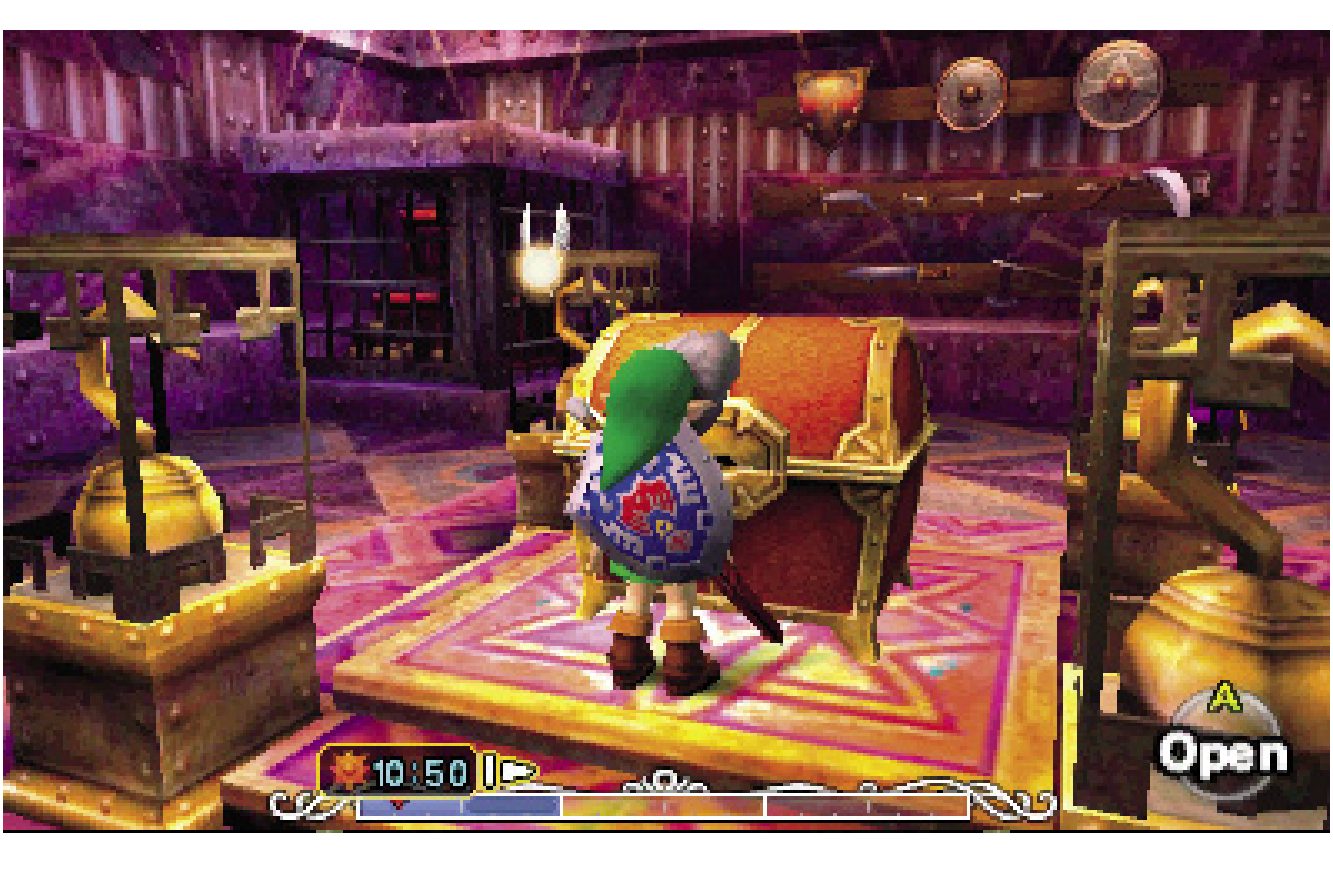


As you move through fortress' inner grounds, use the Stone Mask to avoid detection. Cross the grounds, and Hookshot the north anchor stone to reach a high ledge. Hookshot the next anchor stone to the west to climb even higher and reach a doorway, but don't go through it.

Instead, turn around (face east) and Hookshot a third anchor stone to climb even higher. Avoid the guard up here (or stun her with an arrow or the Hookshot, if you like), and then enter the nearby door, which leads to the fort's treasury.

A large chest is under heavy guard inside the treasury. Use the Stone Mask to avoid detection as you lift a Silver Rupee from the chest. Score! Scale the west ramp, and then proceed through the southwest door to reach the next chamber.



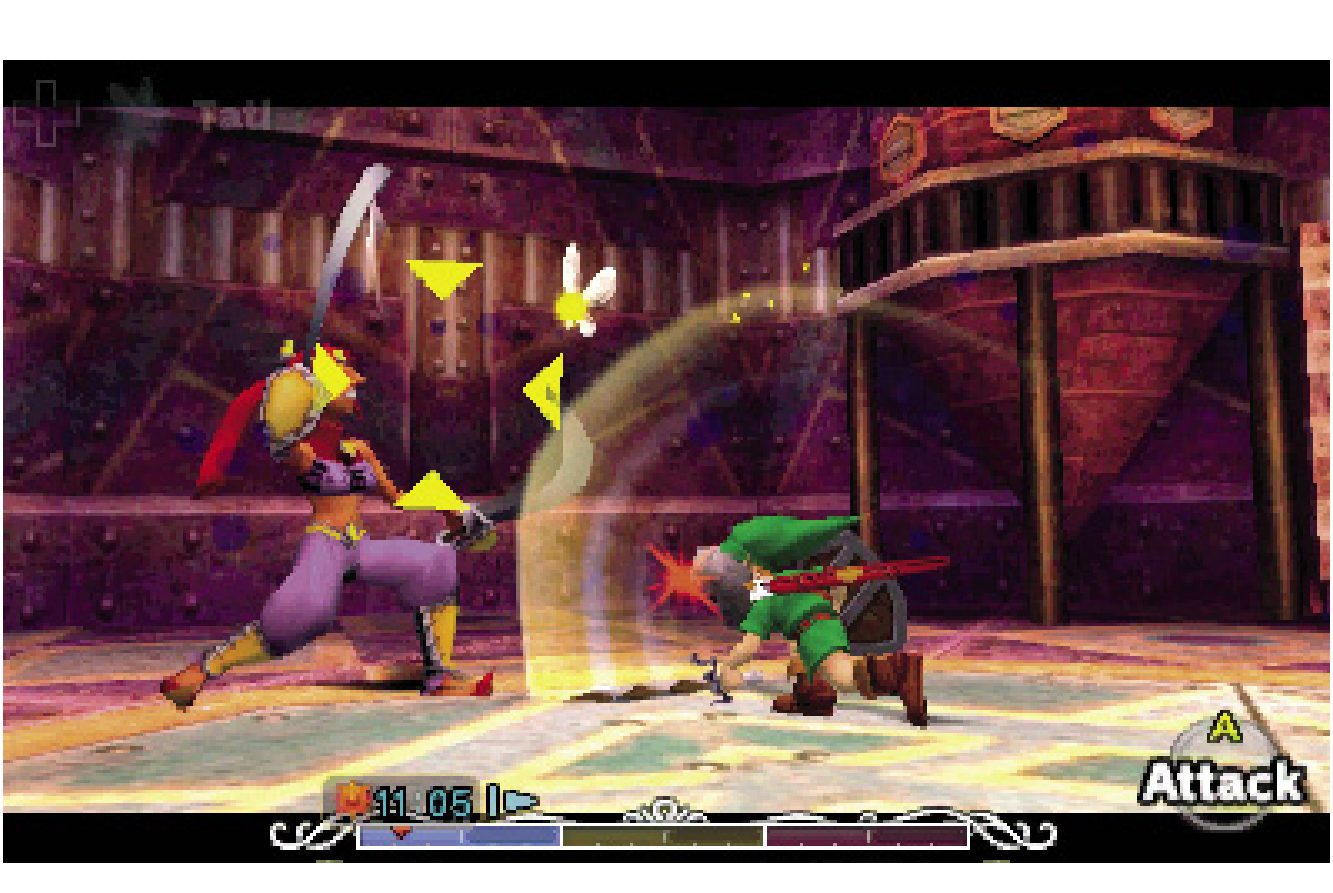


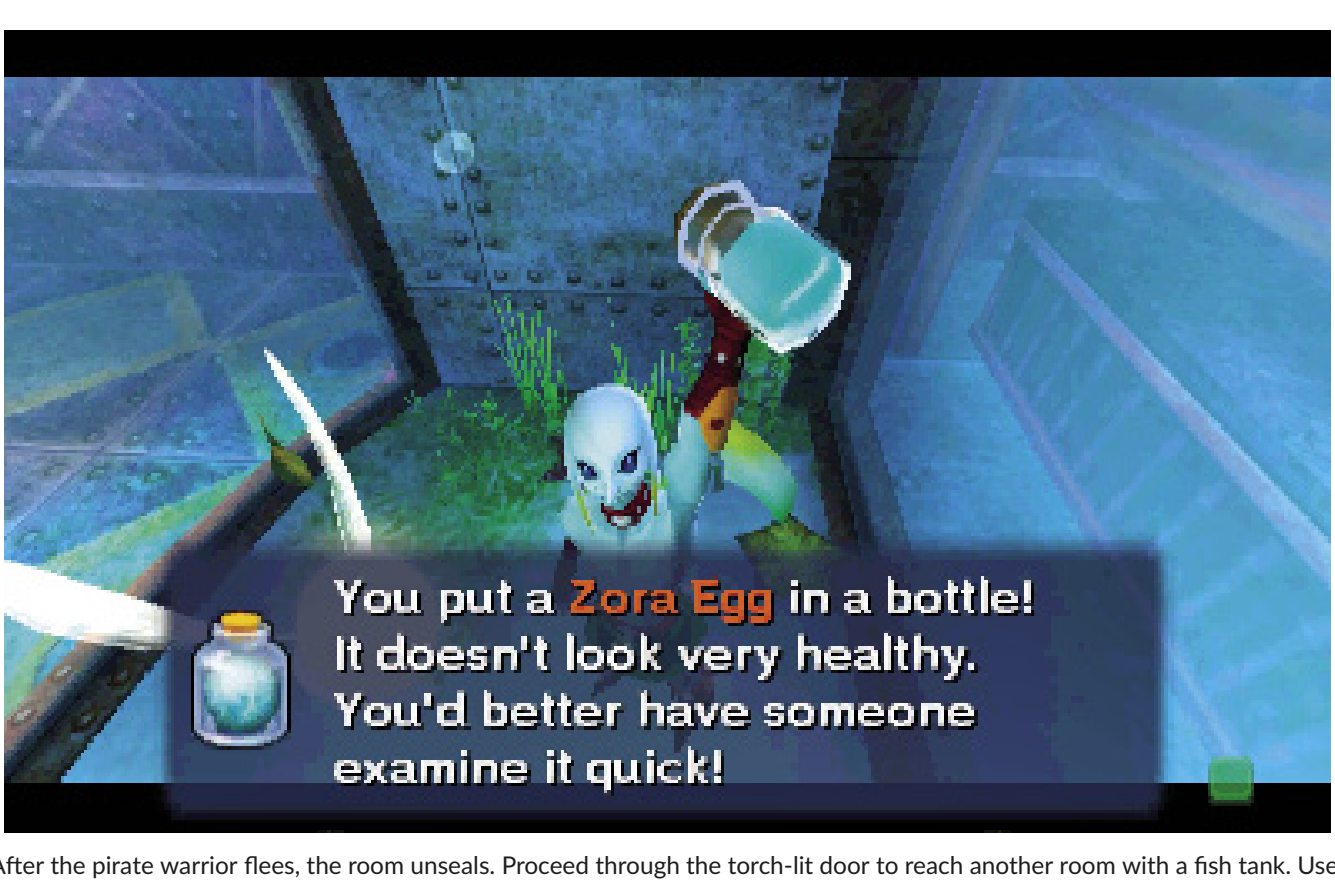
Pirates' Fortress Chest #2: Silver Rupee

The High Road

If you don't have the Stone Mask, you can take the high road to safely cross the treasury. Hookshot the overhead wooden beams to land on the room's high metal platforms, and avoid the guards as you make for the far door. Looting the central chest is risky without the Stone Mask, as stunning all three guards in rapid succession would be your only option. Your bank account is brimming by now, so it's really not worth the risk.

Link is trapped in the next room and forced to battle another Gerudo warrior. Her attacks aren't any more powerful than the last, so be aggressive and defeat her just as you did the first warrior.

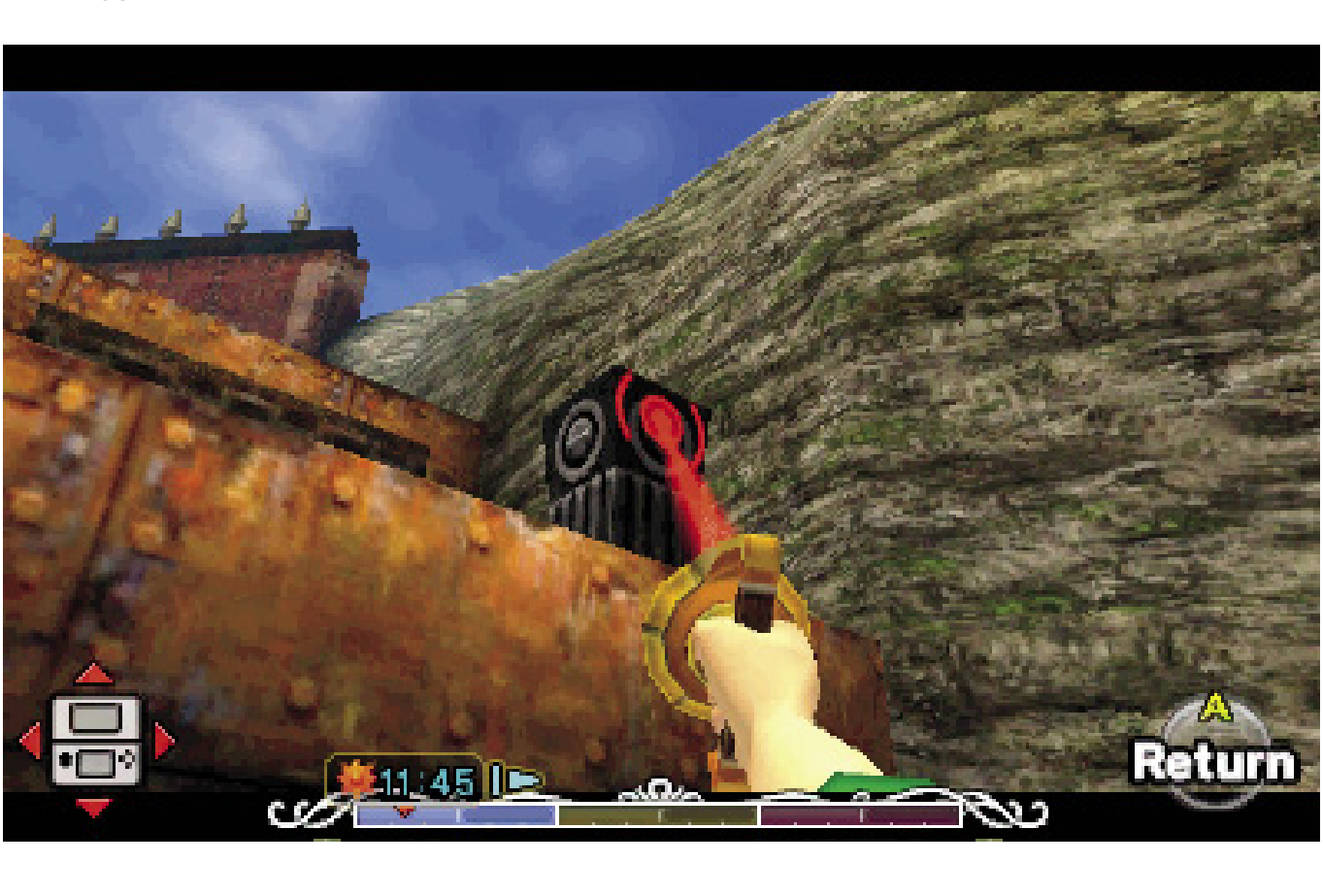




You put a Zora Egg in a bottle!
It doesn't look very healthy.
You'd better have someone
examine it quick!

After the pirate warrior flees, the room unseals. Proceed through the torch-lit door to reach another room with a fish tank. Use the Hookshot and Zora Mask to claim the Zora Egg as you've done before, then put on the Stone Mask and exit through the door at the end of the nearby ramp.

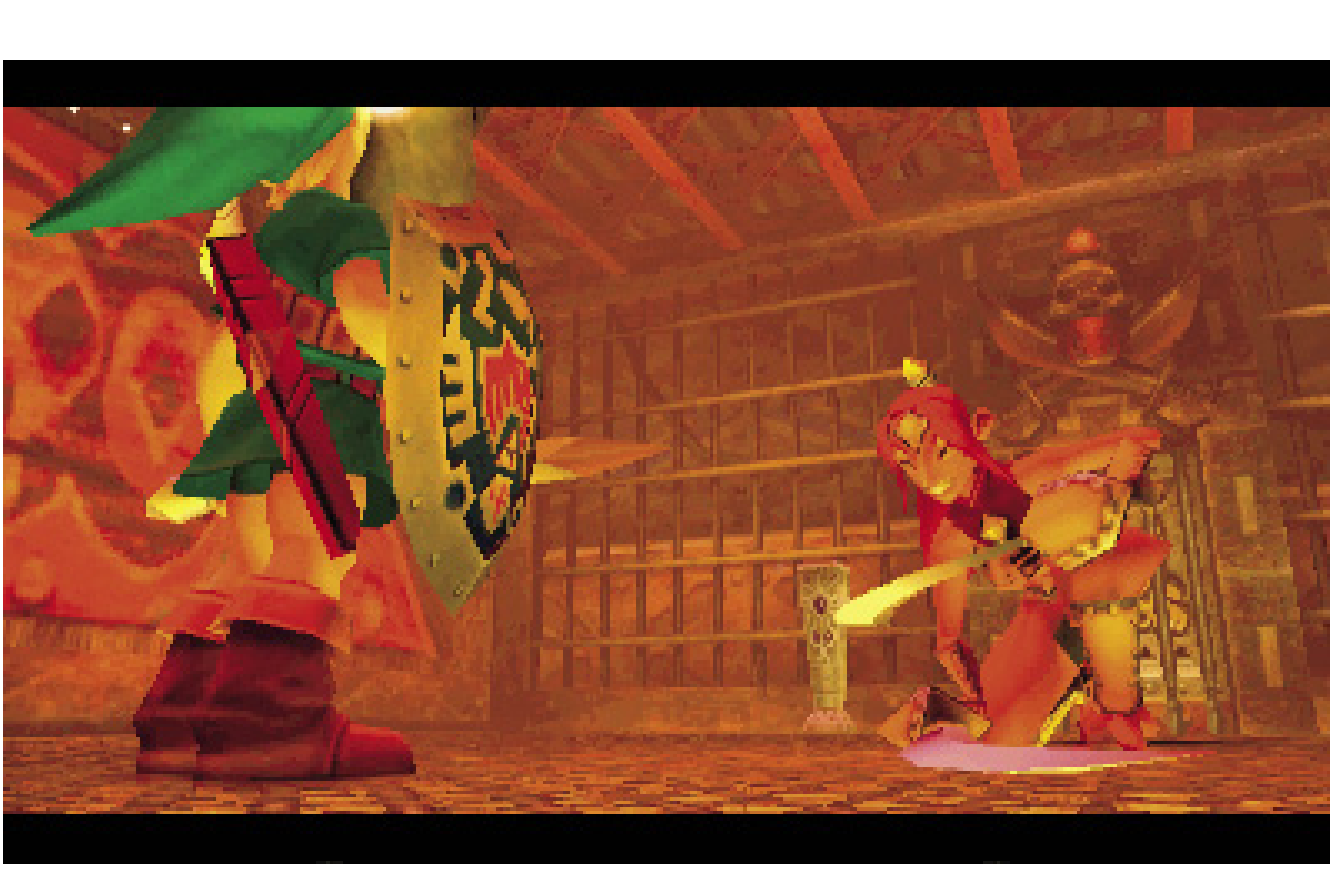
Zora Egg #4

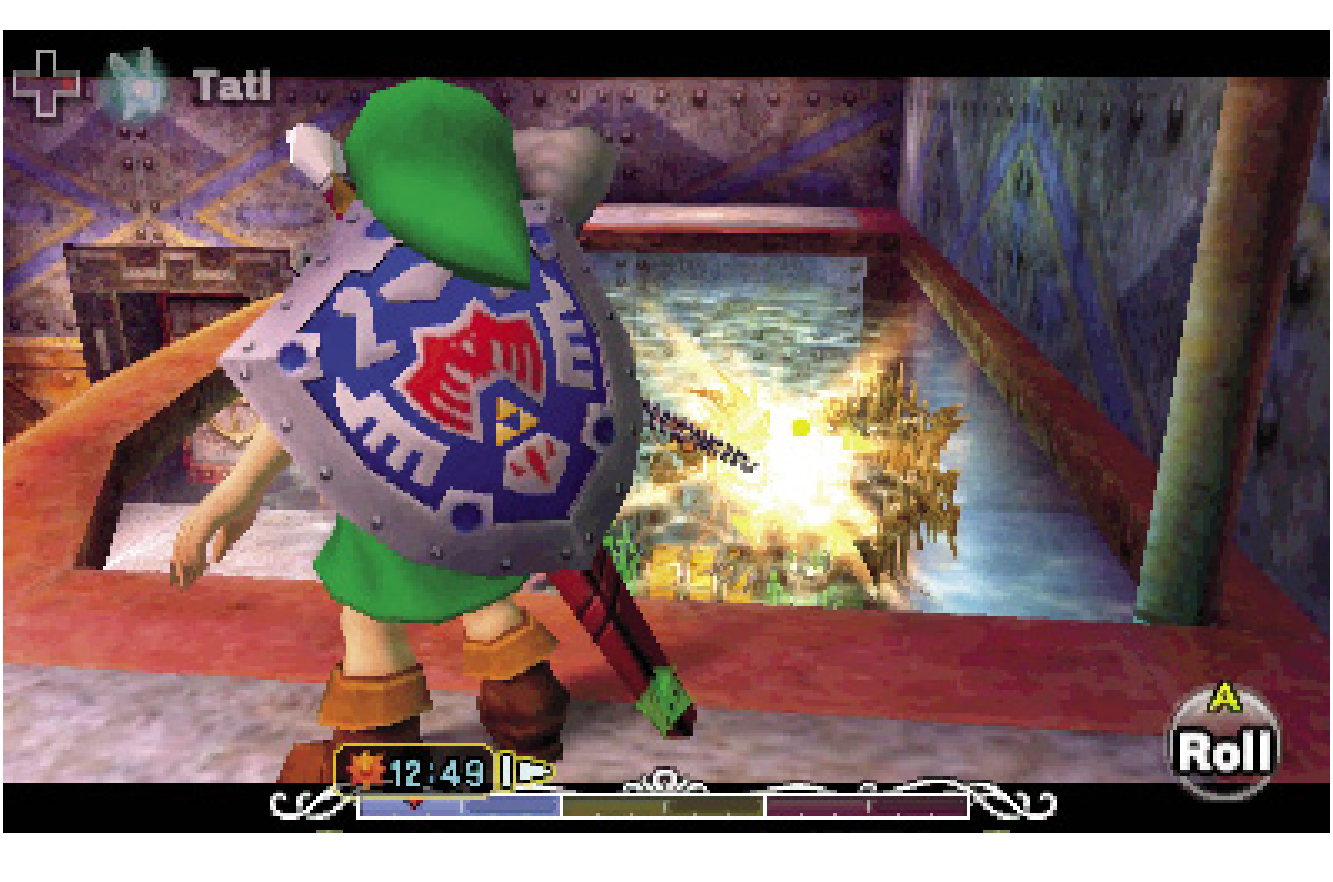


The door leads back to the fort's inner grounds. Hookshot the north pillars and zip over to the high northwest doorway, which you ignored before. This time, go through the doorway to visit the fort's final area.

Slip past the lone guard in the first passage, stunning her with an arrow if necessary. Proceed through the far door to visit the next room, where yet another Gerudo pirate confronts you. Unleash the full fury of Link's sword and defeat her, then proceed through the torch-lit door.

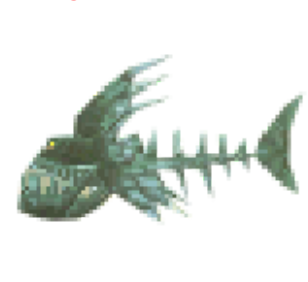
You guessed it: another fish tank lies in the room beyond the torch-lit door. This tank is filled with a school of Skullfish, however, along with a big, mean Desbreko. Hookshot the overhead wooden ceiling's left or right side so that you land on the platforms at either side of the tank rather than splashing down in the water with the dangerous Desbreko. Then, simply lock on to the Desbreko, and hit it twice with the Hookshot to defeat it.





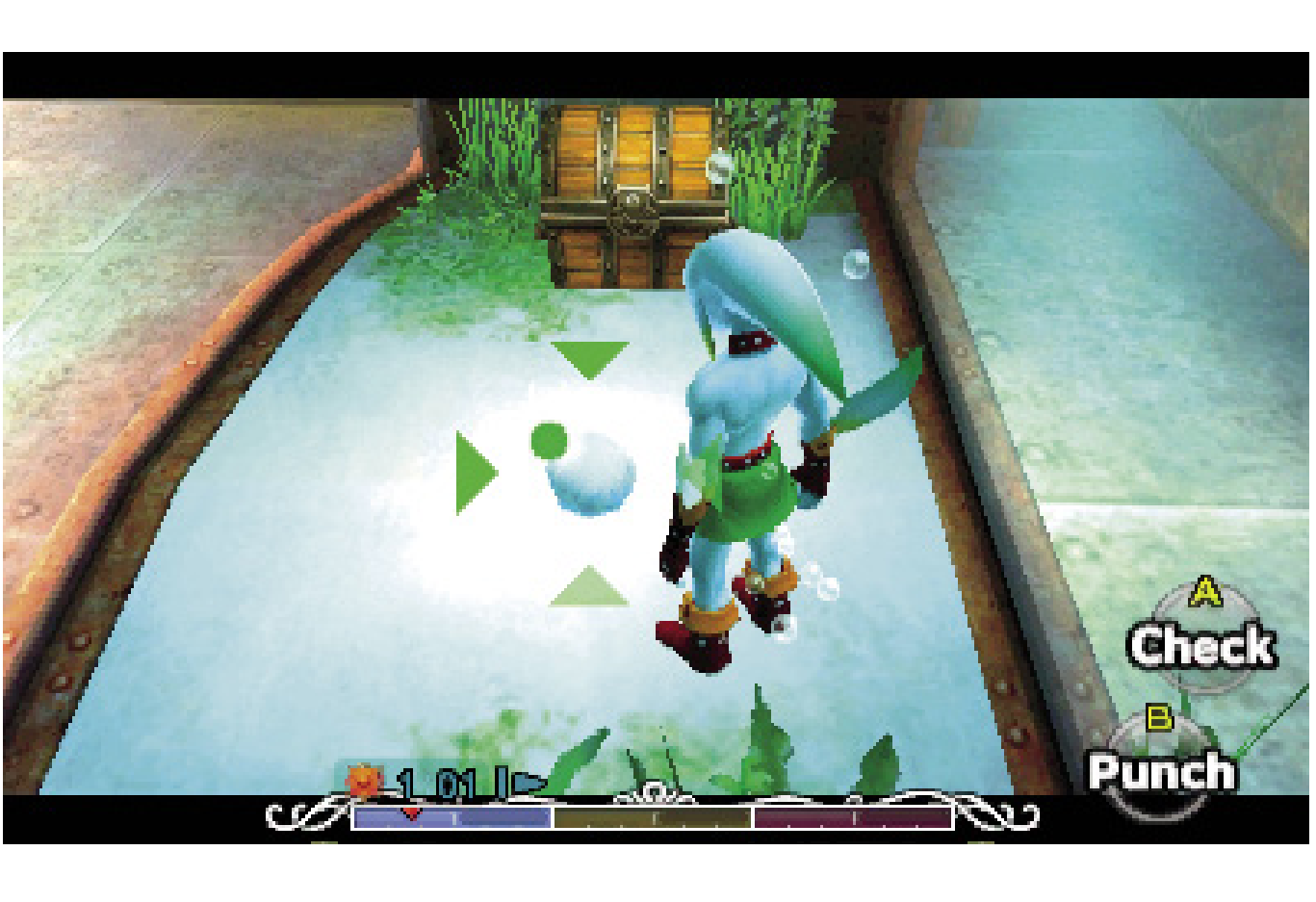
Desbreko

Damage: 1/4 Heart

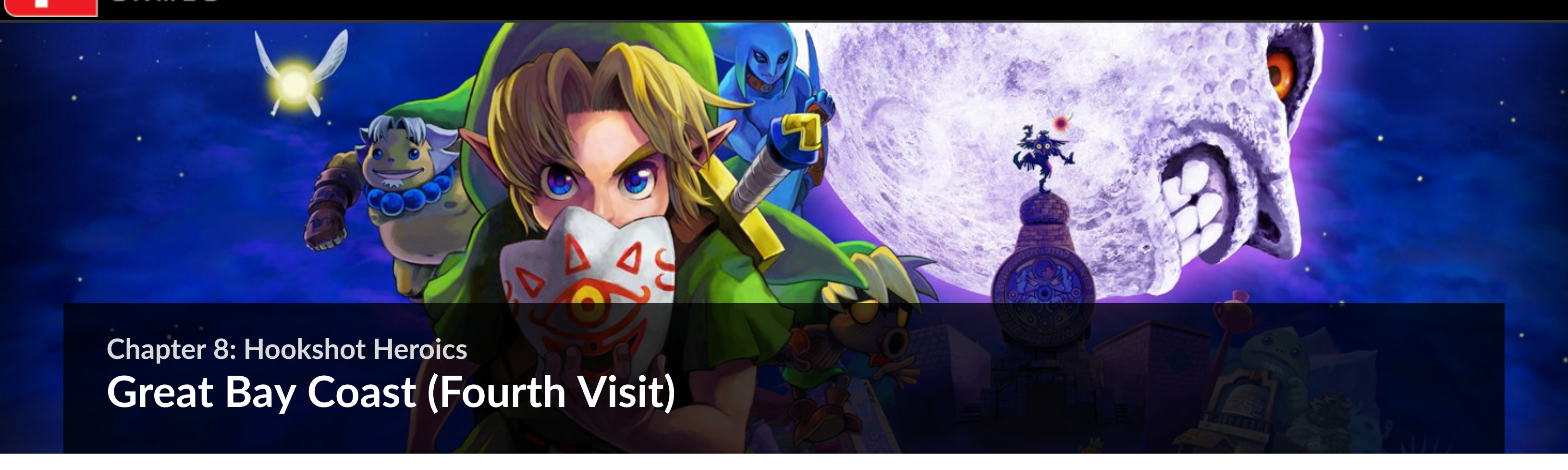


Desbrekos are larger Skullfish with powerful jaws. Schools of little Skullfish commonly follow these dangerous nautical monsters, making them formidable adversaries. Whenever possible, use ranged attacks from land to slay Desbrekos without putting yourself at risk. If you must battle one in the water, use Zora Link's magical barrier by holding Ⓐ + R while swimming (or by holding Ⓑ + R while walking on the sea floor) to damage them when they draw near.

After defeating the Desbreko, don the Zora Mask and dive into the tank. Scoop up the fortress' final Zora Egg, and crack open the nearby chest for a Red Rupee before climbing out of the tank and exiting through the nearby door.



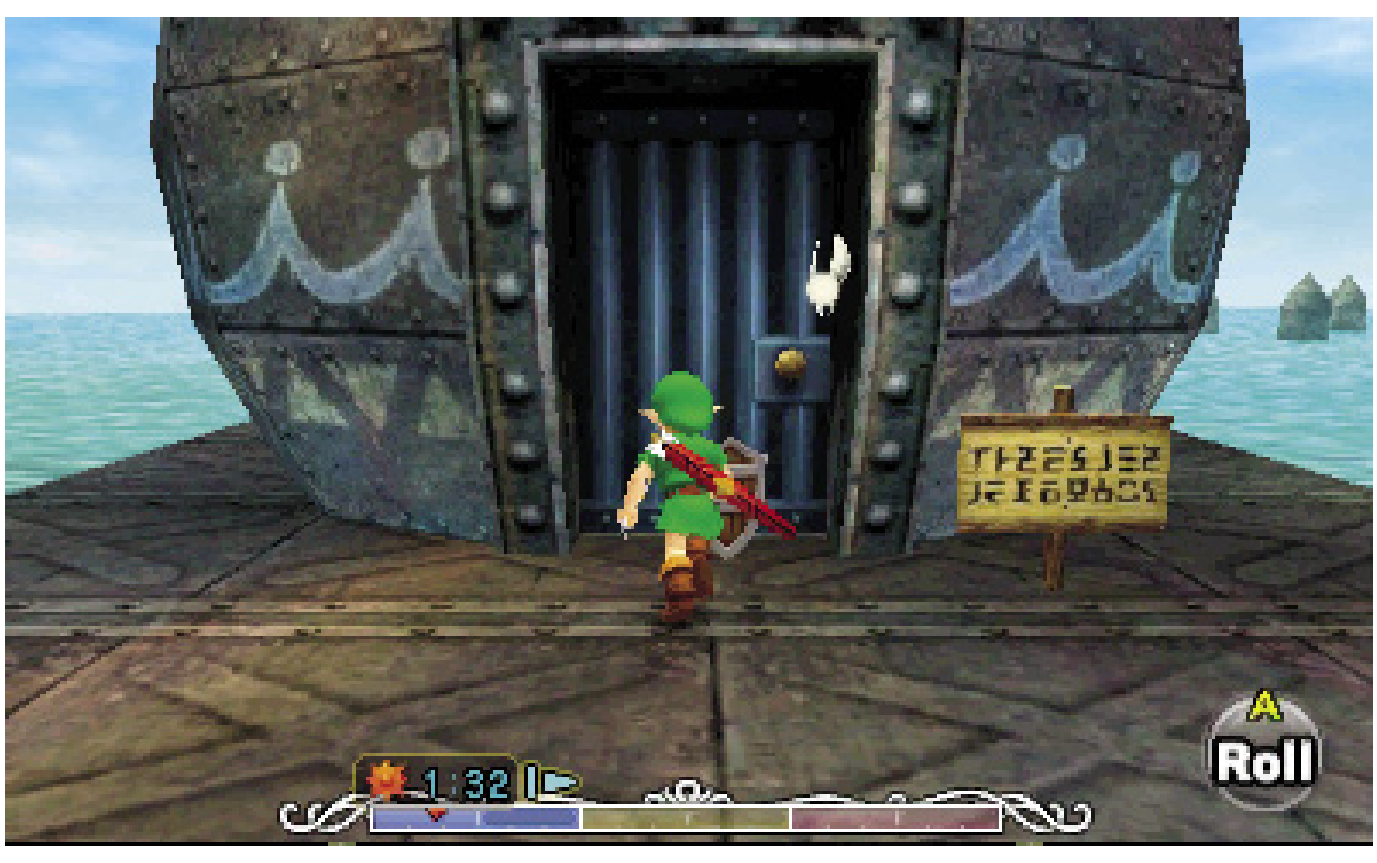
Pirates' Fortress Chest #3:Red Rupee

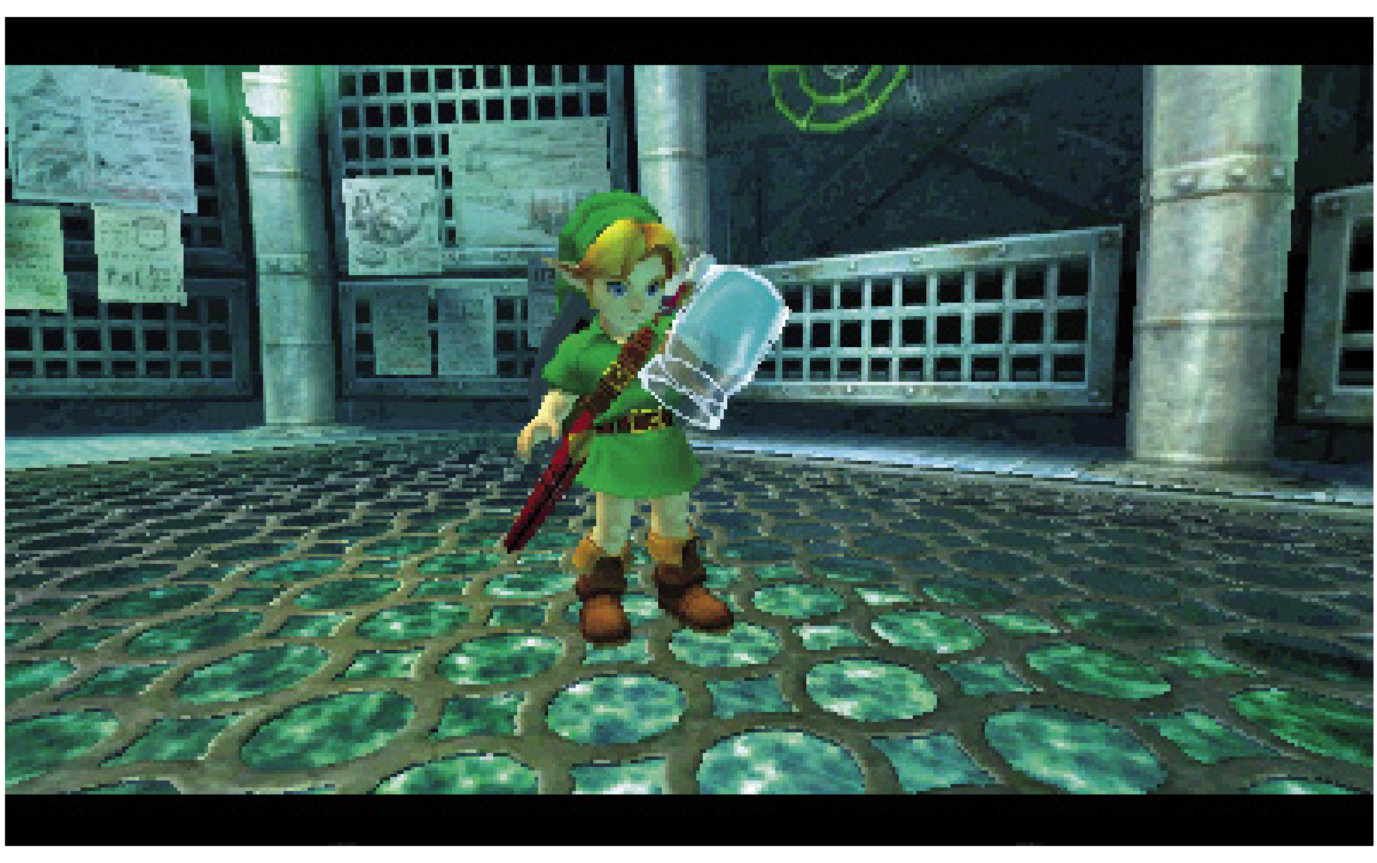


Chapter 8: Hookshot Heroics

Great Bay Coast (Fourth Visit)

Dropping off the Eggs

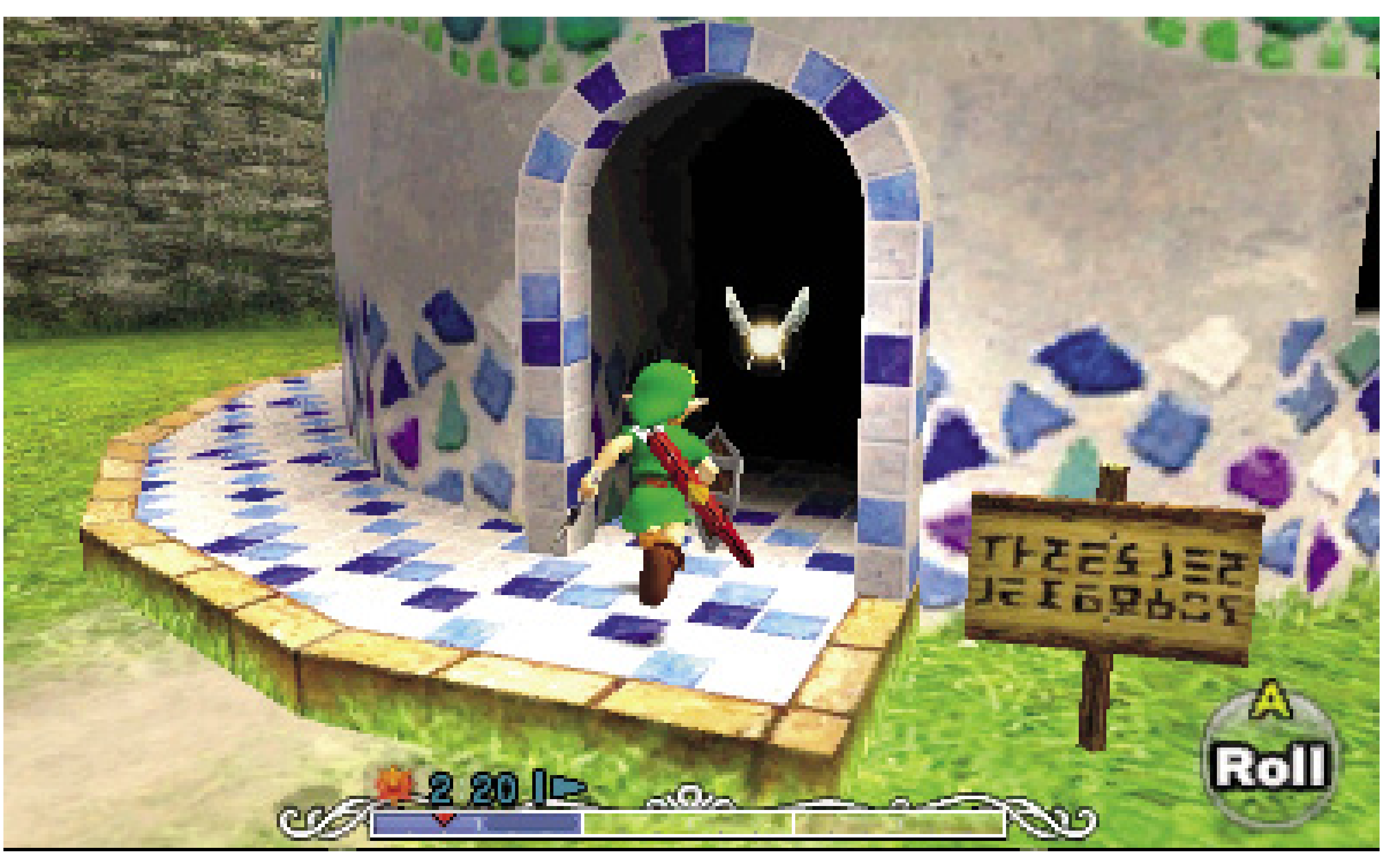




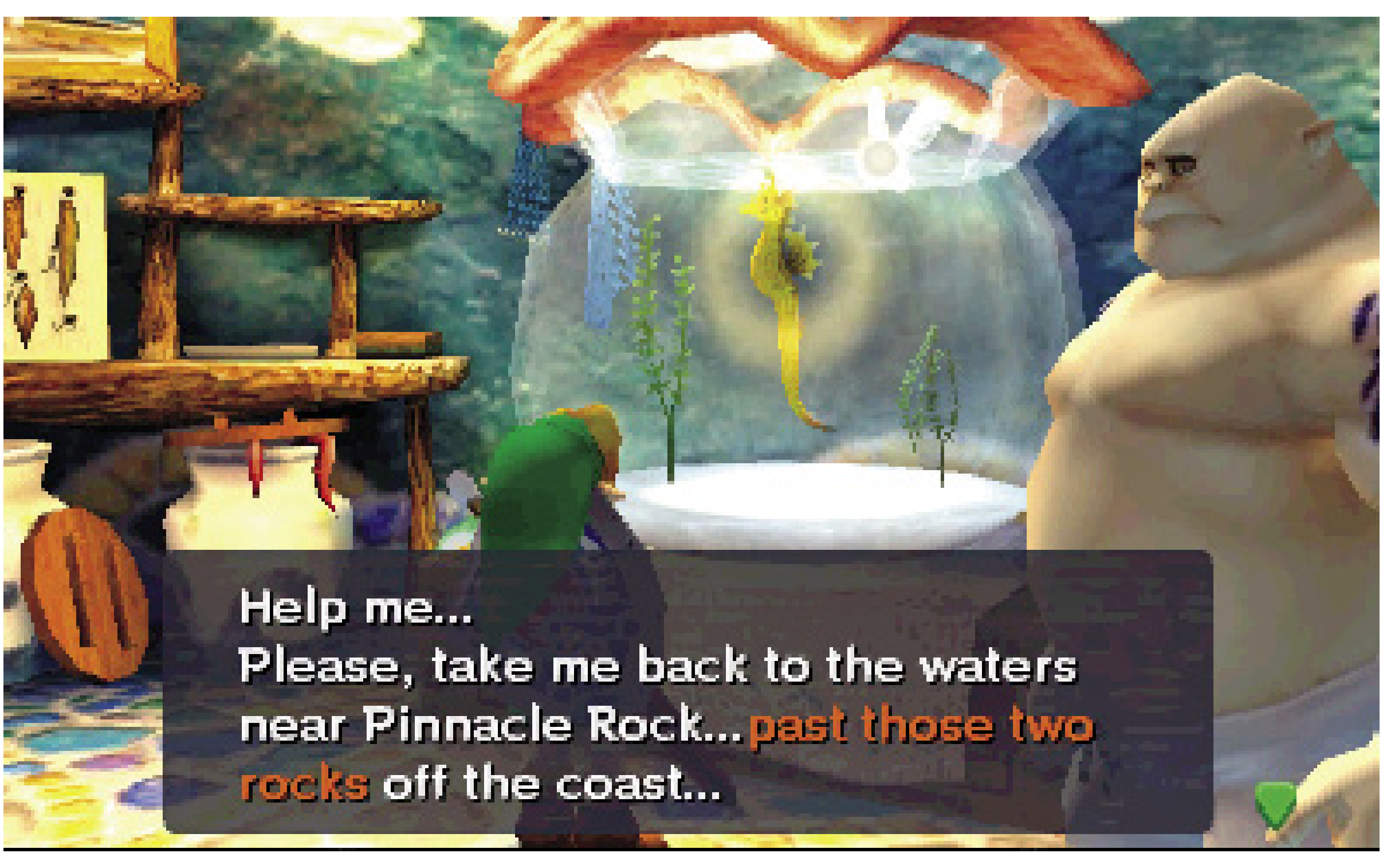
With all four Zora Eggs successfully recovered from the Gerudos, you've completed your infiltration of the Pirates' Fortress. Soar back to the Great Bay Coast, and then climb the ladder and enter the Marine Research Lab.

The old scientist in the lab informs you that the Zora Eggs can only hatch inside the big aquarium here. Climb up the nearby wide metal ladder, move to the center of the big aquarium's barred top, and then dump out all four of the Zora Eggs that you recovered from the pirates into the tank.

The Fisherman's Catch

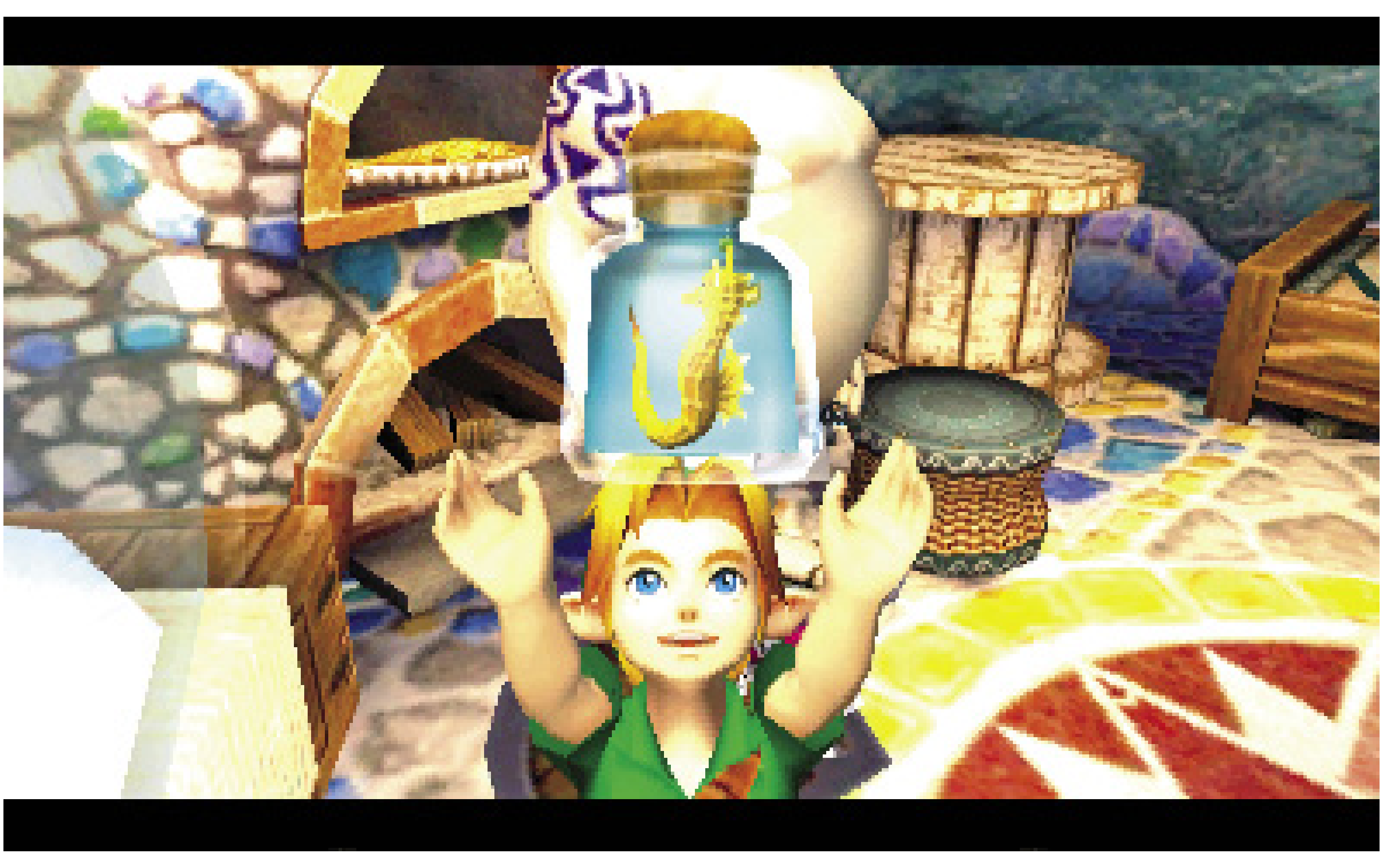


You've found four of the lost Zora Eggs, but there are still three more to collect. These last three are somewhere deep underwater, and you'll need a little help to find them. Exit the Marine Research Lab and swim to the east beach, then enter the Fisherman's Hut, which is located next to the Oceanside Spider House.



Help me...
Please, take me back to the waters near Pinnacle Rock...past those two rocks off the coast...

Inside the Fisherman's Hut, L -Target the shiny gold Seahorse in the fishbowl near the Fisherman. The little Seahorse begs that you take him back to the waters near Pinnacle Rock, and the Fisherman is keen to notice your interest in his little friend.

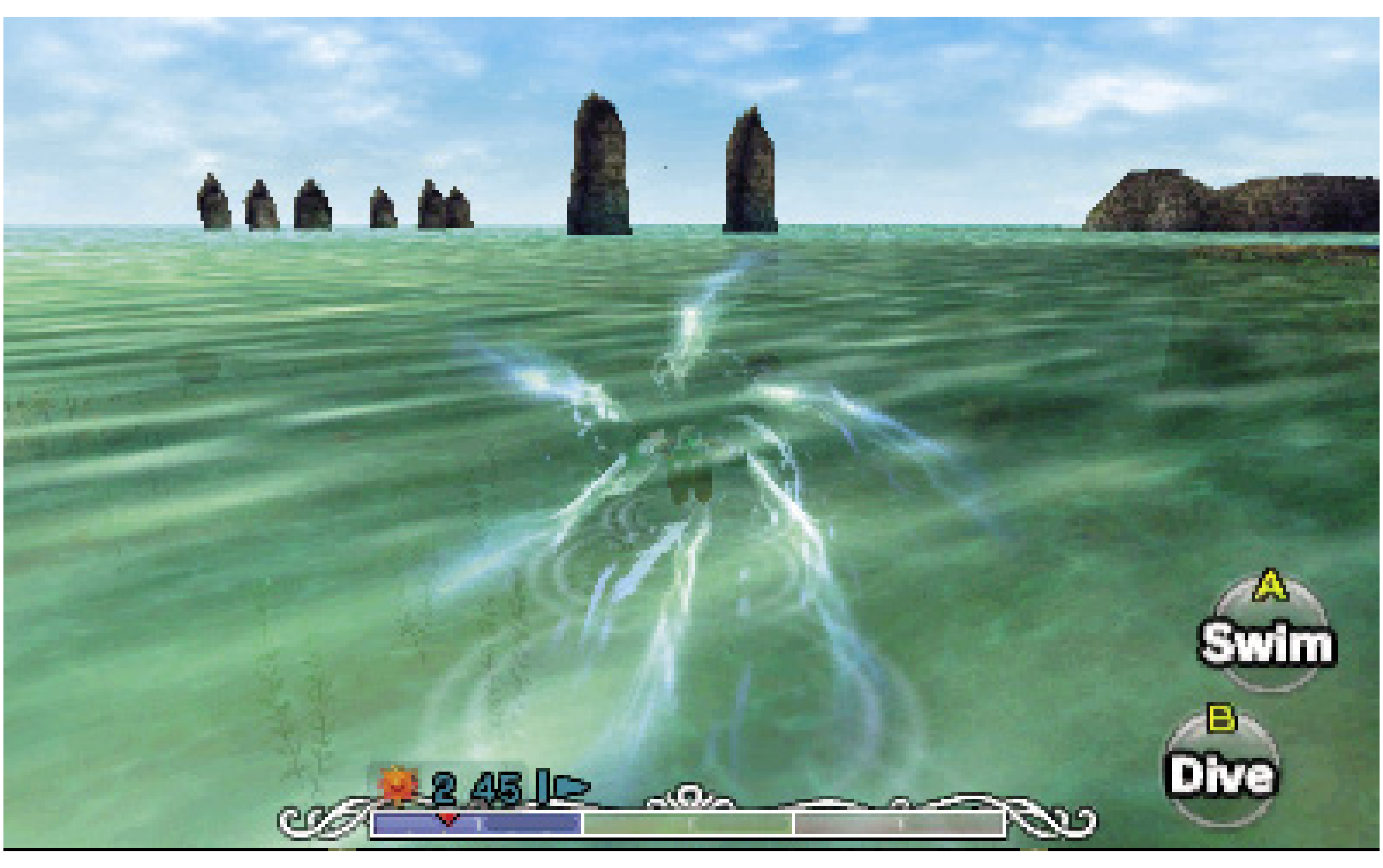


The Fisherman will give you the Seahorse, provided that you give him a pictograph of the "female pirates" in exchange. As luck would have it, you just happen to have one. Show the Fisherman the pictograph that you took of a Gerudo guard inside the Pirates' Fortress, and he'll happily hand you the Seahorse in trade.

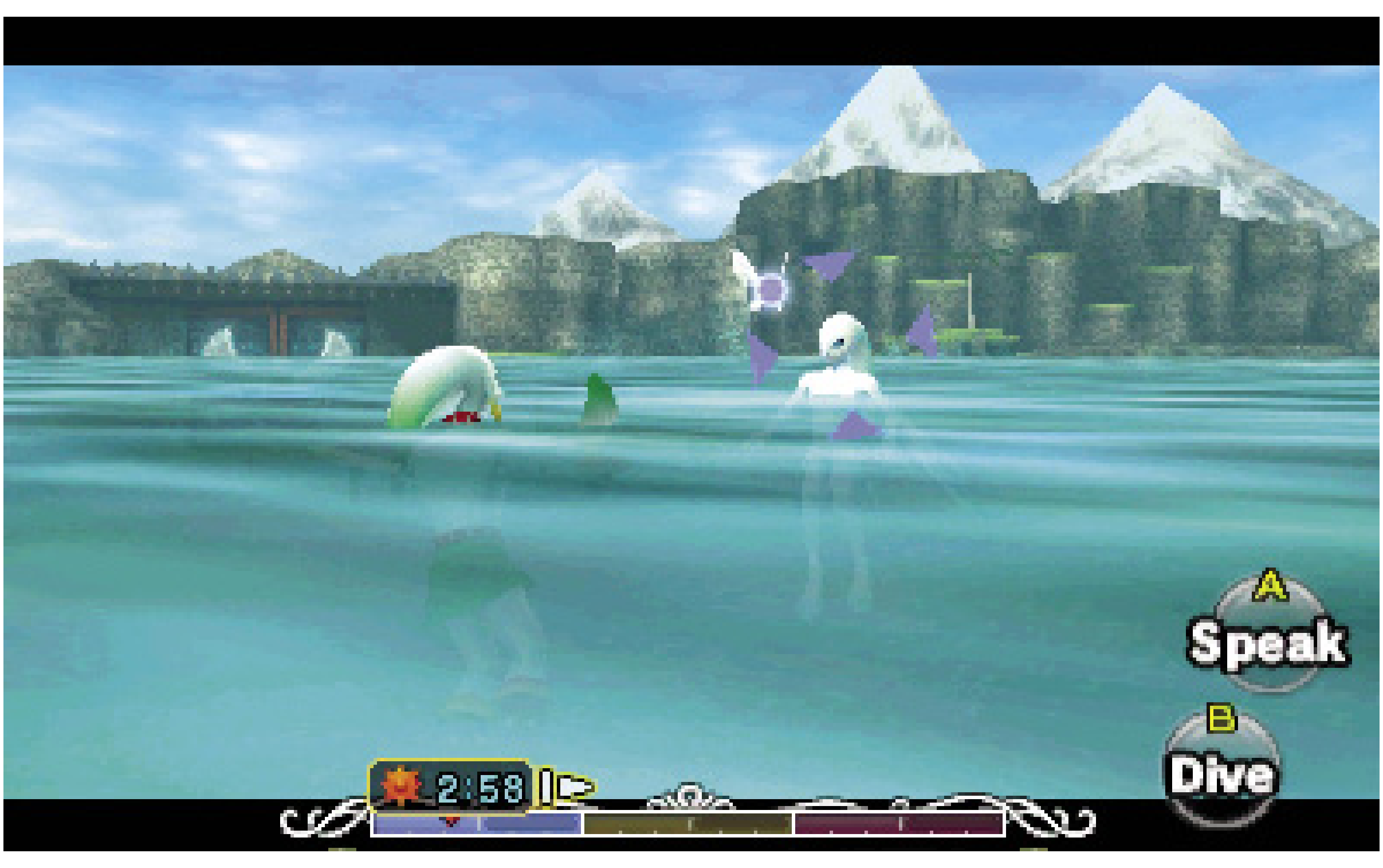
Seahorse

You got a Seahorse! Hurry—take it to its home at Pinnacle Rock.

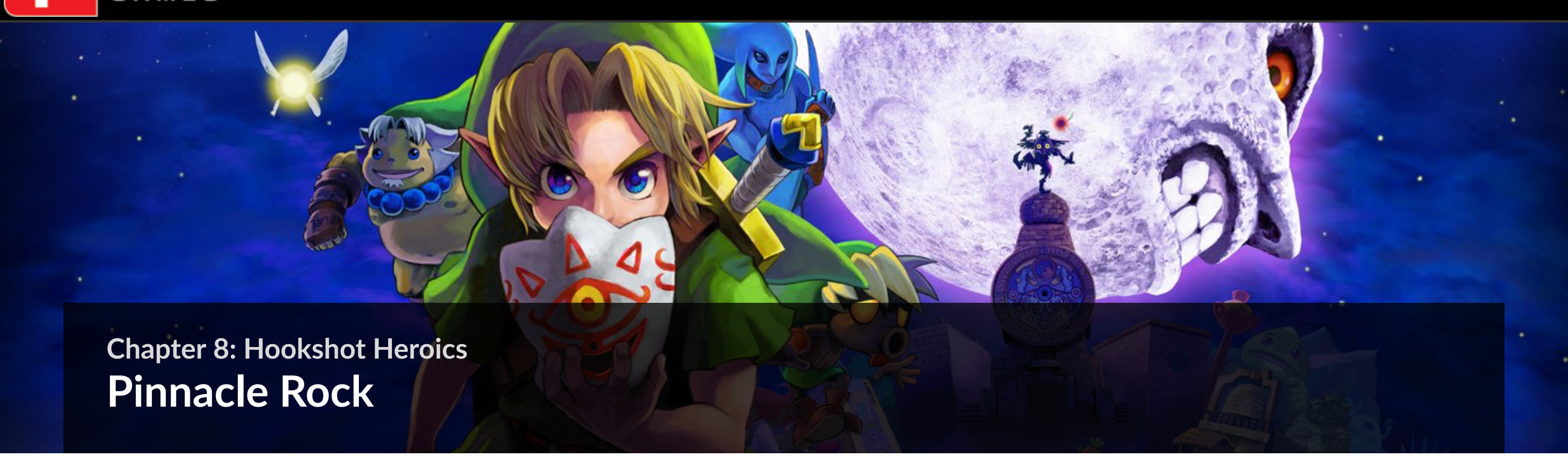
To Pinnacle Rock!



Pinnacle Rock isn't far. Put on the Zora Mask, and swim to the two tall rock pillars that stick out from the bay to north of the Marine Research Lab.



As you near the tall rocks, a Zora emerges from the water. He hints that a gold-colored fish might be able to help you navigate the murky waters of Pinnacle Rock. Sounds like that Seahorse is about to come in handy.



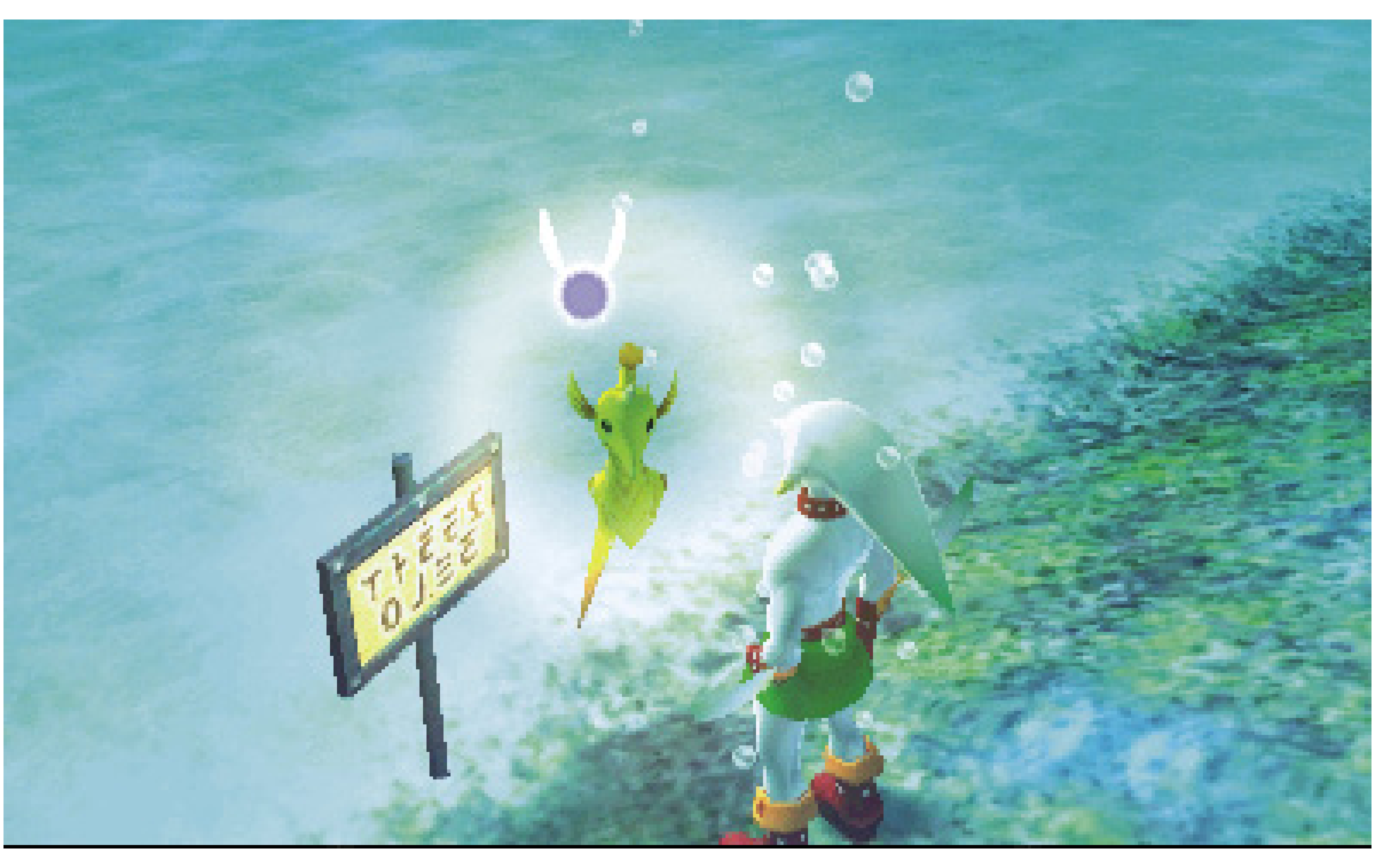
Pinnacle Rock

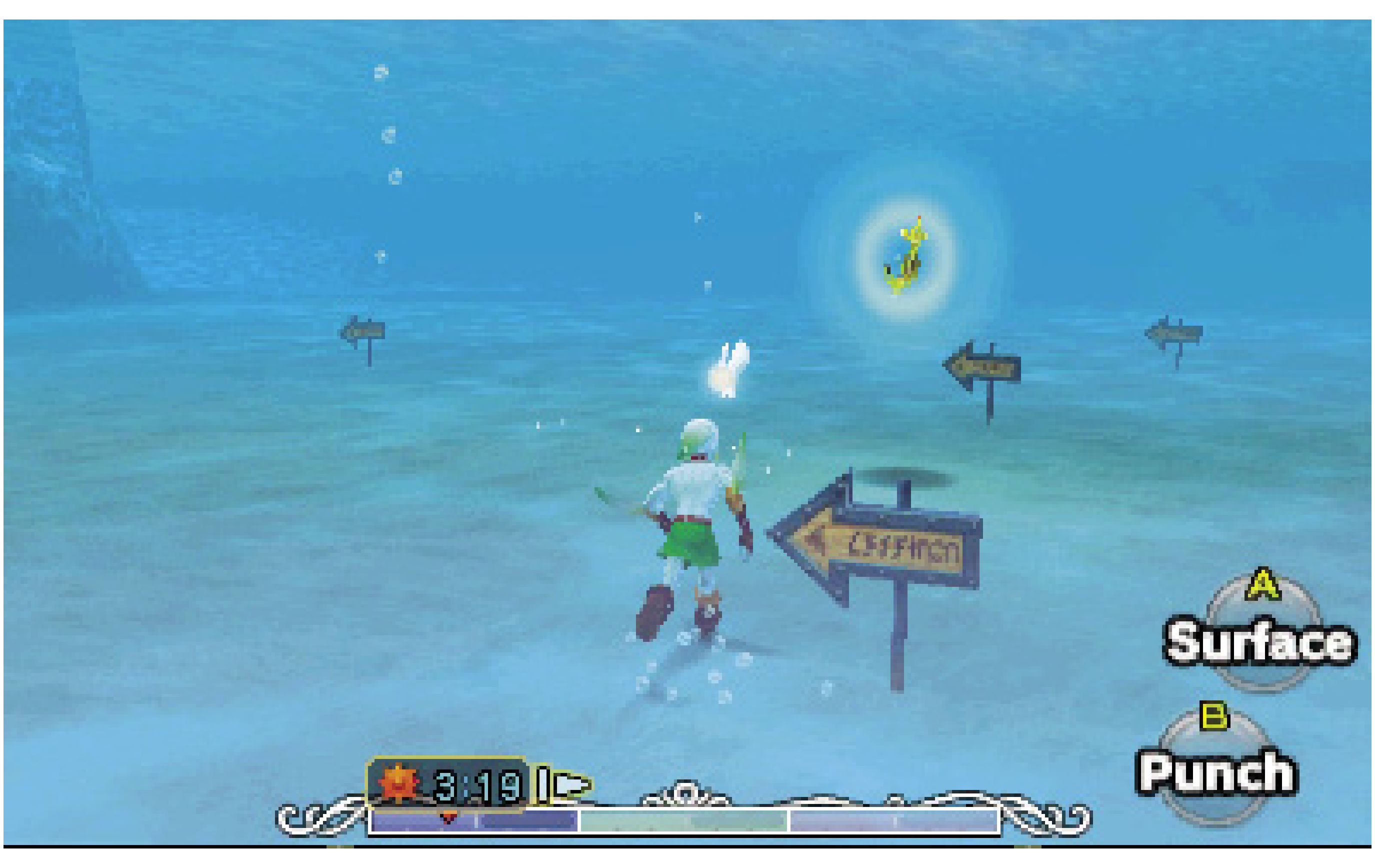
The Seahorse's Request

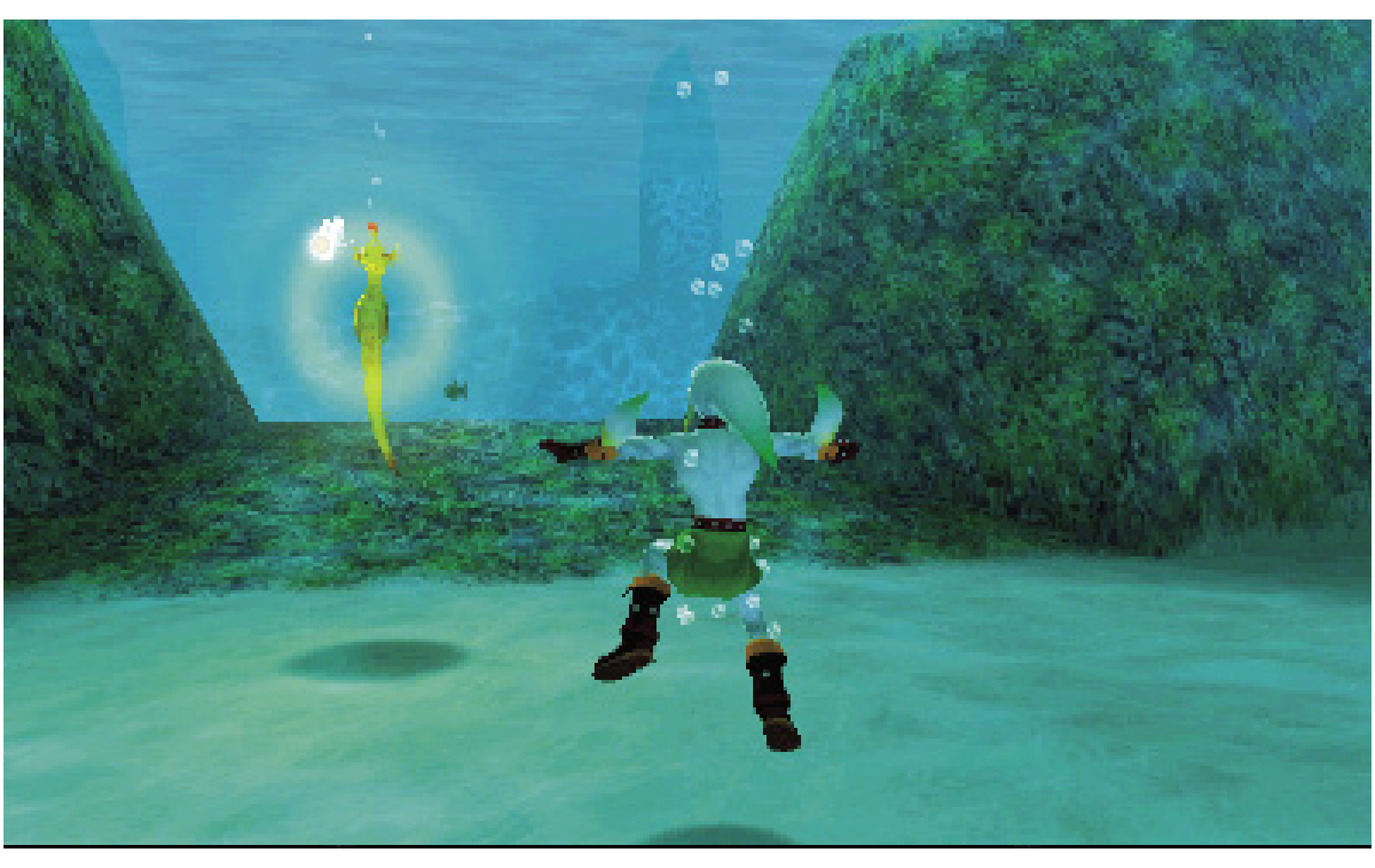
The moment you enter Pinnacle Rock, dive to the sea floor, and release the Seahorse that you're carrying in a bottle. The Seahorse has a request for you and asks that you follow him.

Remain on the sea floor and walk around, following the Seahorse through the murky water. Follow the Seahorse's exact path, or else you risk getting lost in the murk. Navigating these waters would be tough without the Seahorse's help.

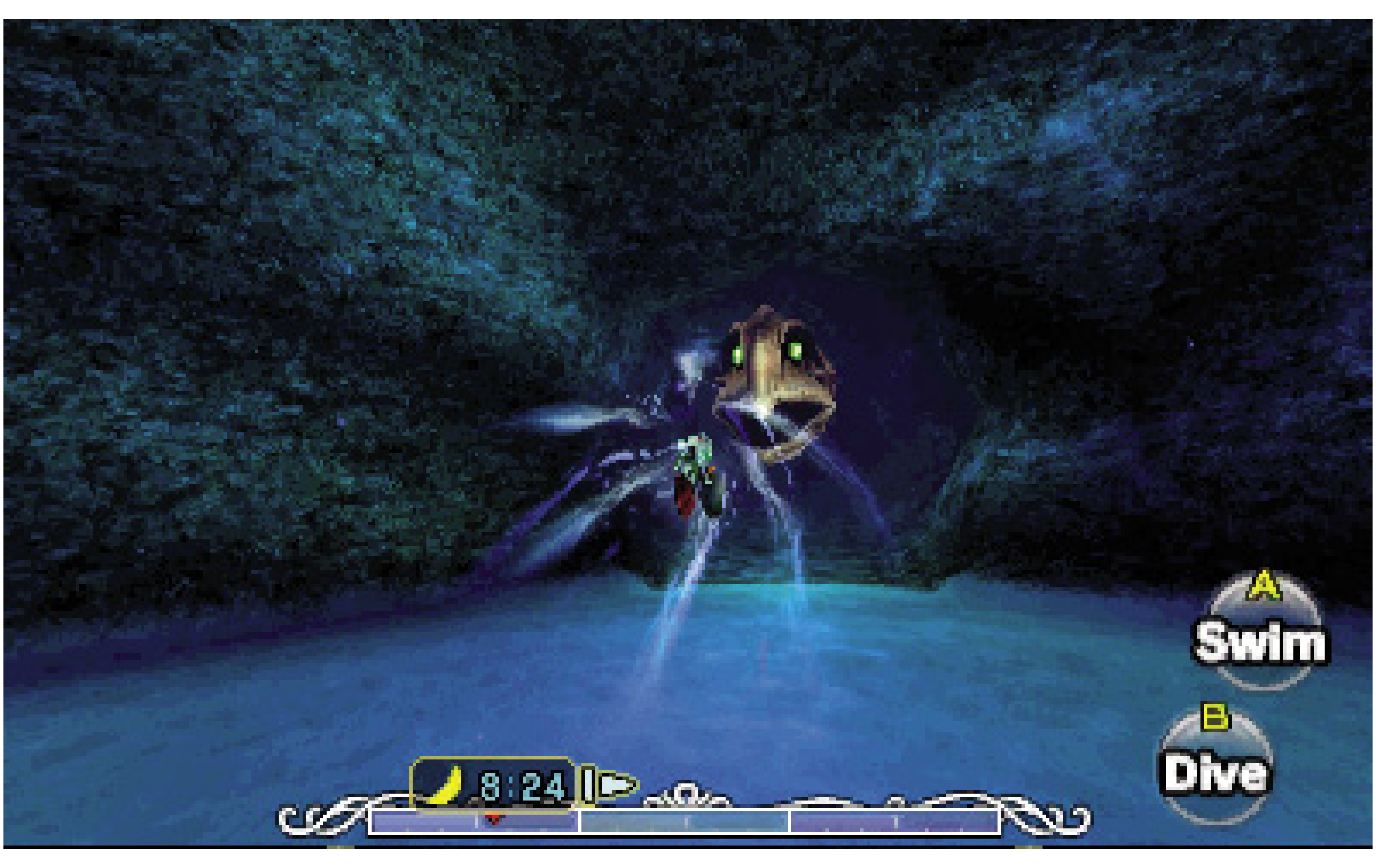
When you reach the depths of Pinnacle Rock, the Seahorse borrows your map and marks the route that you took to get there for future reference. He also tells you that his friend is in trouble nearby. The Seahorse asks you to rid the area of all of the dangerous sea snakes so that his friend can be rescued. Snakes… Why'd it have to be snakes?!







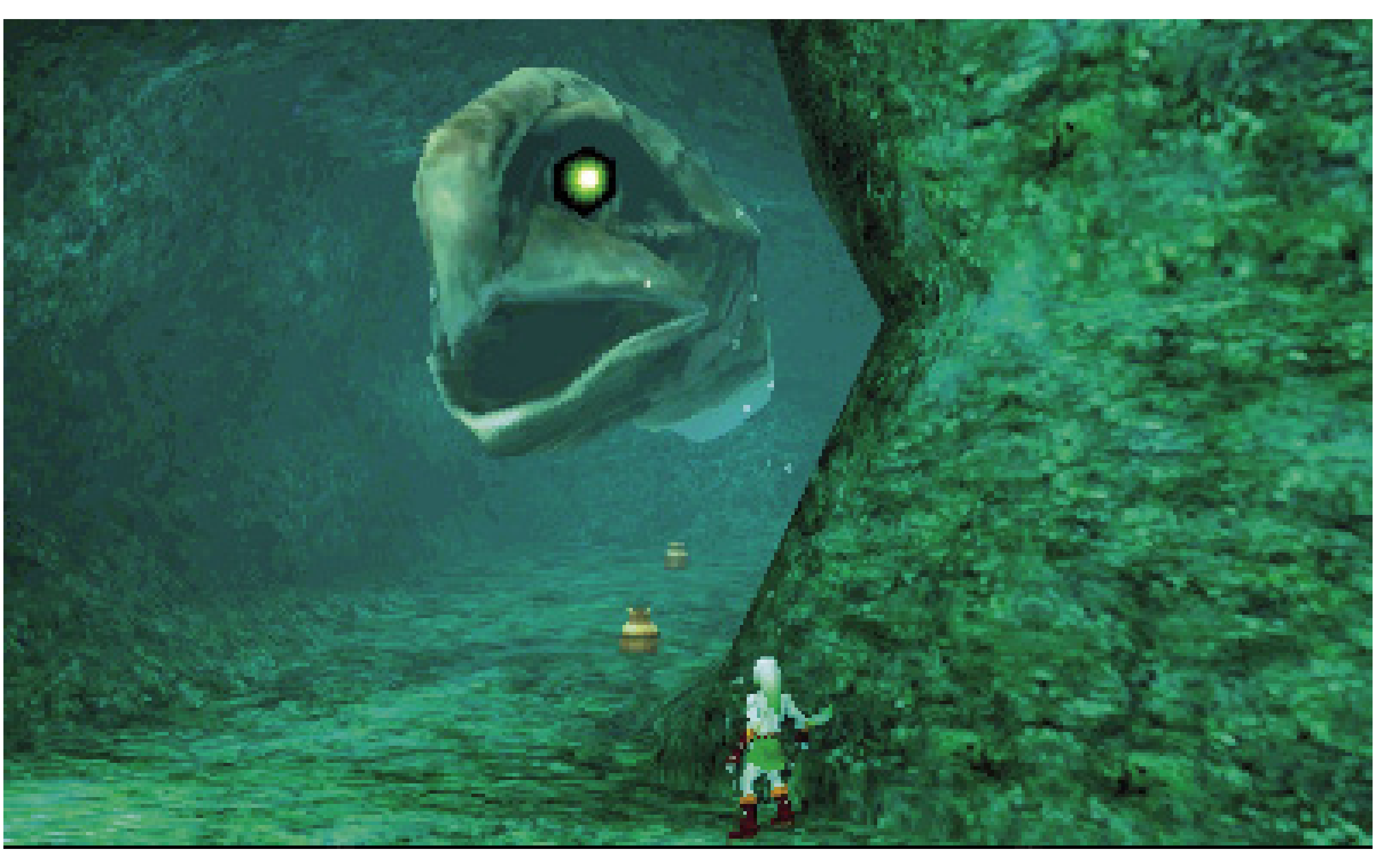
Slaying the Sea Snakes



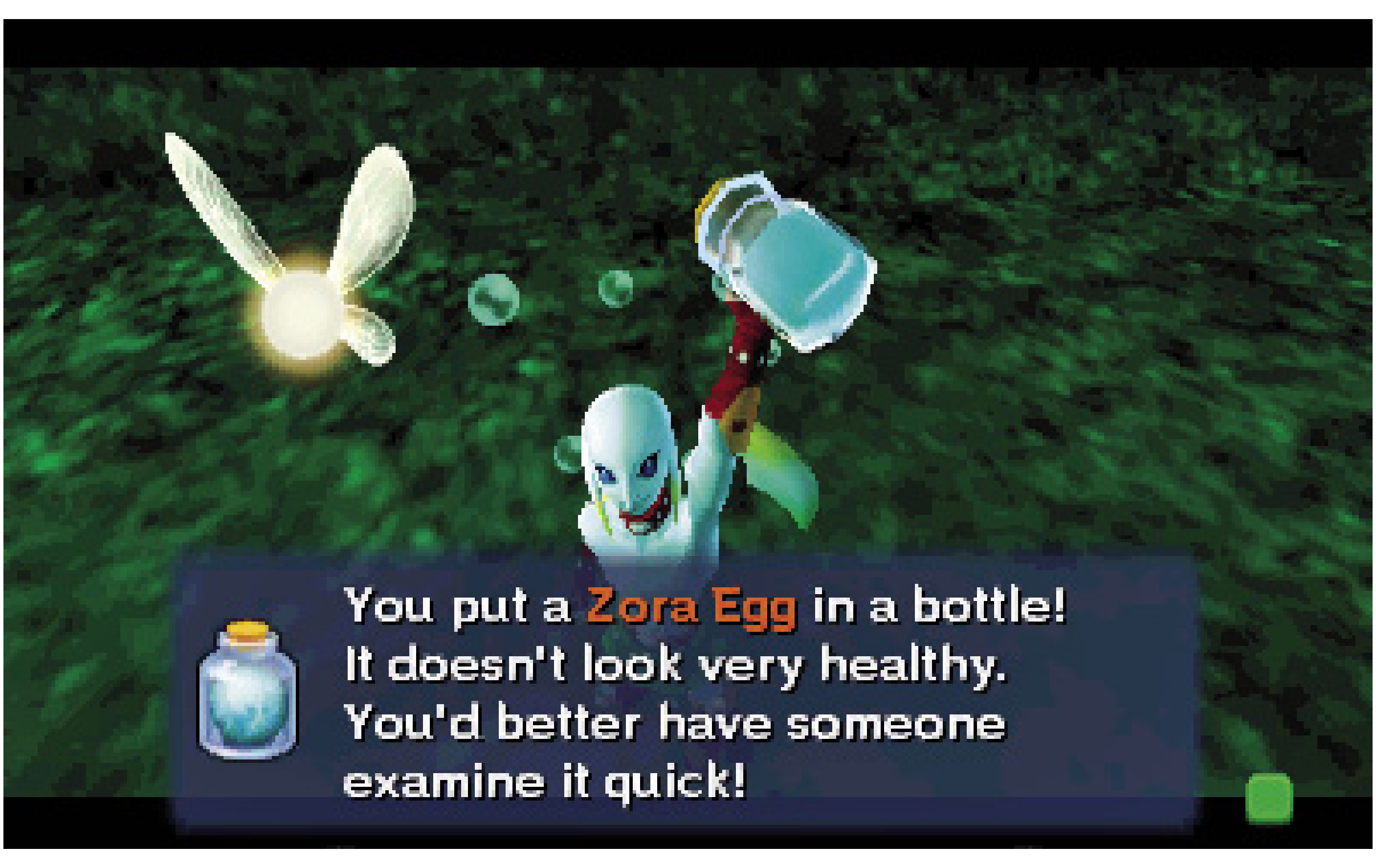
A deep pit lies just ahead, and its walls are lined with several tunnels. A giant sea snake lives in each tunnel, and it darts out whenever you swim near. You must slay all of these giant sea snakes in order to save the Seahorse's friend, so swim directly at them, and hold Ⓐ + R to bring up Zora Link's magic barrier. Swim around and hit the gills on the sides of each sea snake's head twice to defeat it.

Don't Become a Sea Snake Snack!

Swimming straight into the sea snakes' tunnels without holding Ⓐ + R to use Zora Link's magic barrier is extremely risky. Don't swim directly into the tunnels unless you're able to raise the barrier with Ⓐ + R. This quickly consumes Link's magic power, but there are lots of jars to smash for Magic Jars around the area.

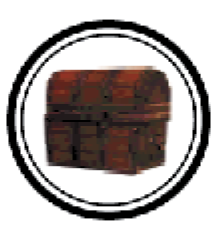


If you ever run out of magic power and Magic Jars, you can still slay the sea snakes. Just swim up to their tunnels from the side, and carefully land on the tunnels' outside edges. Once you're standing on the outside edge of a tunnel's mouth, aim and throw Zora Link's fins (hold Ⓑ and release) at the sea snake's gills after the monster emerges. You can't actually lock on to the sea snakes, but they're so big that their vulnerable gills are easy targets. Try this out on the ones at the bottom first; they're the easiest to approach.

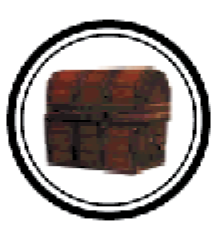


You put a Zora Egg in a bottle!
It doesn't look very healthy.
You'd better have someone
examine it quick!

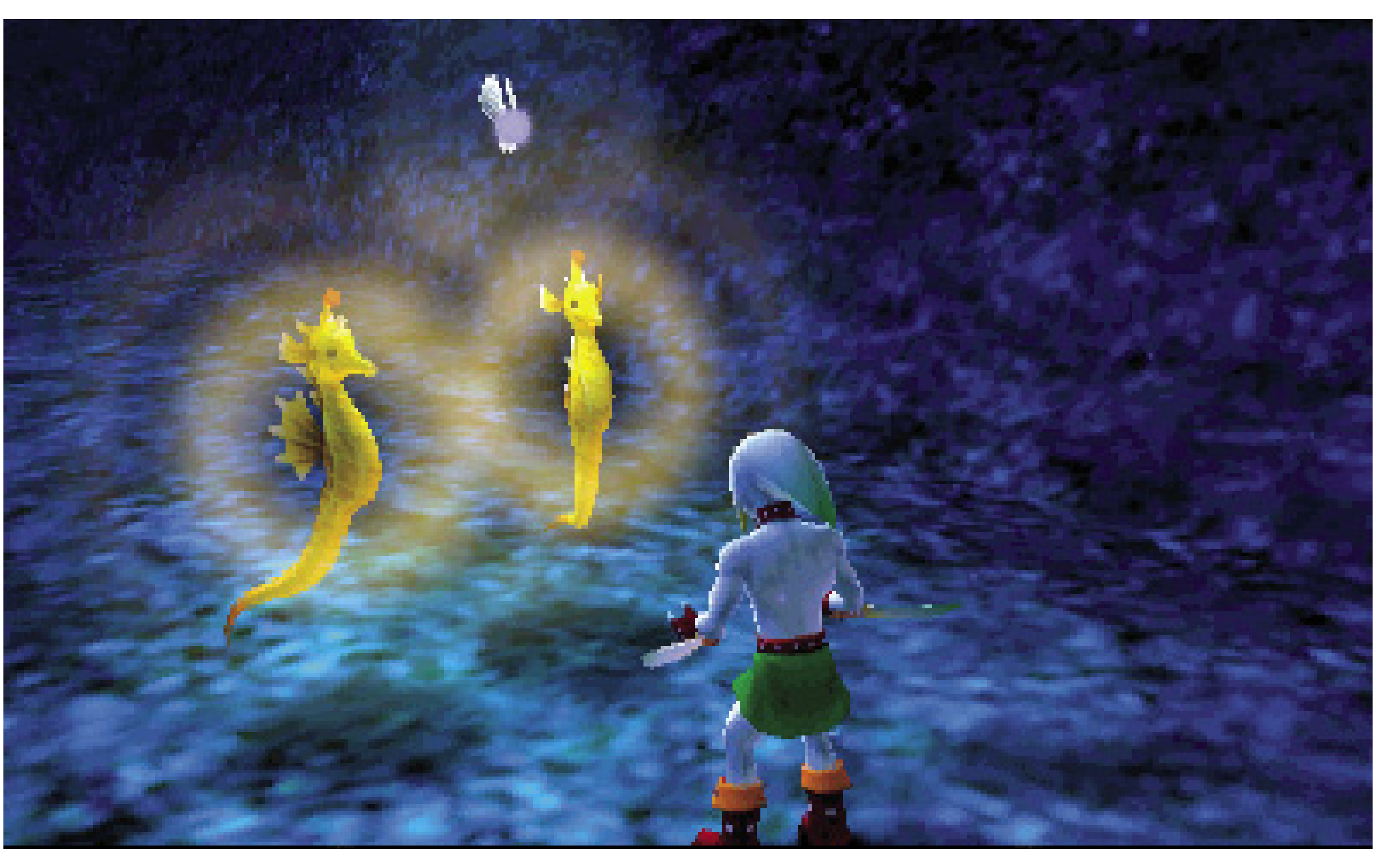
Two of the sea snake tunnels contain treasure chests, while three other tunnels contain Zora Eggs—the last three eggs that you need. Keep an eye out for these treats, and scoop all three eggs into Empty Bottles as you go.



Pinnacle Rock Chest #1: Red Rupee



Pinnacle Rock Chest #2: Red Rupee



Slay all of the sea snakes to save the Seahorse's friend. The two are overjoyed to be reunited and give Link a Piece of Heart as thanks for his help. Way to go, hero!

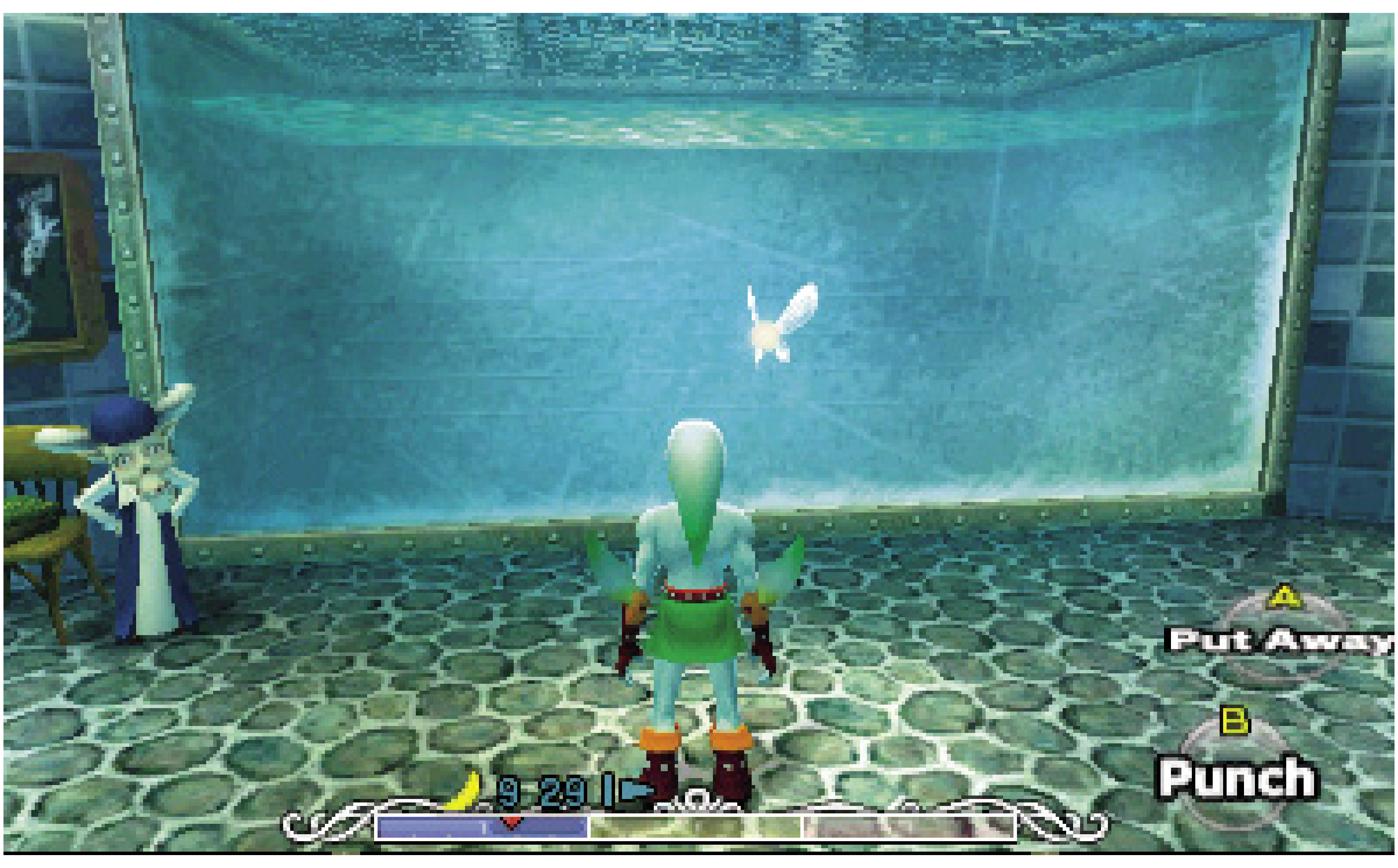
Piece of Heart #39

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

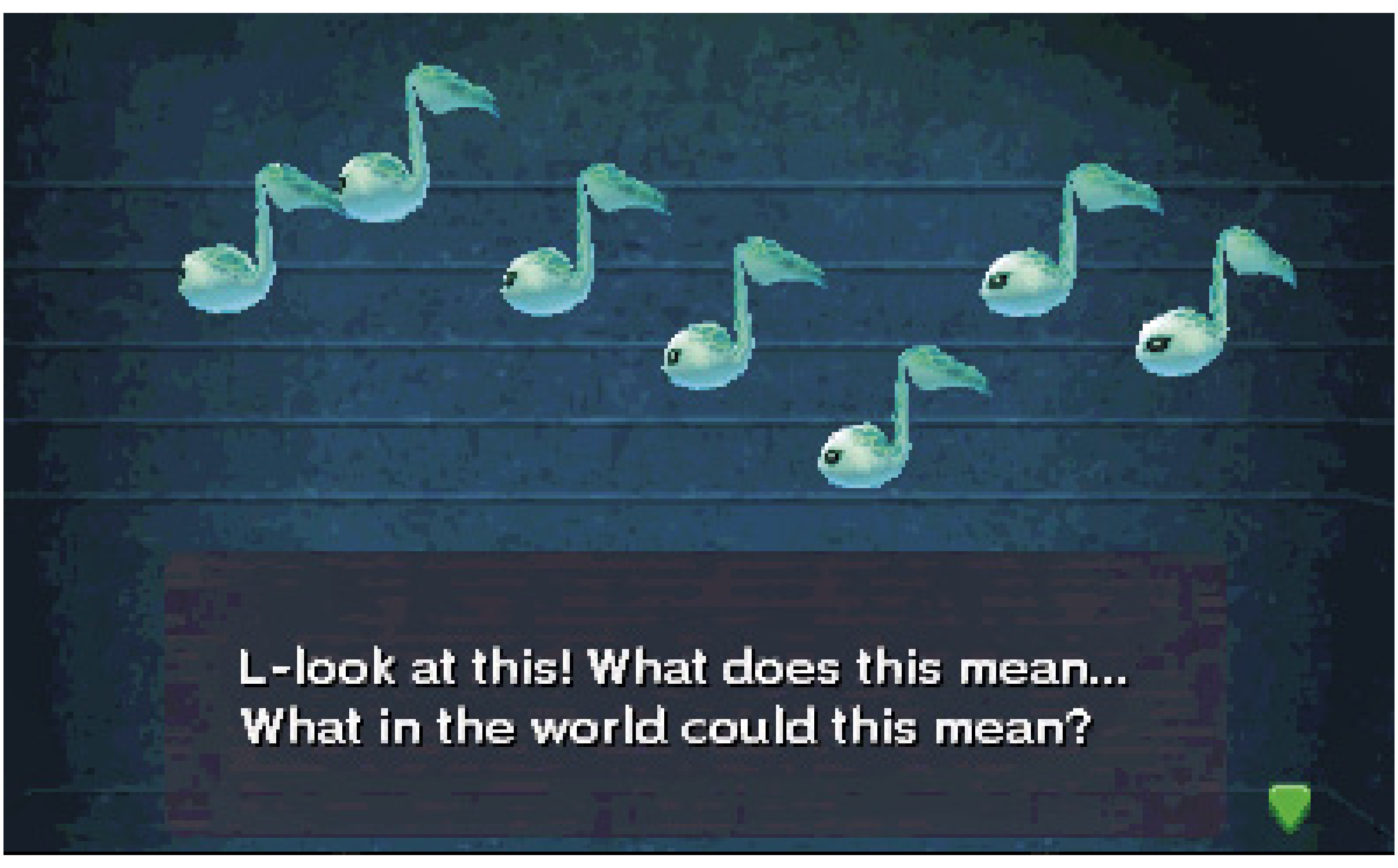
Back to the Lab

With the Seahorses reunited and the last three Zora Eggs in your possession, whip out your fishbone guitar, and play the Song of Soaring to soar back to the Great Bay Coast. Enter the Marine Research Lab and climb onto the big aquarium again, then dump out the last three Zora Eggs into the tank.

The Babies' Refrain



With all seven Zora Eggs reunited in the fish tank, the baby Zoras begin to hatch. Jump down and move to the front of the tank to witness this miracle of nature.



L-look at this! What does this mean...
What in the world could this mean?

To the old scientist's surprise, the Zora Eggs take on an unusual pattern. He's never seen anything like this before!

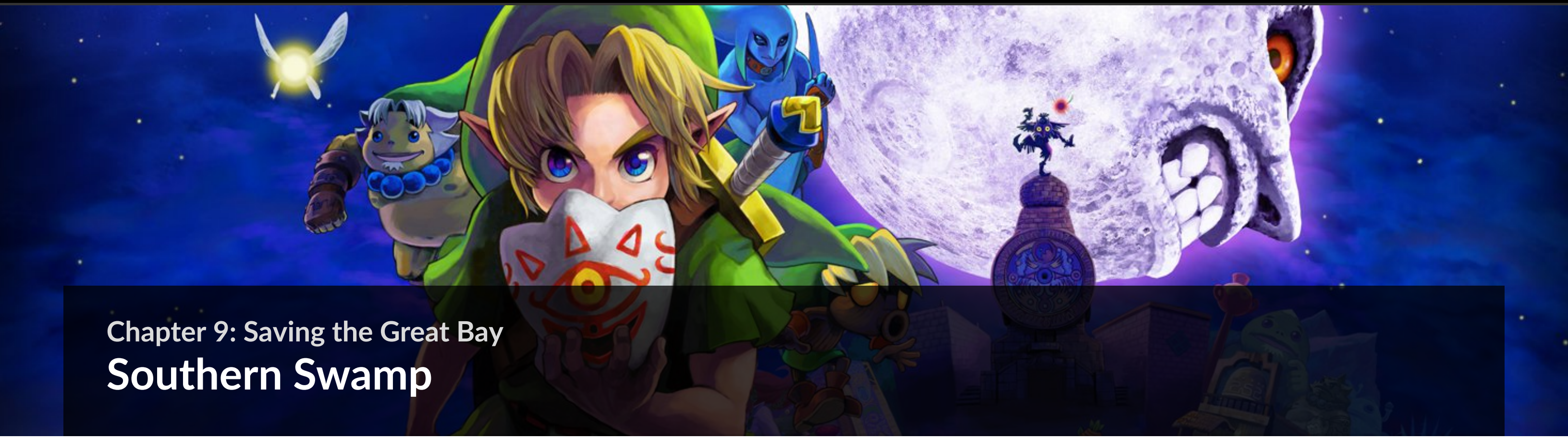
It seems impossible, but the Zora babies have lined up in a pattern that forms the notes to a song. As Zora Link, whip out your fishbone guitar, and play the notes that the Zora babies have shown you.

Hearing the song played on Zora Link's guitar delights the Zora babies. You've just learned a new song: the New Wave Bossa Nova.

Putting it all together, the scientist urges you to play this special song for the Zora that laid these eggs. He must mean Lulu, troubled lead singer of The Indigo-Go's! The scientist is really excited, but there's no need to rush back to Lulu immediately. Now that you've learned the New Wave Bossa Nova, you won't ever forget it, even if you reset time.

Back to the Past

A puzzling new dungeon awaits, and it's wise to give yourself as much time as possible to solve it. Again, you've got what you needed from hatching the Zora Eggs: the New Wave Bossa Nova. So have no fear: play the Song of Time to reset to the Dawn of the First Day, and be sure to save your progress. You probably don't ever want to hunt for those Zora Eggs again!

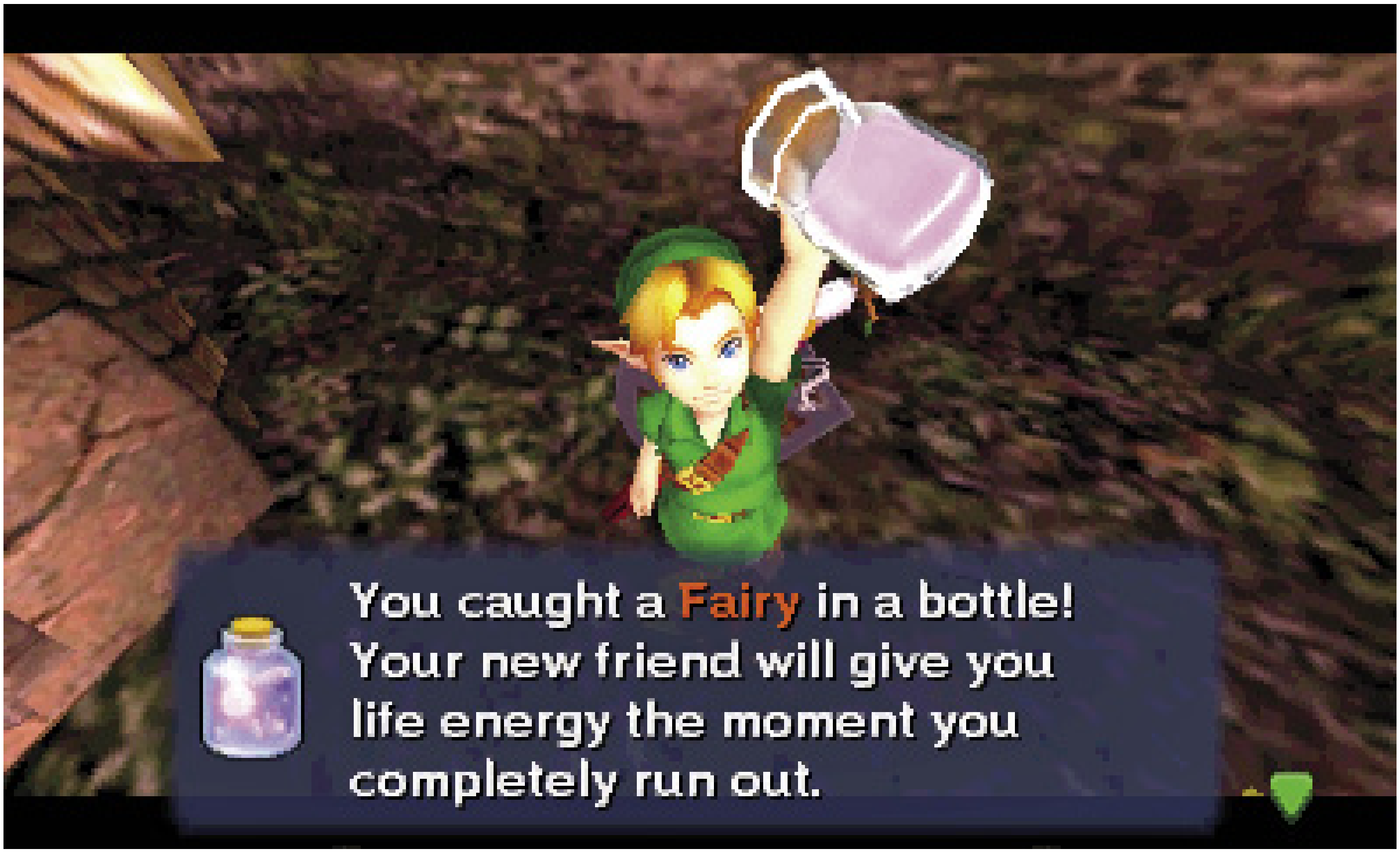


Chapter 9: Saving the Great Bay

Southern Swamp

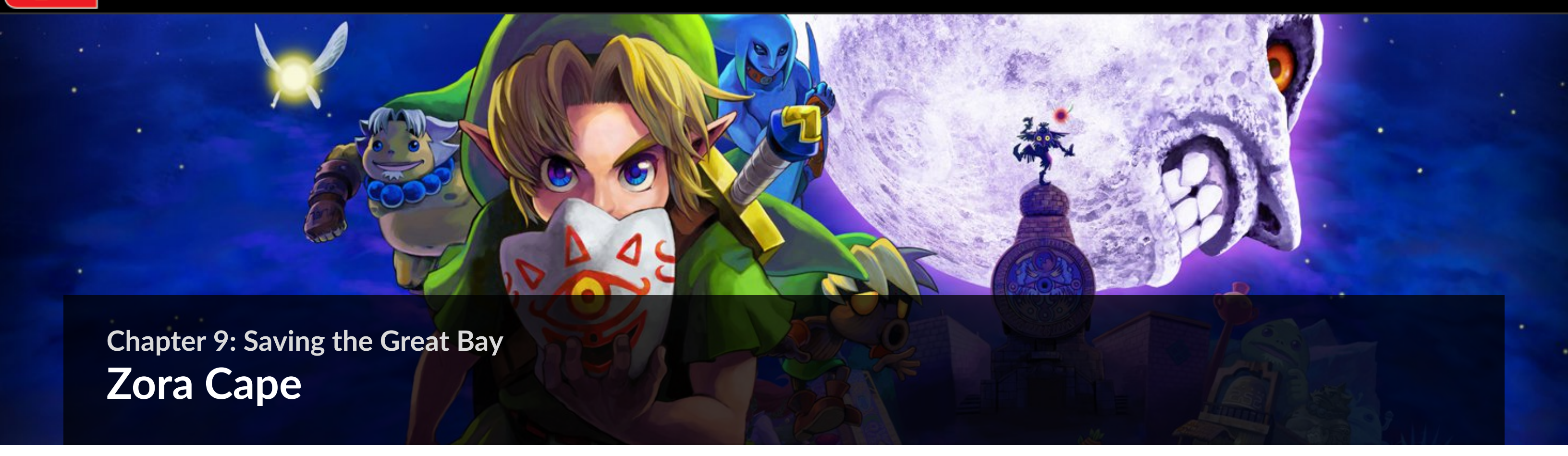
Having thoroughly explored Termina's deep reaches with the Hookshot and Zora Mask, Link has grown strong. Now our young hero is poised to undo the trouble that has befallen the Great Bay Coast. In order to help the Zoras, Link must brave a puzzling new temple that's filled with danger. All of his knowledge and skill will be put to the test during the many trials that lie ahead.

Temple Prep

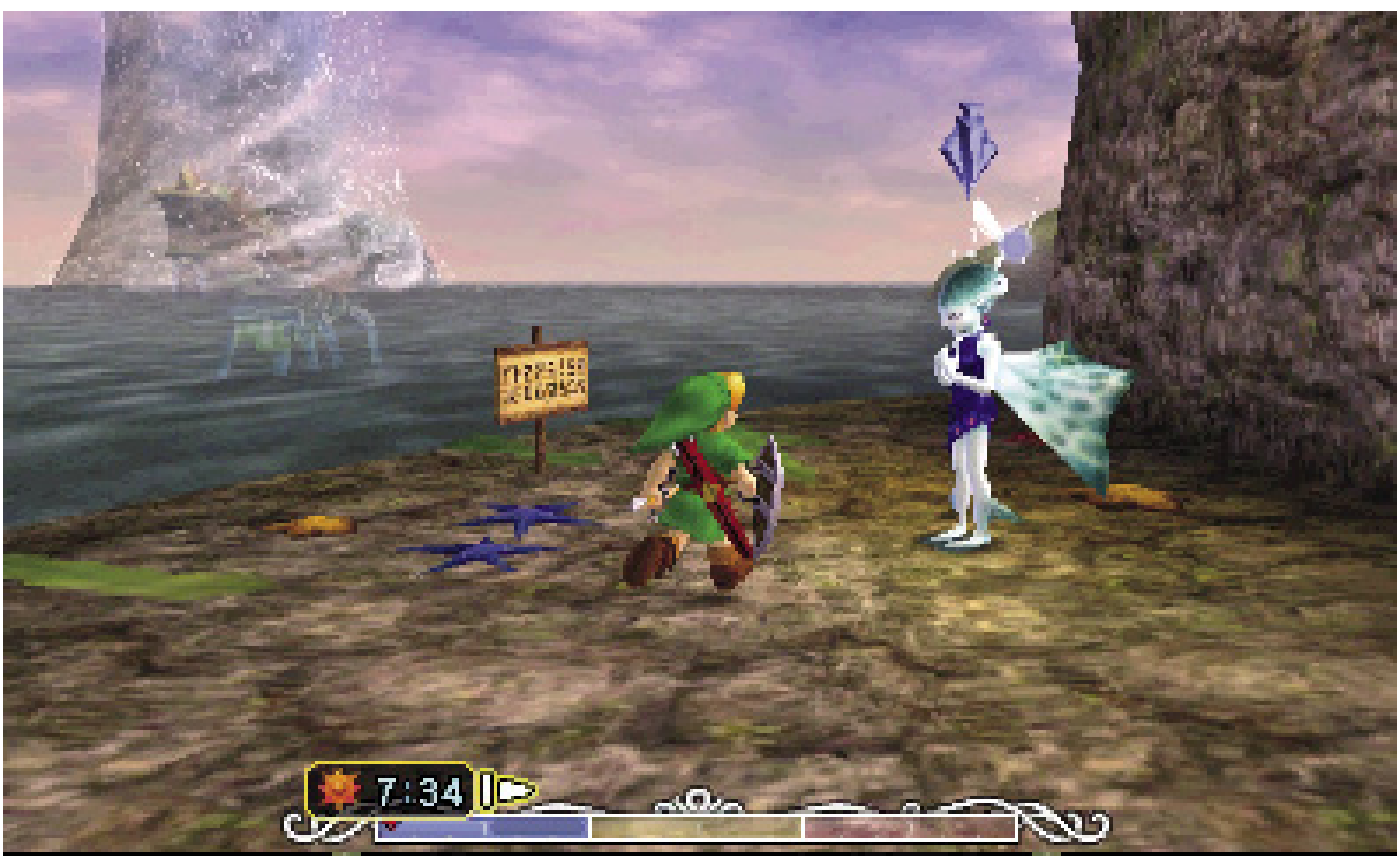


You caught a Fairy in a bottle!
Your new friend will give you
life energy the moment you
completely run out.

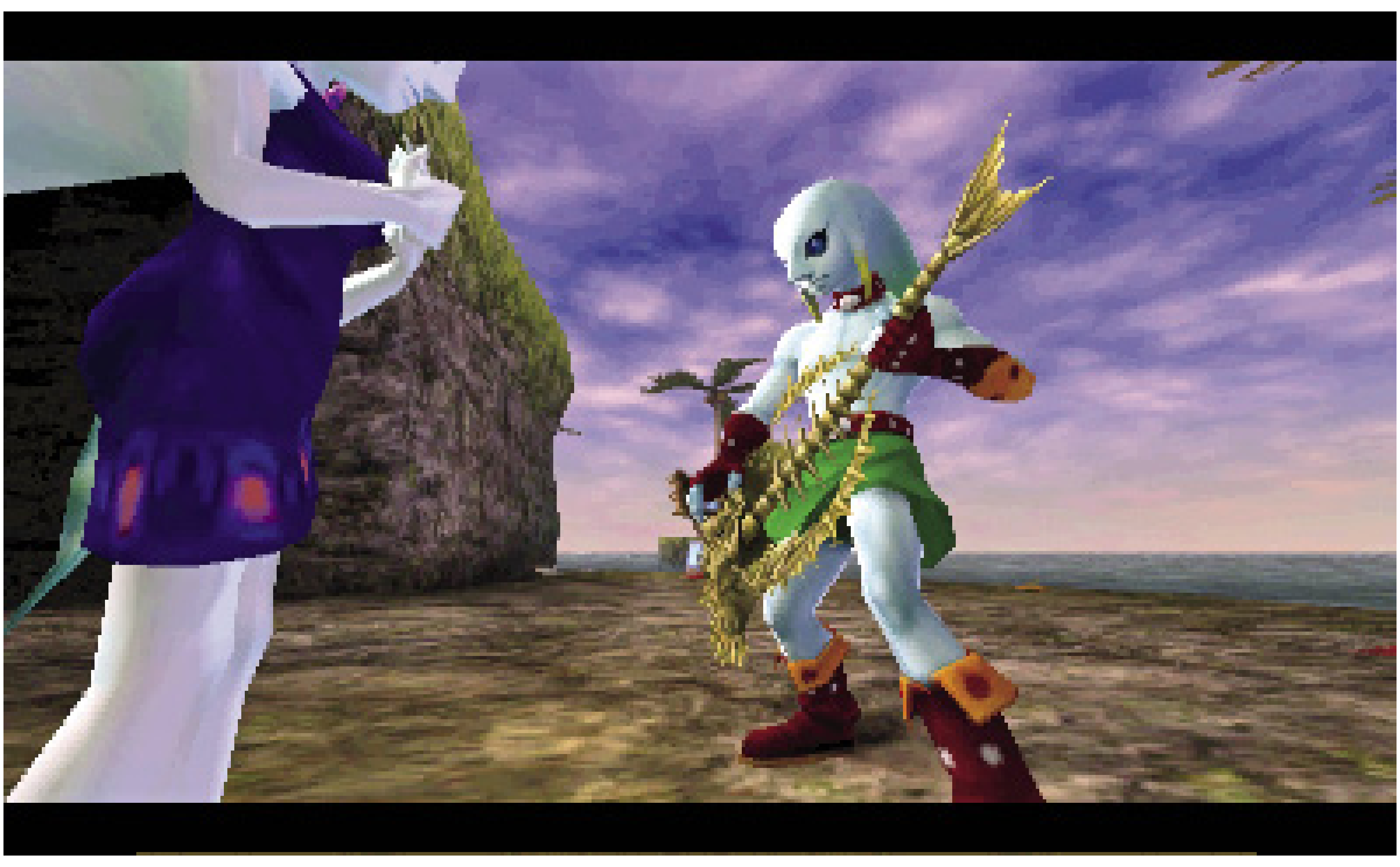
The Zoras need your help, so get going! Rewind and slow down time as always, then soar to the Southern Swamp. Cut down the tall grass near the owl statue for a Deku Stick and a Fairy. Leave and reenter the Southern Swamp via the nearby trail to make the tall grass reappear so you can claim lots of Deku Sticks and fill all six of your bottles with Fairies. You're going to need them.



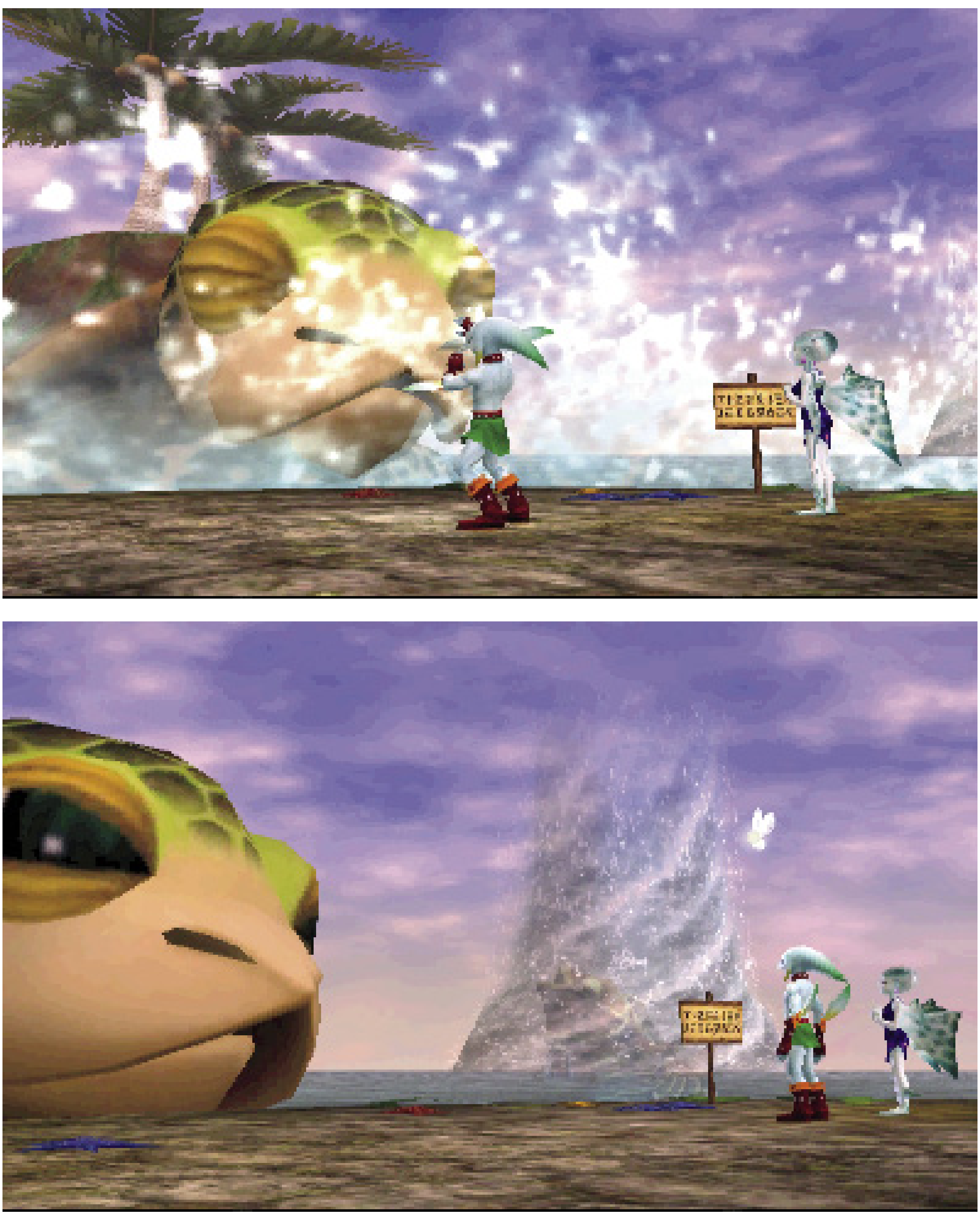
A Tune for Lulu



After you've finished finding Deku Sticks and Fairies, soar to Zora Cape, smash the nearby jars for bombs and arrows, and then save your game. The Zora standing nearby is Lulu, and it was her eggs that the pirates stole. Lulu's in a funk, so you should cheer her up.

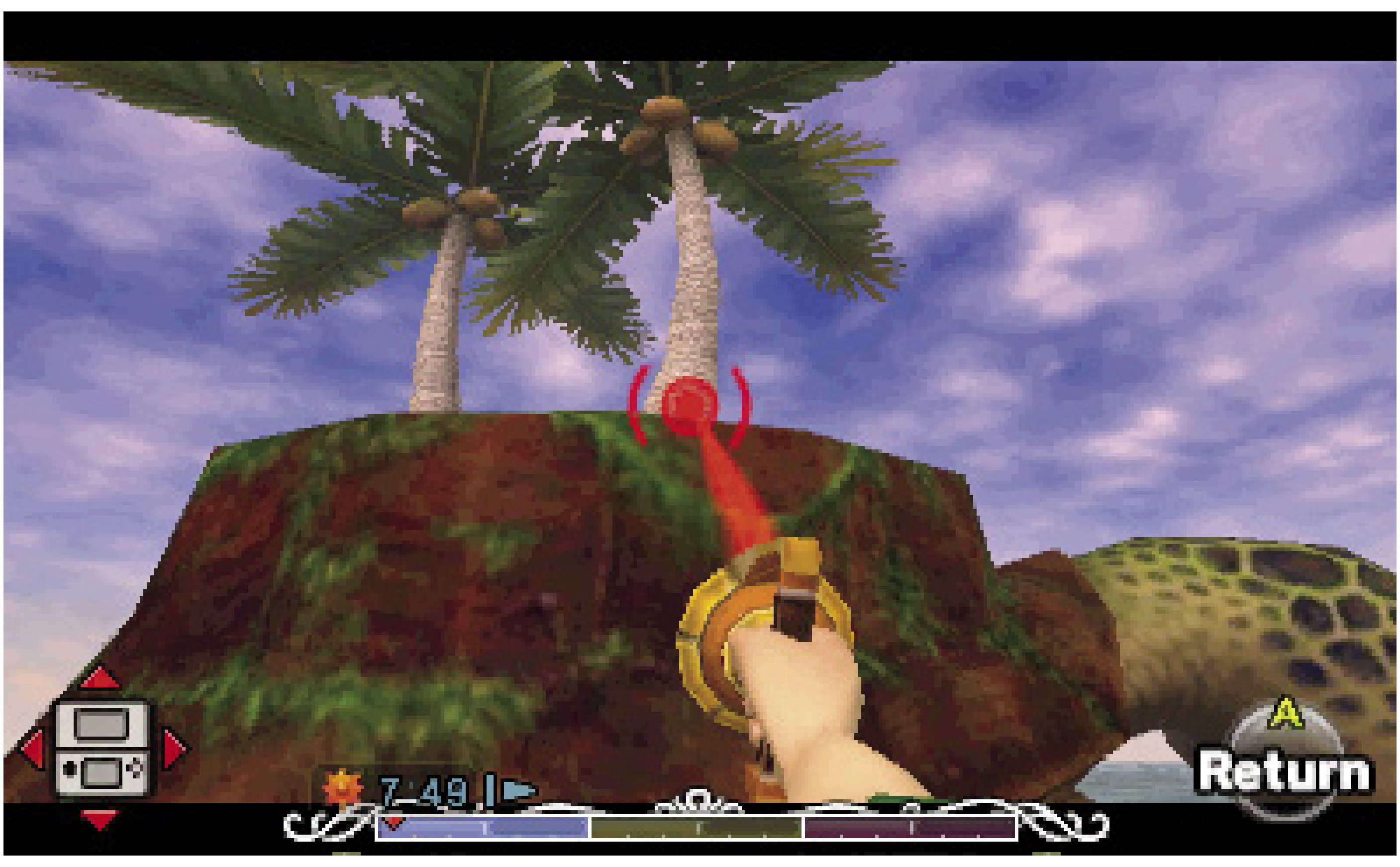


Put on the Zora Mask and pull out your fishbone guitar, then play the New Wave Bossa Nova that the Zora babies taught you after you brought all seven of Lulu's lost Zora Eggs to the Marine Research Lab.

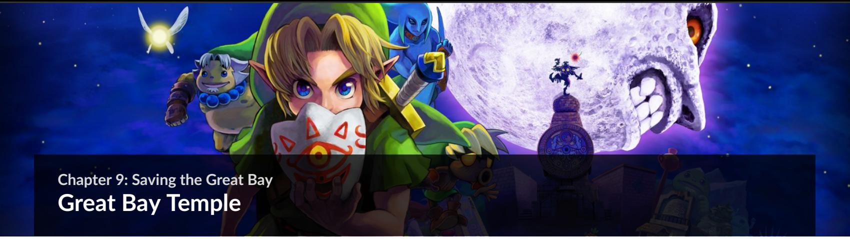


Her spirits raised by the sound of the New Wave Bossa Nova, Lulu finds her voice again and begins to sing along. Unexpectedly, the enchanting melody rouses a giant turtle up from the ocean.

The turtle had been enjoying a deep slumber, but even in its sleep, the great being was still aware of the troubles around the Great Bay. The dwellers of the open seas need Link's might, and the turtle invites our hero to climb onto its back.

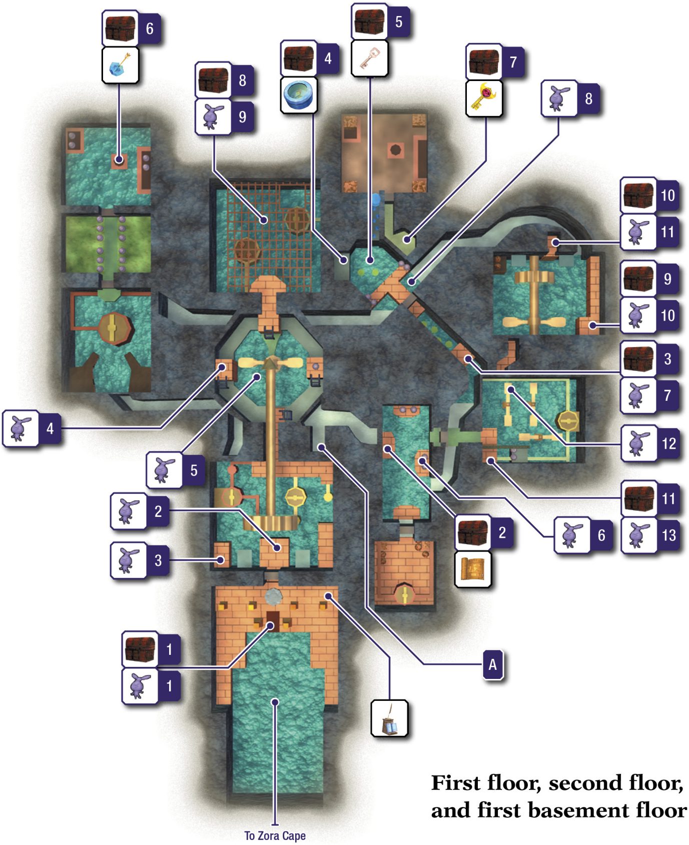


You can't swim onto the turtle's back, so fire the Hookshot at one of the palm trees on its shell. You'll zip onto the turtle and enjoy safe passage to the Great Bay Temple. The pursuing Gerudos aren't so fortunate!



Chapter 9: Saving the Great Bay

Great Bay Temple



First floor, second floor, and first basement floor

Room 1: Entrance

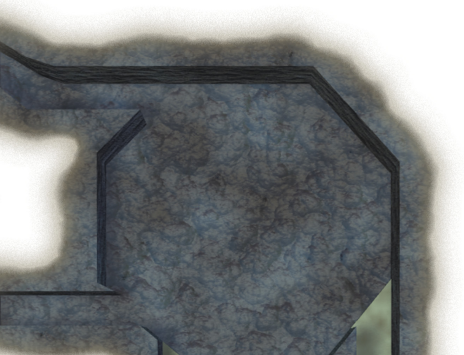
After dropping Link off in the Great Bay Temple's entrance, the great turtle's task is at an end. Link waves the turtle goodbye, and then sets about his mission.

The Great Bay Temple's entrance appears to be empty, but looks can be deceiving. Put on the Bunny Hood, and light one of your Deku Sticks using the torches near the giant turtle. Then, quickly run and light the four unlit torches above the stairs to make a hidden chest appear.

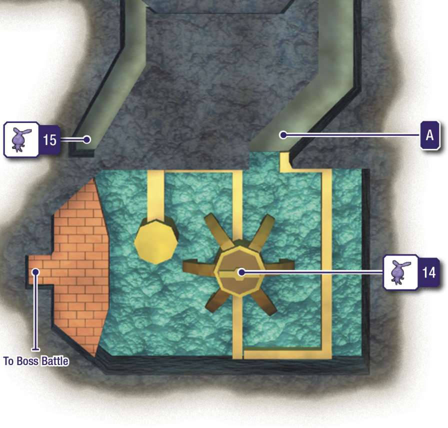
Second basement floor

Treasure Chests

CHEST	CONTENTS	GOT IT?
	Stray Fairy #1	✓
	Dungeon Map	✓
	Stray Fairy #7	✓

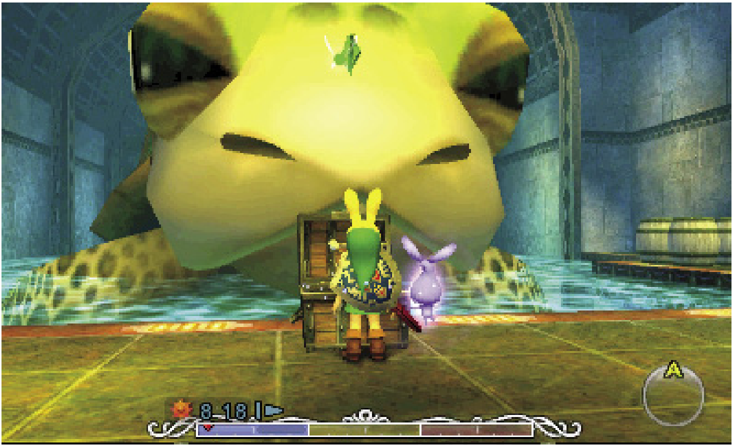


Compass	✓
Small Key	✓
Ice Arrow	✓
Boss Key	✓
Stray Fairy #9	✓
Stray Fairy #10	✓
Stray Fairy #11	✓
Stray Fairy #13	✓



Leaving the Temple

If you ever want to leave the Great Bay Temple before completing it, move around to one side of the giant turtle, and then fire the Hookshot at one of the palm trees on its back. You'll hitch a ride back to Zora Cape.



The chest contains a Stray Fairy. Looks like you'll need to rescue more of these little fellows in this temple. Smash the barrels on either side of the giant turtle for some arrows, bombs, and a Fairy, then go through the north door to visit Room 2. (Goron Link's punches make short work of barrels.)

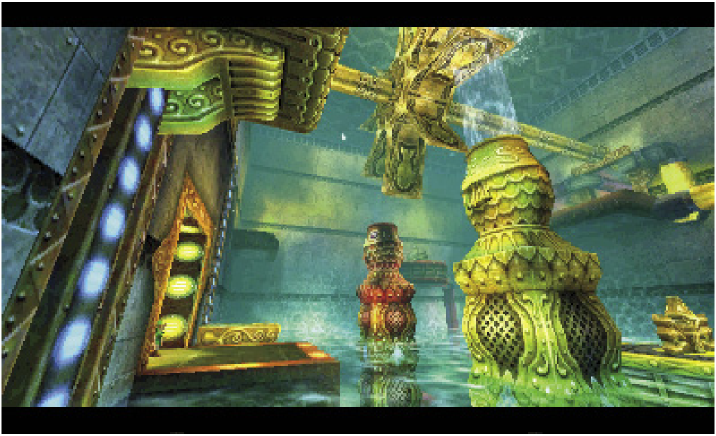
Dungeon Chest #1: Stray Fairy #1

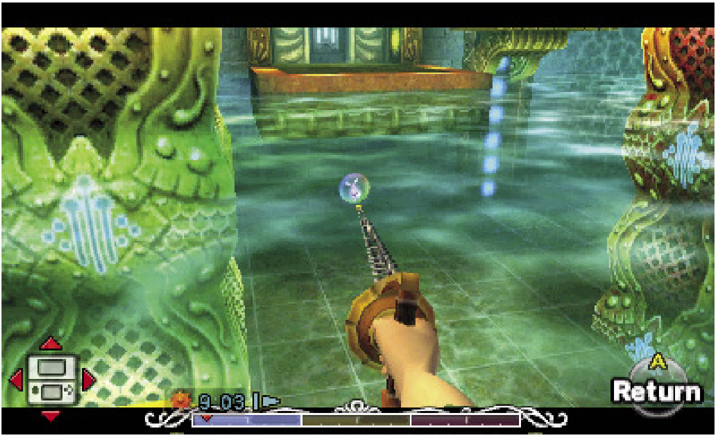
Stray Fairy #1

Room 2: Waterwheel Room 1

A massive waterwheel dominates the center of this room. This giant device controls the water level in the temple, so you'll be using it very frequently.

Jump into the water, and swim to the central platform that's directly ahead of you. The platform features a spinner that you can grab, but don't grab it yet. Instead, turn around and spy a Stray Fairy in a bubble beneath the entry platform. Pop its bubble with an arrow or the Hookshot, then use the Great Fairy's Mask to draw in the Stray Fairy. (You can also try to grab it by diving underwater as Zora Link.)

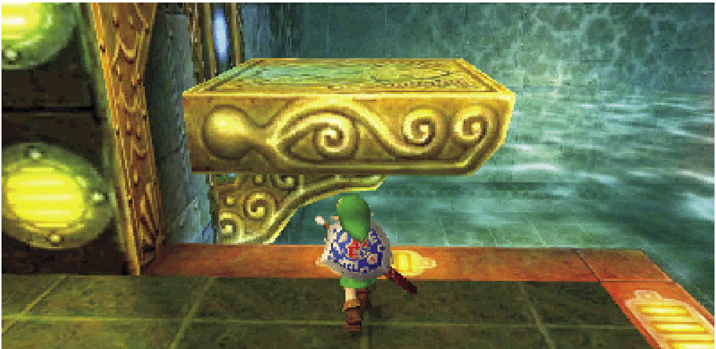


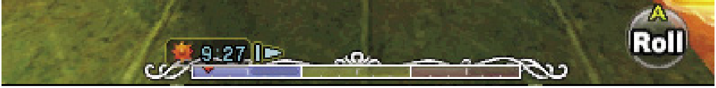


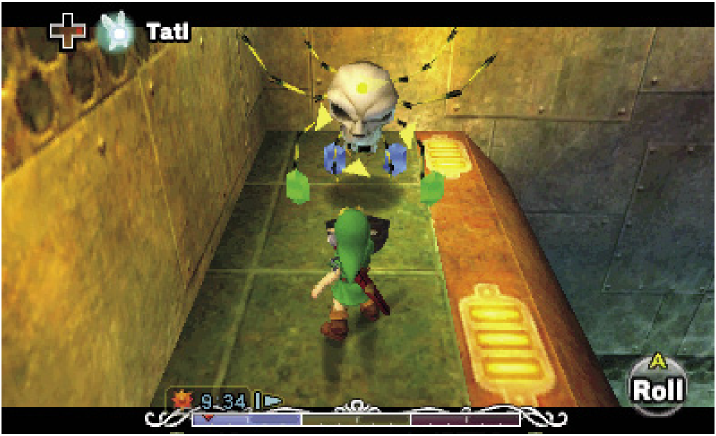
Stray Fairy #2

Leave the spinner platform, and swim back to the entry ledge. Climb onto the ledge and turn right (face west), then leap onto the elevator platform that's moving up and down.

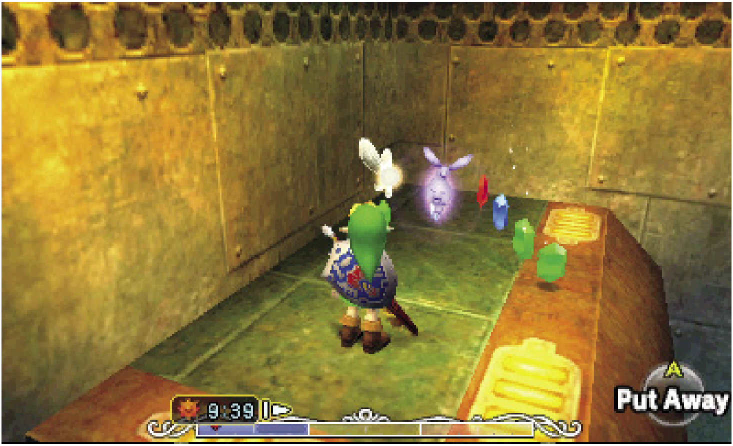
The platform lifts you up to a high ledge that's covered with Rupees. Leap to the ledge, and immediately hold R to raise Link's shield when you land—a Skulltula suddenly drops from the ceiling.





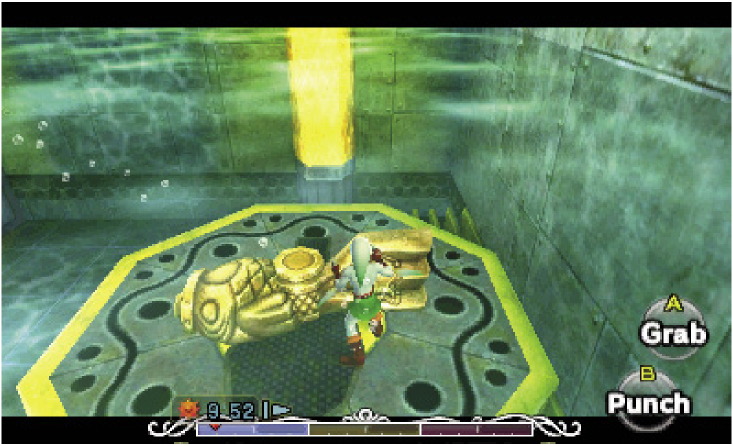


If you raised your shield in time, Link successfully blocks the Skulltula's ambush. Slay the Skulltula after it spins around, and you'll release a Stray Fairy. Collect the Stray Fairy and the Rupees here, as well.

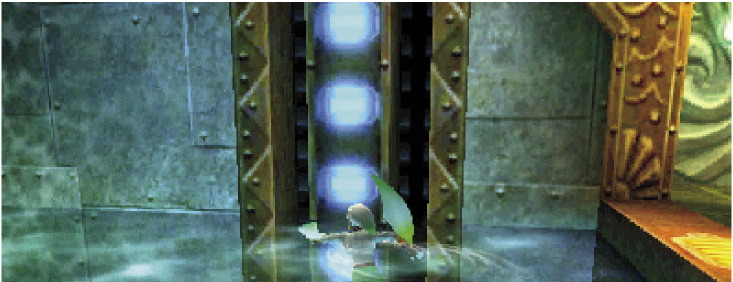


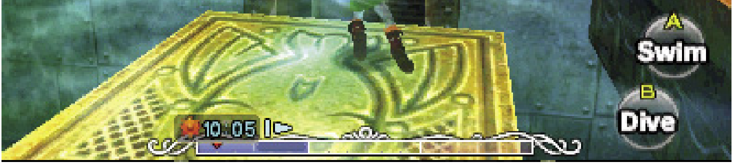
Stray Fairy #3

Put on the Zora Mask, and dive back into the water. Swim to an underwater platform in the room’s northeast corner. Dive and hold Ⓐ to grab the underwater platform’s spinner, then push it to send water flowing to a nearby pump.

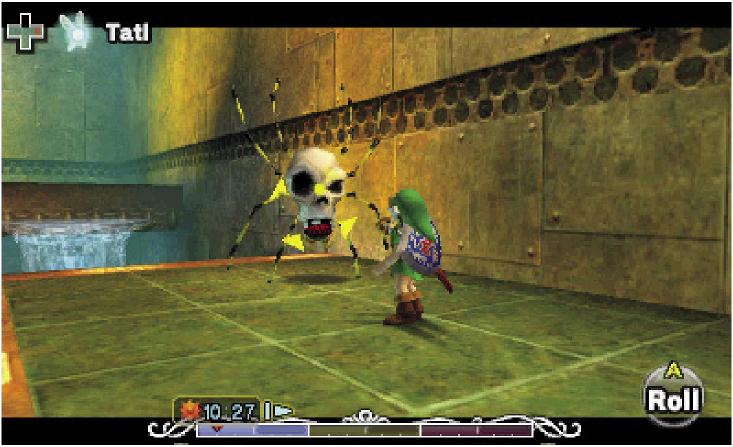


Return to the entry ledge and climb onto it. This time, turn left (face east) and leap onto the other elevator platform.

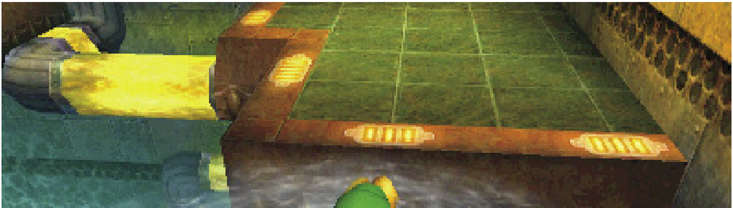


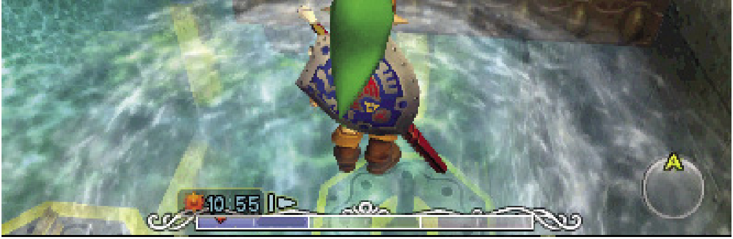


Ride the elevator platform all the way up, and then leap to the room's high east ledge. Beware of the Skulltula that drops from the ceiling—spot its shadow, and ensure that you don't land near it. Another Skulltula also guards this ledge. Slay both Skulltulas, then approach the edge of the ledge.

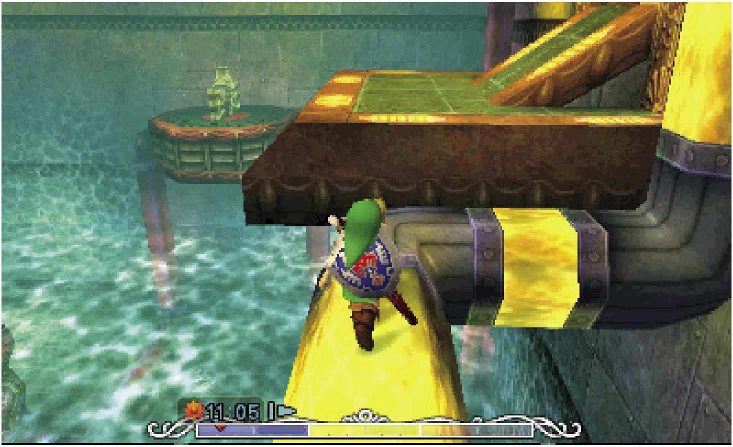


The water pump that you activated shoots up a thick geyser of water in regular intervals. Wait for the geyser to go down, then leap onto the pump. When the geyser rises again, it lifts you up like an elevator. When you're at the height of the jet, leap to the next ledge ahead.



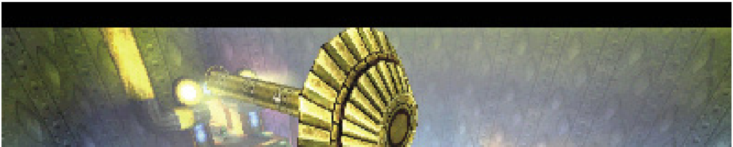


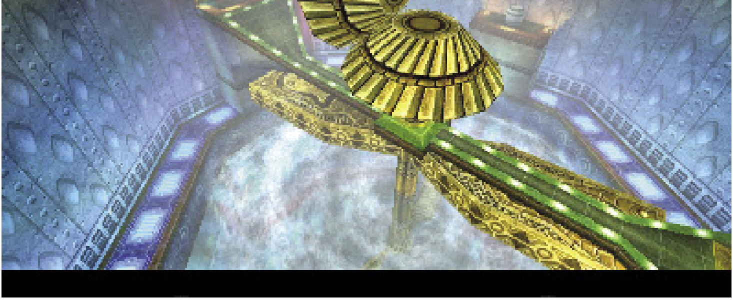
Nice work! Now, carefully make your way across a yellow pipe, heading for the north ledge. Take the north passage to reach Room 3.



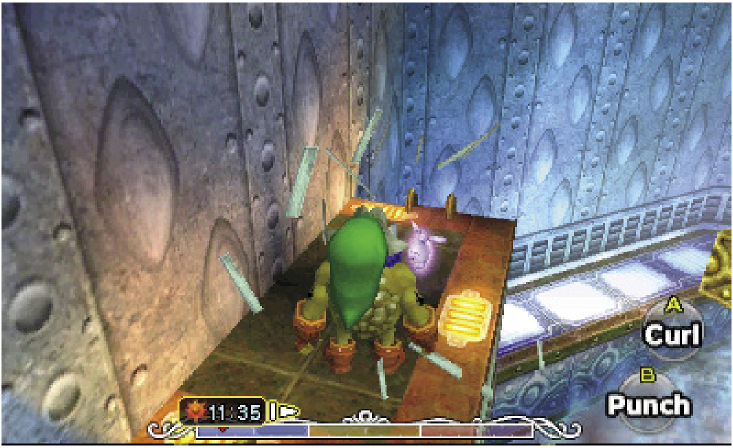
Room 3: Main Chamber

Tatl hints that the waterwheel in Room 2 must control the giant machinery in this chamber. As usual, she's not wrong.





Before messing with anything, turn left (face west) and spy a barrel on a ledge with a ladder. Leap down, climb the ladder, and smash the barrel with a roll (or a punch from Goron Link) to free a Stray Fairy.

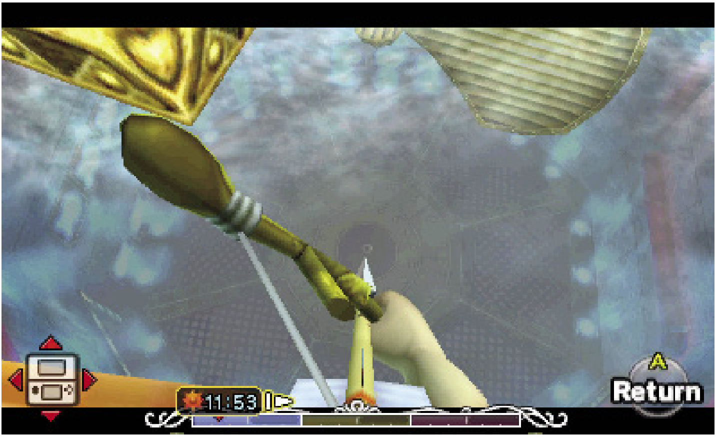


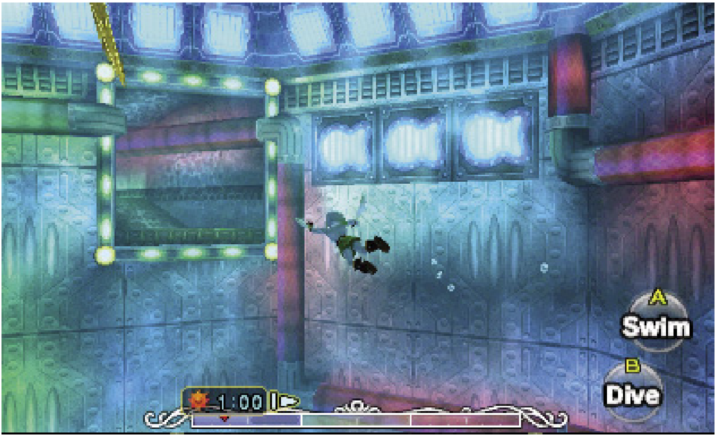
Stray Fairy #4

Step to the ledge's edge next, and look down at the water. A jar lies at the very center of the chamber's floor. Smash it with an arrow to release a Stray Fairy, then put on the Great Fairy's Mask and wait patiently for the Stray Fairy to arrive. (You can also dive into the water and smash the jar as Zora Link if you prefer, but the current makes it tricky.)

Dive into the water, and sink to the bottom of the chamber. If you weren't able to break the jar with an arrow for Stray Fairy

#5, go ahead and smash it now. Collect Stray Fairy #5, and then battle the current as you swim into a high southeast tunnel (the one with red and green pipes running into it). Once you enter the tunnel, the current whisks you away to Room 4.

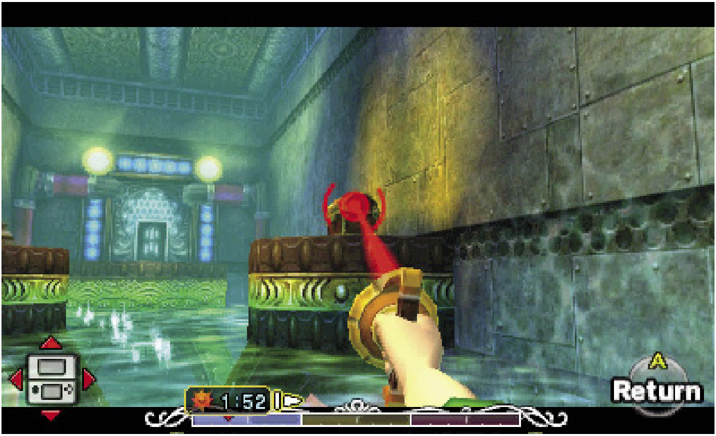


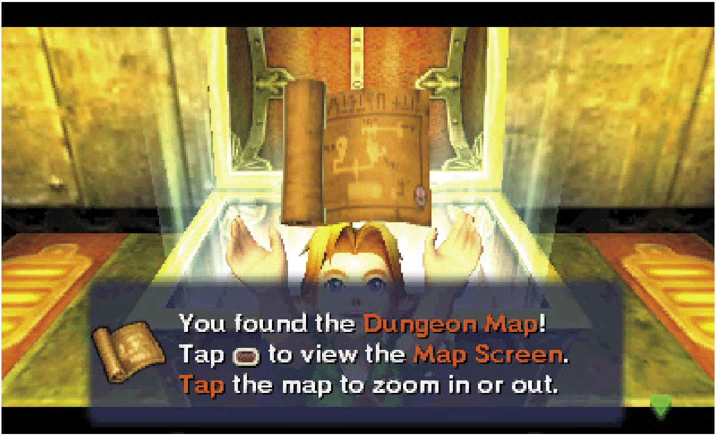


Stray Fairy #5

Room 4: Dungeon Map Chamber

As you swim up to the surface, beware of the Skullfish that prowl this watery room. Climb onto the north ledge with the two jars, and then fire the Hookshot at the gilded chest on the higher ledge.





You found the Dungeon Map!
Tap ▭ to view the Map Screen.
Tap the map to zoom in or out.

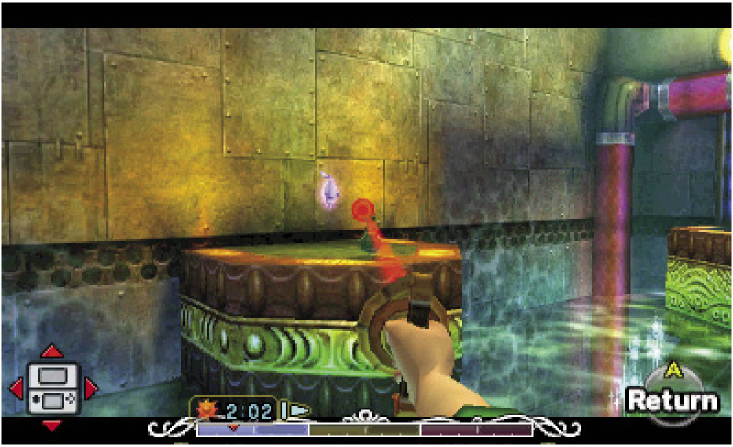
After zipping over to the chest, open it to obtain the Dungeon Map. This should make things easier.

Dungeon Chest #2:Dungeon Map

Dungeon Map

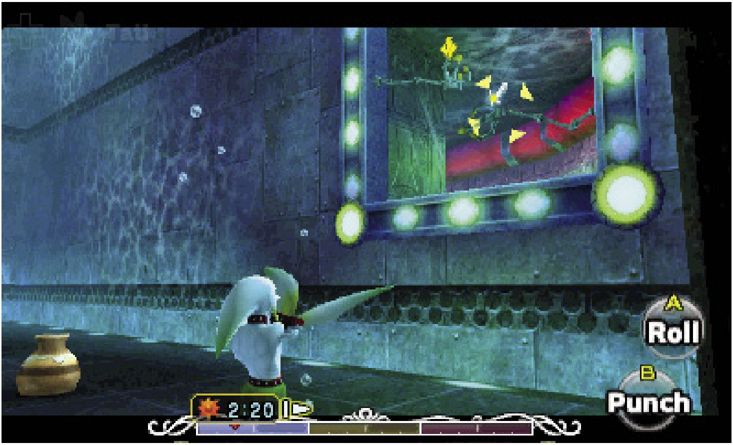
You found the Dungeon Map! Tap the Map button to view the Map Screen. Tap the map to zoom in or out. When zoomed in, slide to check out different areas of the map. Select the floor you wish to view from the bar on the right.

With the Dungeon Map tucked away, turn around and use the Hookshot to break the jars on the ledge you couldn't climb onto. A Stray Fairy pops out; draw it in with the Great Fairy's Mask.



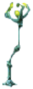
Stray Fairy #6

Put on the Zora Mask, and sink to the room's bottom. Locate a tunnel that features two new enemies known as Dexihands. Before entering the tunnel, slay both Dexihands by locking on and throwing Zora Link's fins at them (hold B and then release). Enter the tunnel afterward, and swim to Room 5.



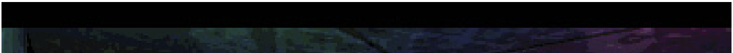
Dexihand

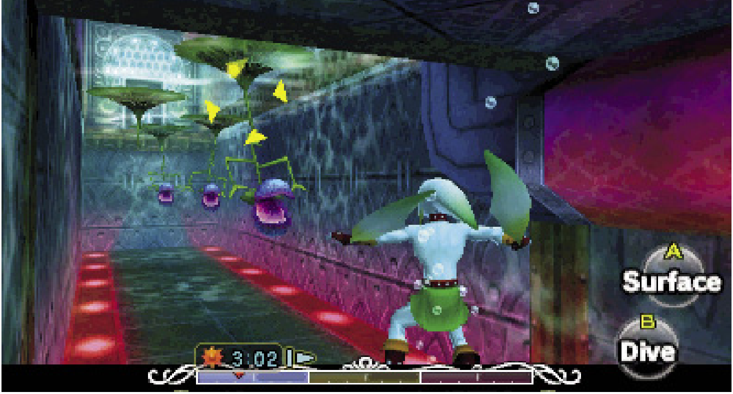
Damage: None



Dexihands are found underwater, usually in confined spaces such as tunnels or passages. They try to grab Link and throw him for a loop if he moves too close. Dexihands can't actually harm Link; they're just obstacles that you must slay in order for Link to progress. Ranged attacks are best, though Zora Link can also defeat them easily with his magic field (hold A + R while swimming, or hold B + R while walking).

Room 5: Biohazard Tunnel

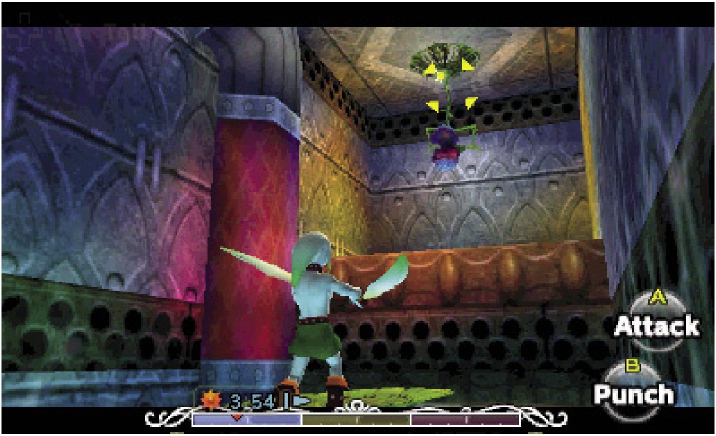


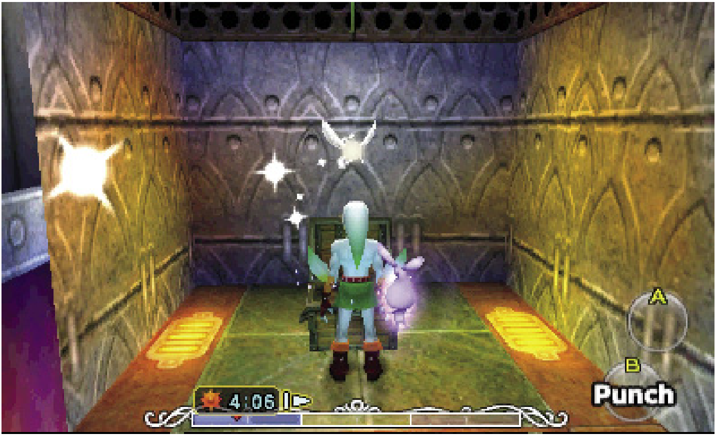


This watery passage features three Bio Deku Babas. You've encountered these baddies before when you obtained Piece of Heart #23. Lock on and throw Zora Link's fins to sever them from their lily pads, then defeat them with normal attacks.

After slaying the three underwater Bio Deku Babas, surface and spot a fourth Bio Deku Baba hanging from the ceiling. Throw Zora Link's fins to defeat it.

With all four Bio Deku Babas defeated, a chest appears on the southeast ledge. Open it to free another Stray Fairy, and then proceed through the northwest door to visit Room 6.





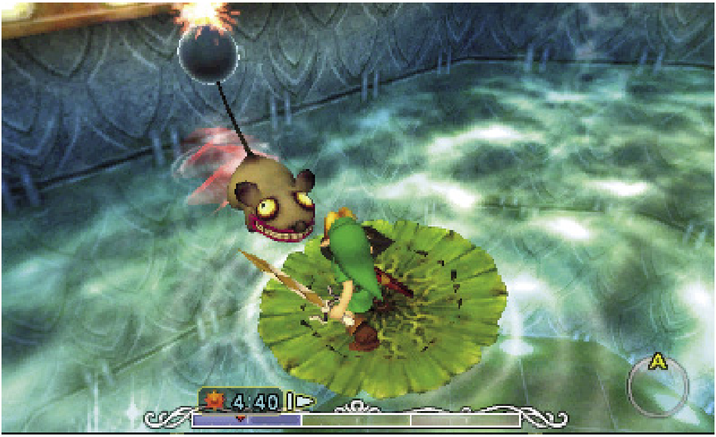
Dungeon Chest #3: Stray Fairy #7

Stray Fairy #7

Room 6: Compass Chamber

A gilded chest tempts you from across this room. Use the Hookshot (or Zora Link's fins) to cut down the Bio Deku Babas in the center of the room, then leap across the lily pads. When you reach the second lily pad, hold R to defend as a Real Bombchu comes racing toward you.

After deflecting the Real Bombchu, fire the Hookshot at the gilded chest to zip up to it. Open the chest to claim the dungeon's Compass.

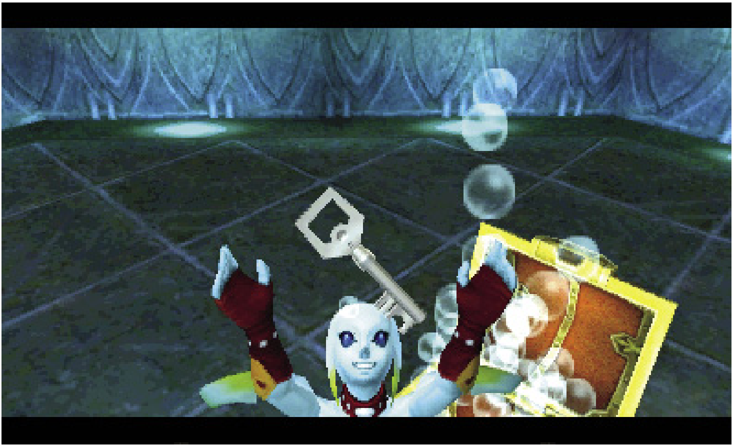


Dungeon Chest #4:Compass

Compass

You found the Compass! Now many of the dungeon's hidden things will appear on the map.

With the Compass in hand, put on the Zora Mask, and sink to the bottom of the room. Defeat the Bio Deku Babas and the Dexihand, then open the central chest to obtain a Small Key.

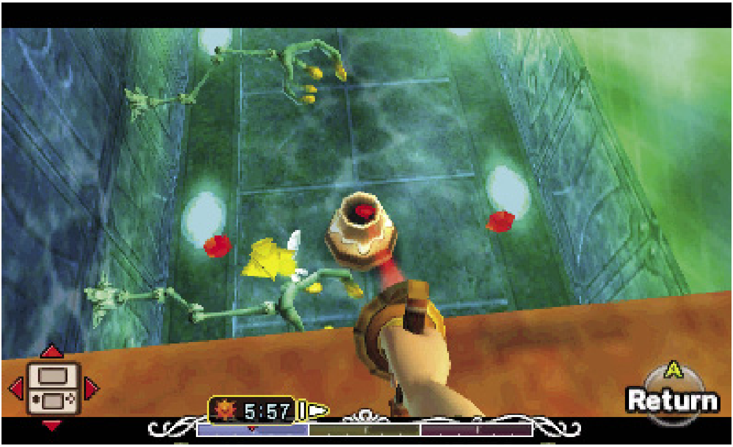


Dungeon Chest #5: Small Key

Small Key

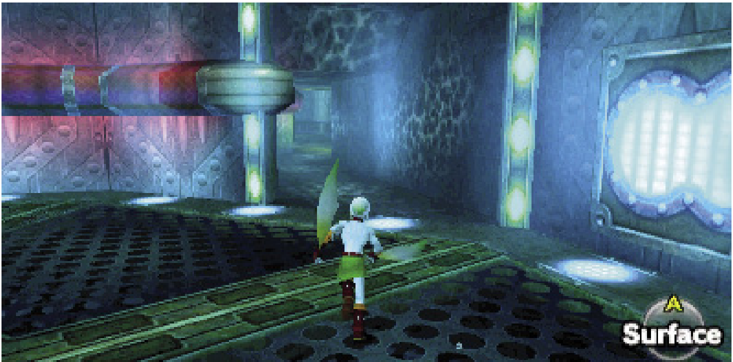
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.

Return to the entry ledge, and look left (face northeast). Spy a jar flanked by Dexihands in the nearby rushing water channel. Carefully break the jar with the Hookshot to free a Stray Fairy, then draw it in with the Great Fairy's Mask. That's already half of them! Put on the Zora Mask and hop into the flowing water channel, and you'll be whisked back to the Main Chamber.



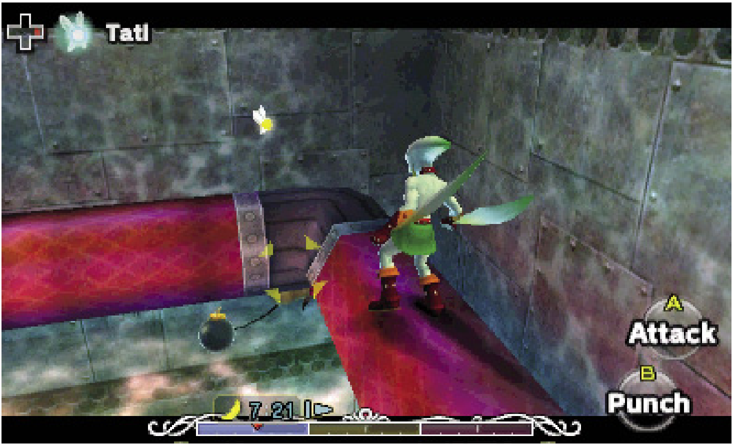
Stray Fairy #8

Room 3: Main Chamber (Revisited)



This time, dive to the bottom of the Main Chamber, and take the tunnel with the red pipe running into it to reach Room 7.

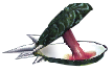
Room 7: Red Pipe Room 1



This room's waters are filled with Shell Blades and Skullfish, and there's an Octorok on the water's surface. You're not here to battle these beasts, however. Surface and climb onto the thick red pipe that runs along the east wall. As you cross, carefully avoid the Real Bombchu on the pipe.

Shell Blade

Damage: 1/2 Heart

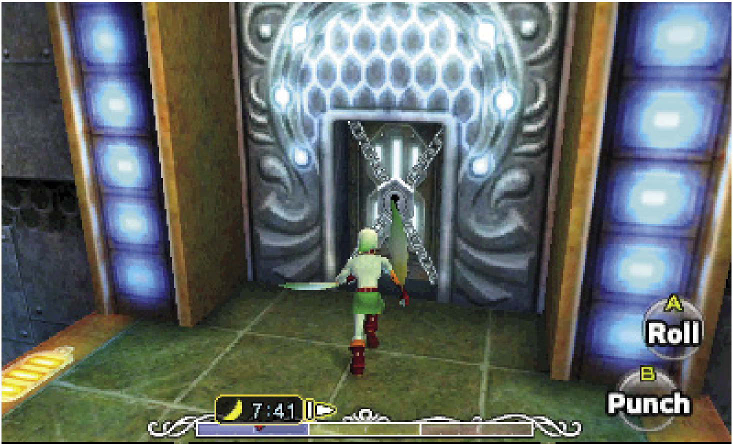


These clam-like enemies reside deep underwater and are surrounded by sharp spikes. They move with surprising speed and are totally protected by their hard, spike-covered shells. Their only weakness is the ligament that lies inside the shell, but it's only visible when the Shell Blade's "mouth" is open. Any attack can harm the ligament, but Zora Link's magic field (Ⓐ + R while swimming or Ⓑ + R while walking) is the easiest method.

Octorok

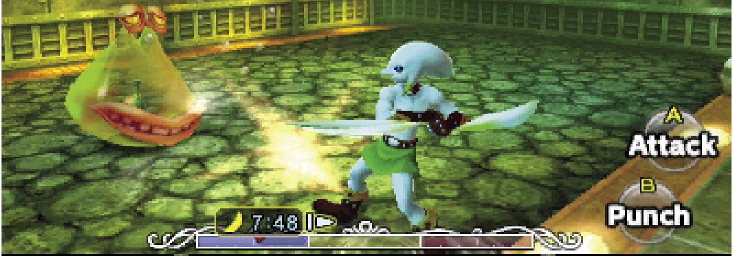
Damage: 1/4 Heart

A classic Legend of Zelda baddie, Octoroks live on the surface of water in Majora's Mask and pop up to spit rocks at Link. Defeating these immobile foes couldn't be easier; just lock on, and raise your shield to knock their rocks back at them.



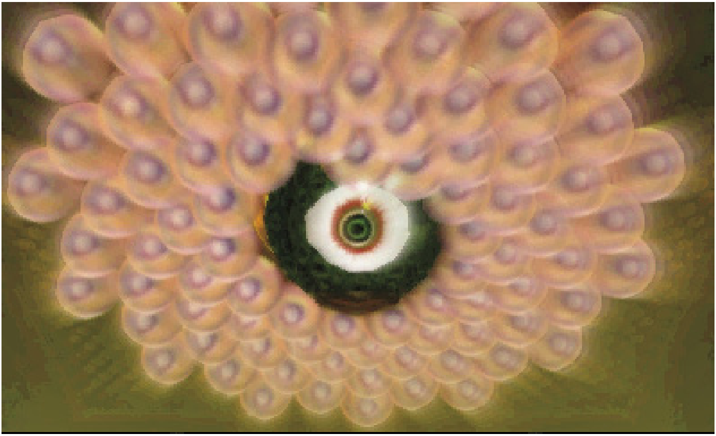
The red pipe leads to a ledge with a locked door. Open it with the Small Key you found back in Room 6, and go through the door to visit Room 8.

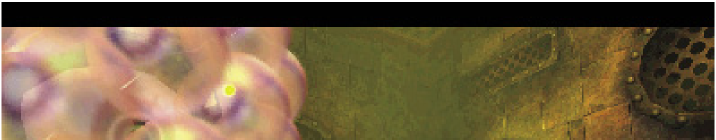
Room 8: Chuchu Chamber

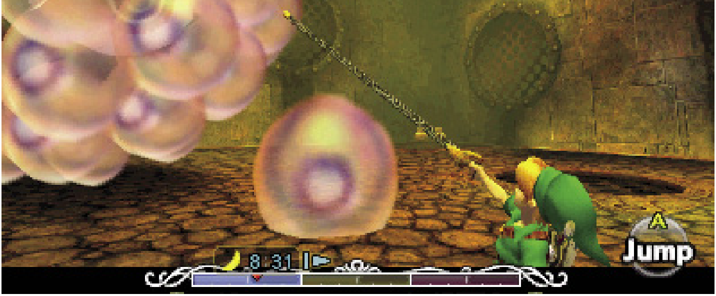


This gooey room is home to a pair of colorful Chuchus. Slay these easy enemies for items, and smash the jars here for more goodies before proceeding through the north door to enter Room 9.

Room 9: Wart’s Lair

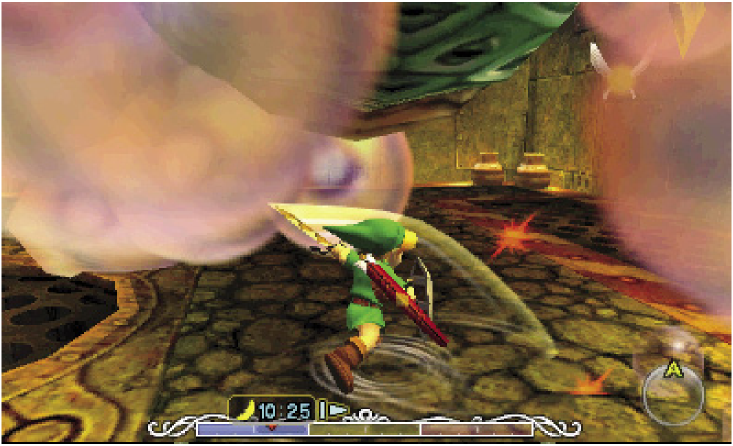






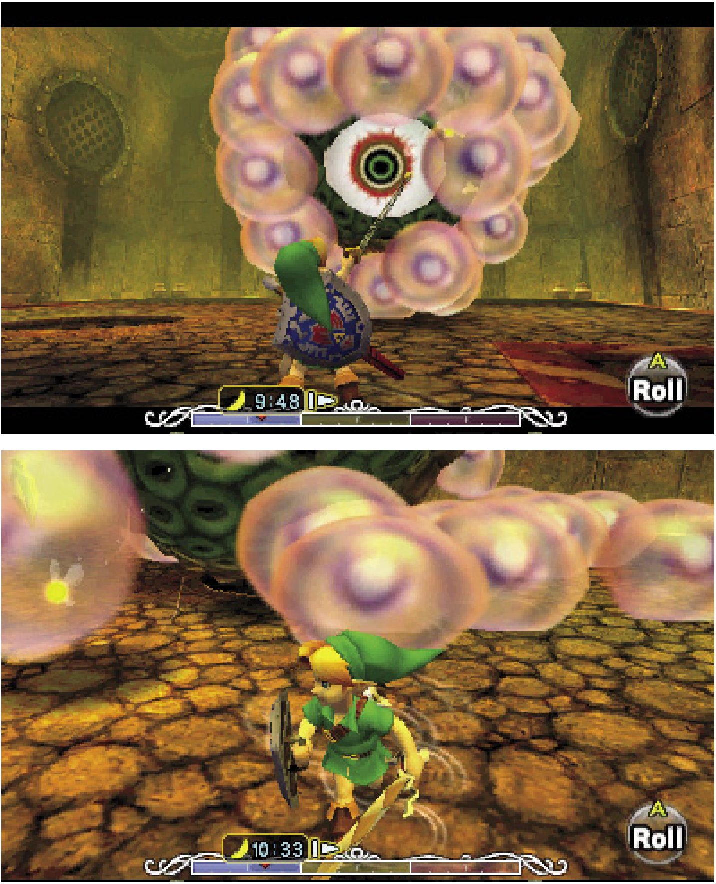
Upon entry, Link is sealed inside this sizable room. Don't break the jars here just yet, for a devious fiend lurks nearby. Look all the way up at the ceiling to spy the monster: Wart!

Wart is a giant eyeball that's surrounded by about 100 smaller pink eyeballs. To damage Wart, you must strike its open eye with the Hookshot or an arrow from the Hero's Bow. However, before attempting to harm Wart, spend time plucking the smaller pink eyes off of it with the Hookshot and slaying them with a quick swing of Link's sword.



It may seem like Wart has an unlimited number of pink eyes, but this is not the case. There is a finite amount, so just keep snatching them with the Hookshot and cutting them with Link's sword. If you lose patience, rush Wart and slice up its pink eyeballs with your sword to speed things up.

Removing Wart's pink eyes gives you a clearer shot at the mini-boss's main eye. Begin striking that big, ugly eye with arrows or the Hookshot. You can only damage Wart while its eye is open, so don't waste arrows while it's closed. Tatl targets Wart's eye while it's open, so just lock on, and fire the Hero's Bow or Hookshot to score a hit.

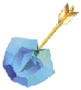


After suffering several hits, Wart slams down on the ground, shedding all of its pink eyes. The pink eyes then begin bouncing everywhere and would be very dangerous had you not slain most of them already. Wart races around the room, smashing into walls. Being hit by Wart inflicts a full Heart of damage, so roll to avoid him. Pull out the Hero's Bow (arrows are faster than the Hookshot), and wait for Tatl to target Wart's open eye. Fire arrows at Wart the moment that Tatl targets him, and keep it up until you finally defeat the monster.

After you best Wart, a big chest appears in the room. Open it to claim a useful new item: the Ice Arrow. With the Ice Arrow at your disposal, you'll be able to accomplish new feats in rooms you've already visited. Begin by backtracking out to Room 7, which features the Octoroks and the big red pipes.

Dungeon Chest #6: Ice Arrow

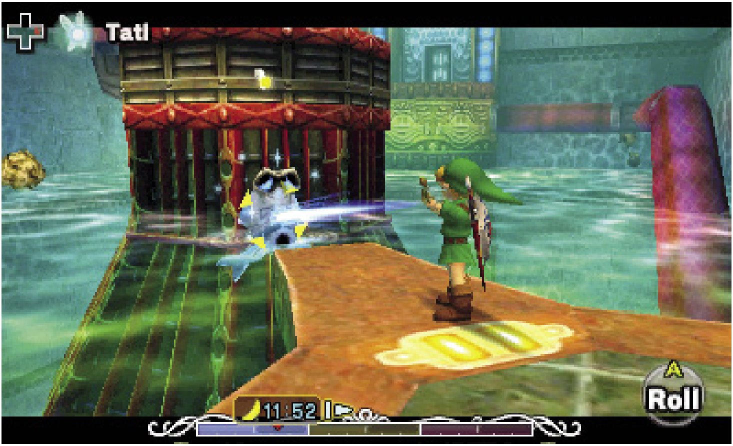
Ice Arrow



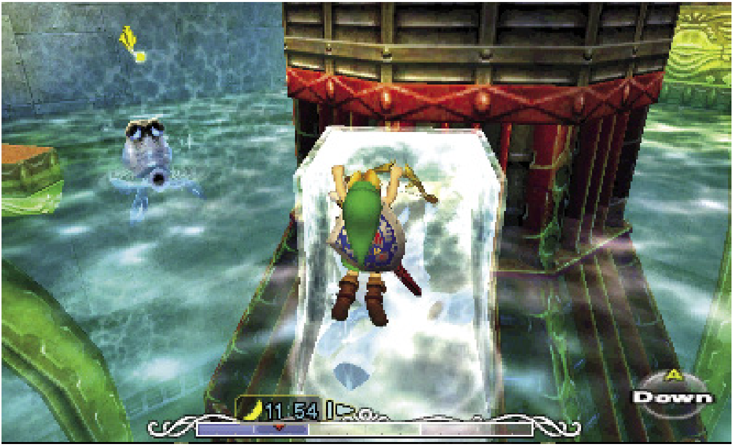
You got the Ice Arrow! Equip it to power up your arrows with magic. Now you can freeze enemies and objects. Aim wisely to turn shimmering water into icy platforms.

Room 7: Red Pipe Room 1 (Revisited)

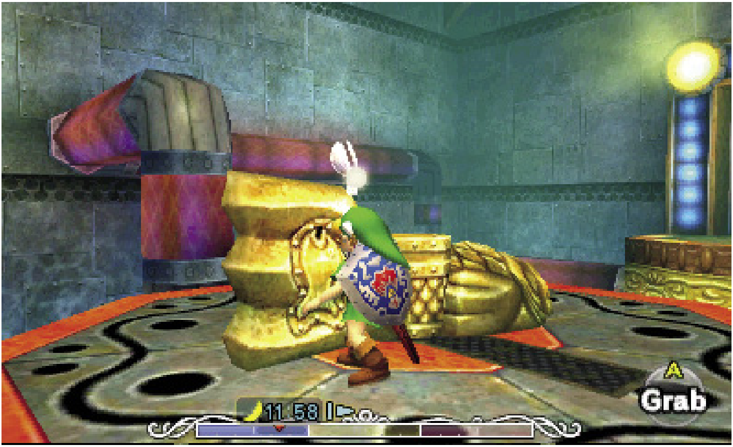
When you return to Room 7, jump into the water and swim to the southeast ledge. Don't defeat the nearby Octorok, but lock on, and dodge its rocks as you look to freeze it with your newfound Ice Arrows. (Wait for the Octorok to reappear if you accidentally defeat it.)



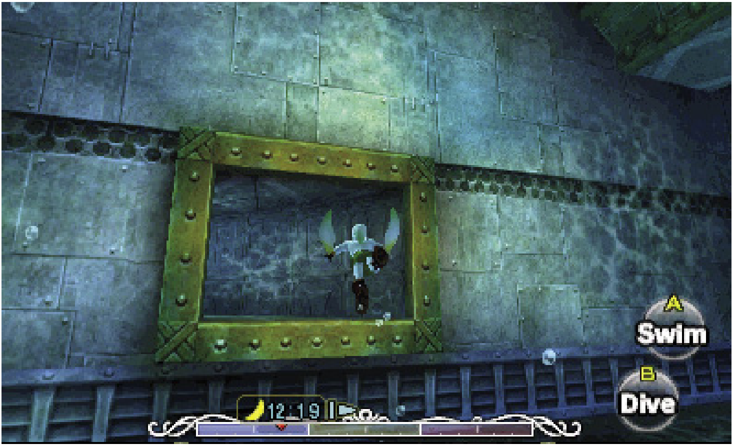
Freezing the Octorok with an Ice Arrow turns it into a big ice cube that floats on the water. Leap onto this temporary icy platform, then jump from the ice cube to reach the room's tall central platform.



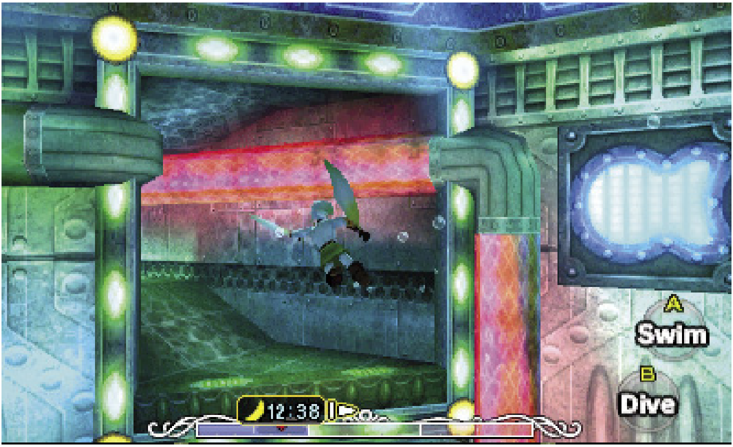
The central platform features a spinner. Hold Ⓐ to grab it, and then push or pull it around. Turning the spinner causes water to flow through the room's thick red pipes.



After turning the spinner, put on the Zora Mask, and then dive underwater and swim through the south tunnel to return to the Main Chamber.

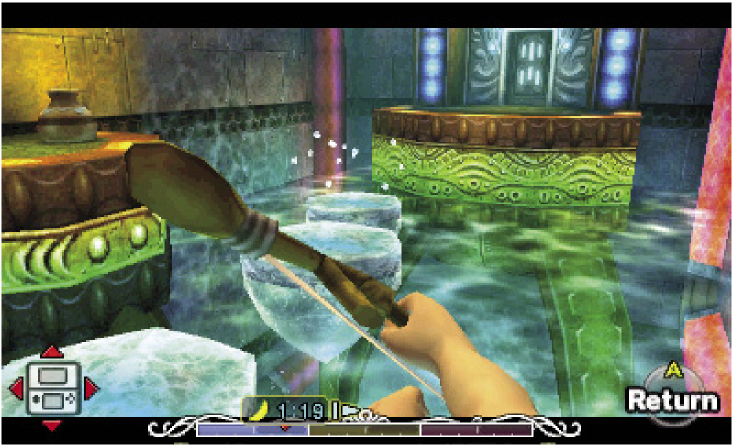


Room 3: Main Chamber (Third Visit)



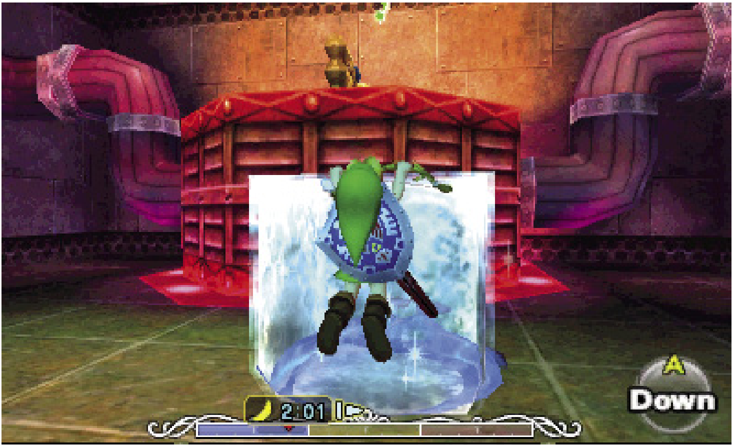
Once there, travel back through the yellow tunnel with the green and red pipes (the southeast tunnel) to return to Room 4, where you found the Dungeon Map.

Room 4: Dungeon Map Chamber (Revisited)



Now that you have the Ice Arrow, you can reach this room's south door. Surface and climb onto the north ledge, then Hookshot over to the chest that contained the Dungeon Map. From the chest ledge, fire an Ice Arrow at each of the three sparkling spots on the water's surface to create a path of ice platforms leading to the south ledge. Hop across the ice platforms before they melt, and go through the south door to visit Room 10.

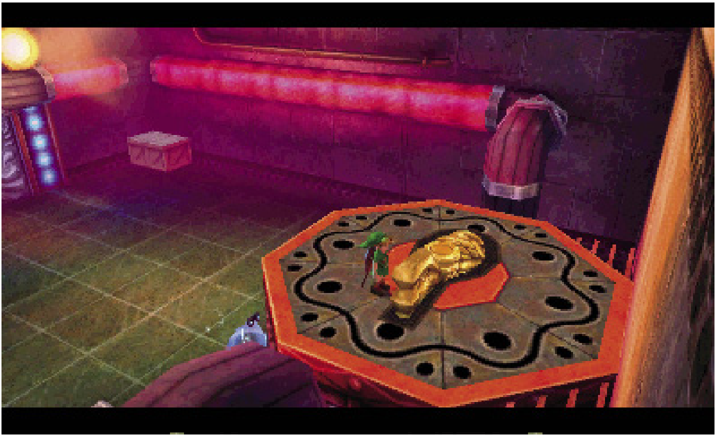
Room 10: Red Pipe Room 2

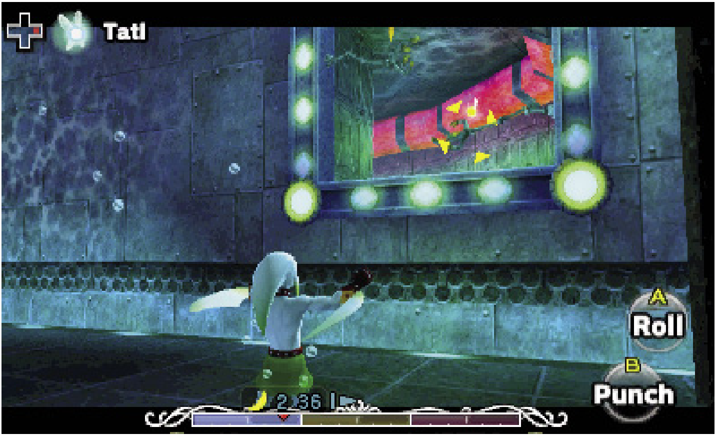


This room also features big red pipes. Roll into the crates and barrels to smash them and discover items, then lure the Chuchu over to the south pump. Lock on to the Chuchu and freeze it with an Ice Arrow, then climb onto the frozen monster and leap from it to reach the spinner atop the pump. (Grab and move the frozen Chuchu block closer to the spinner if necessary.)

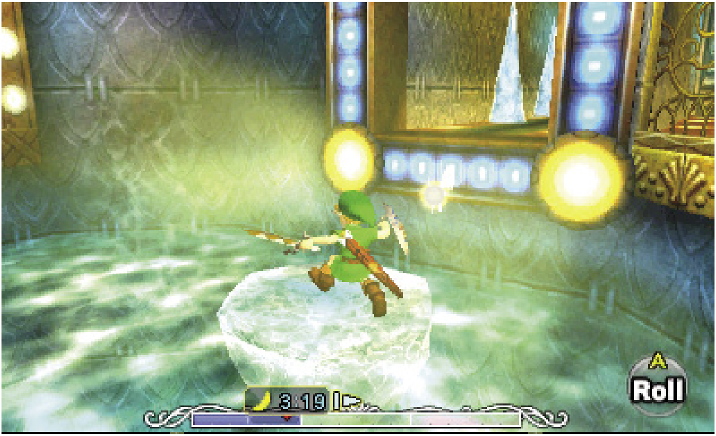
Careful—a Real Bombchu roams near the spinner. Raise your shield to deflect its mad dash and defeat it, then grab the spinner and turn it to make water flow through the red pipes.

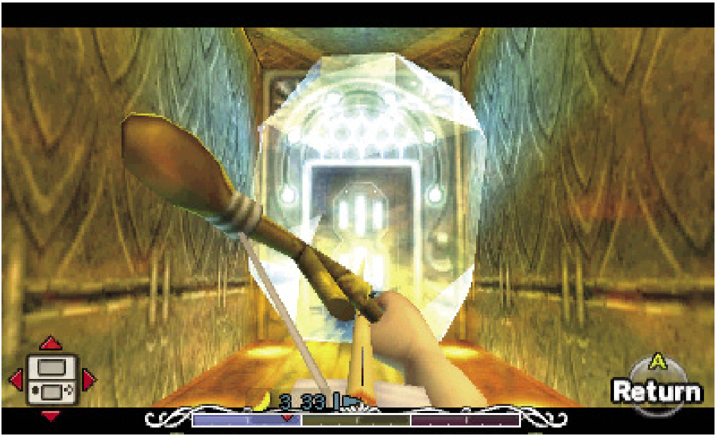
With the spinner spun, backtrack out to the previous room, and sink to the bottom. Throw Zora Link's fins to slay the Dexihands in the east tunnel as you did before, then swim through the tunnel to return to the Bio Deku Baba tunnel. Surface there, and go through the northwest door to return to the Compass Chamber.





Room 6: Compass Chamber (Revisited)



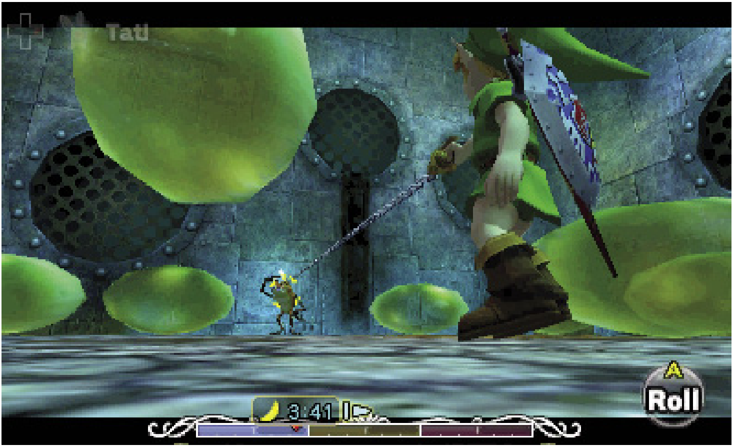


When you arrive in Room 6, use Ice Arrows to create ice platforms on the water's surface as you did before (shoot the shimmering spots). Hop across the ice platforms to reach the north passage, which features some large icicles.

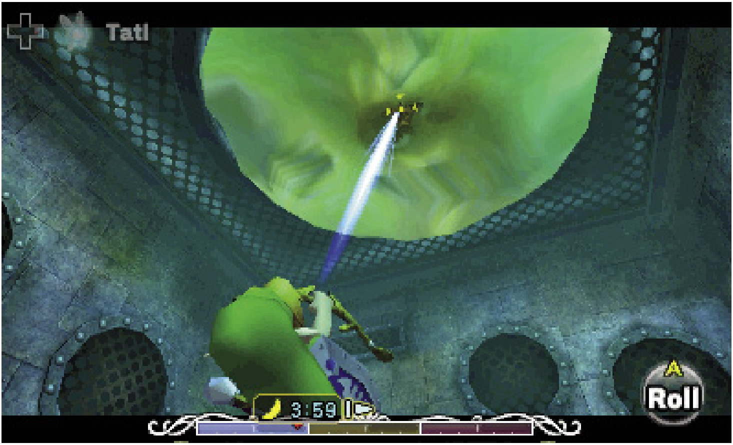
Smash through the icicles, and then use a Fire Arrow to melt the frozen door beyond them. Afterward, go through the door to enter Room 11.

Room 11: Gekko's Den

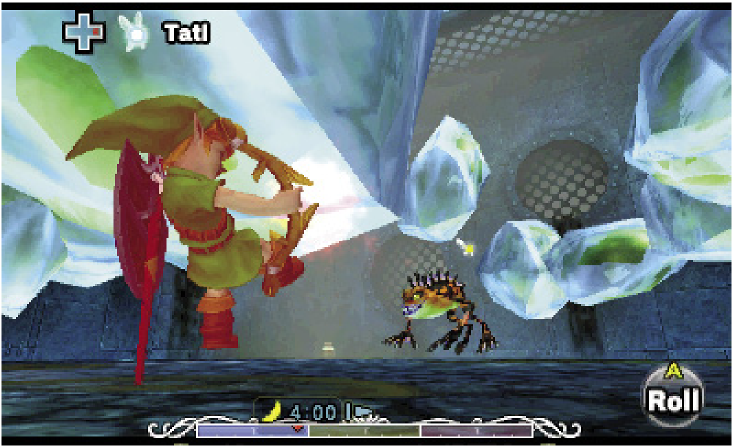
Your old pal Gekko awaits in this chamber, and he's hopping mad over your last battle in Woodfall Temple. The Gekko has a new strategy this time, and he's far more dangerous.



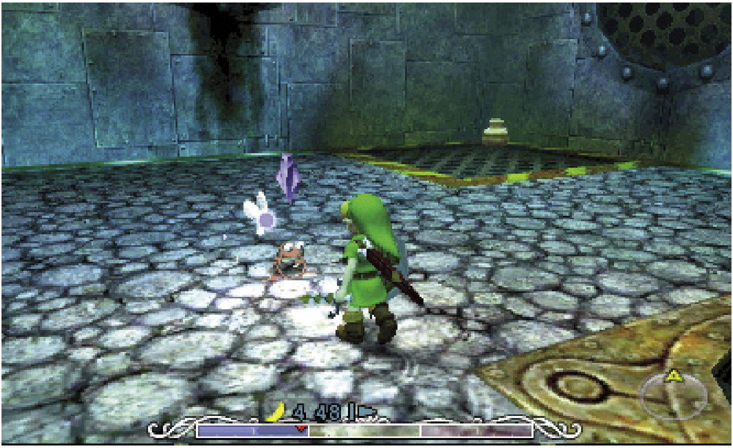
The Gekko begins the battle by summoning a number of big, jelly-like blobs called Mad Jellies to protect him. These Mad Jellies present obstacles that knock 1/4 Heart off Link's life energy if touched. The Gekko is your target, so chase after him. Slash the Gekko with Link's blade to send it fleeing to the ceiling. You can also use the Hookshot to bring the Gekko within striking range, or simply shoot the monster with arrows from afar.



Heads up! The Mad Jellies surround the Gekko after he flees to the ceiling, covering him in a giant Mad Jelly blob. The Gekko then tries to slam down on you, inflicting significant damage if he succeeds. Roll away from the plummeting Gekko's giant shadow, then lock on and freeze him with an Ice Arrow.



After you've frozen the Gekko, he'll fall from the ceiling and smash apart. At this point, the battle begins anew: the Gekko hops away from you while his Mad Jellies try to interfere. Hookshot the Gekko and slash him again (or hit him with an arrow), then look to freeze him with another Ice Arrow after he flees to the ceiling. Repeat this until the Gekko is a goner.



Like last time, the Gekko transforms into a small frog after you defeat him. One of the room's south doors also unseals. Smash the crates around the room for items, then go through the unsealed door to visit an area of the Compass Chamber that you couldn't reach before.

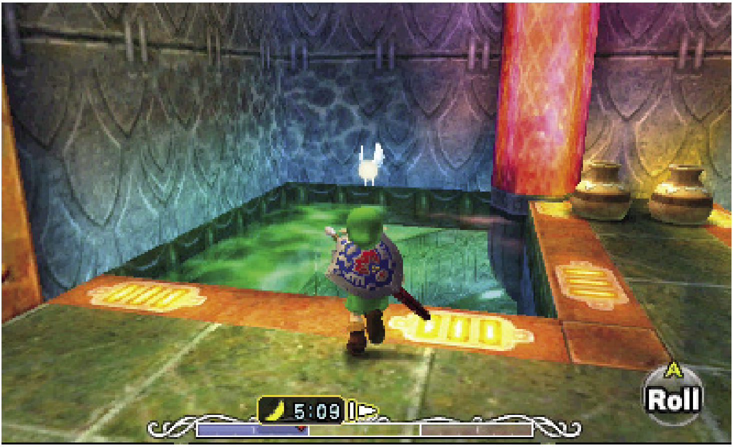
Room 6: Compass Chamber (Third Visit)

After defeating the Gekko and returning to the Compass Chamber, proceed down the passage to reach an ornate chest. Open it to claim the Boss Key.

Dungeon Chest #7:Boss Key

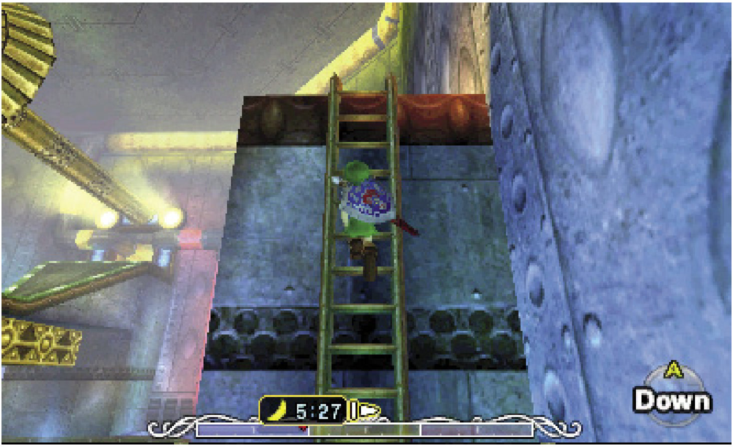
Boss Key

You got the Boss Key! Now you can enter the chamber where the boss lurks.

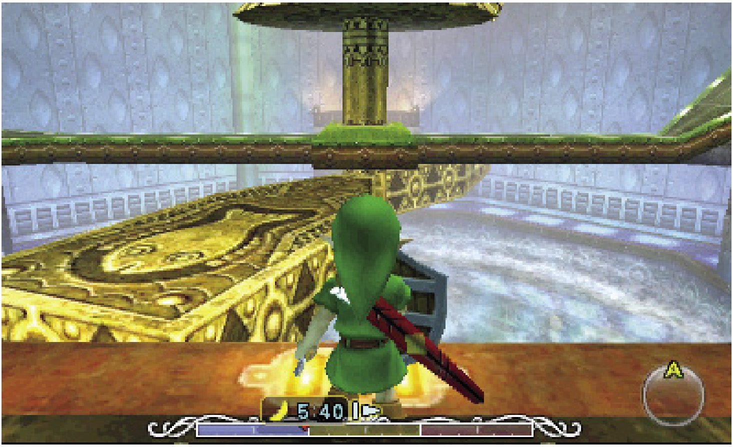


Nice find, but you still have plenty of dungeon to explore before reaching the boss battle. After claiming the Boss Key, climb through the nearby gate, and then dive into the flowing water channel near the room's entrance to quickly return to the Main Chamber.

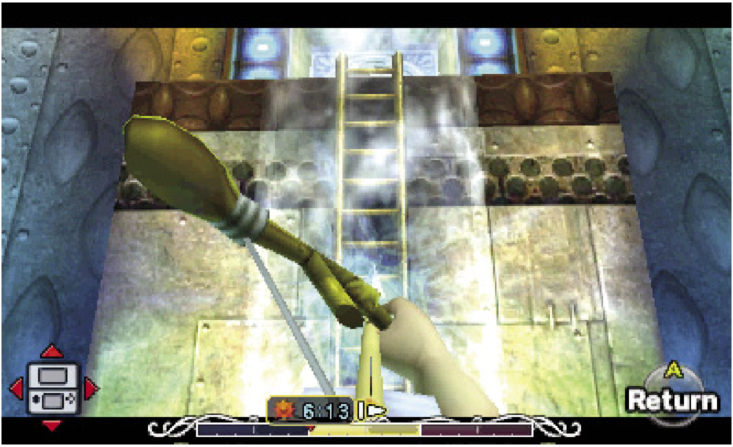
Room 3: Main Chamber (Fourth Visit)



You're done exploring the temple's underwater tunnels for the time being. Back in the Main Chamber, surface and climb onto one of the narrow ledges that surrounds the room. Climb a ladder afterward to reach either the east or west ledge (the east ledge is a bit better, but it doesn't really matter which one).

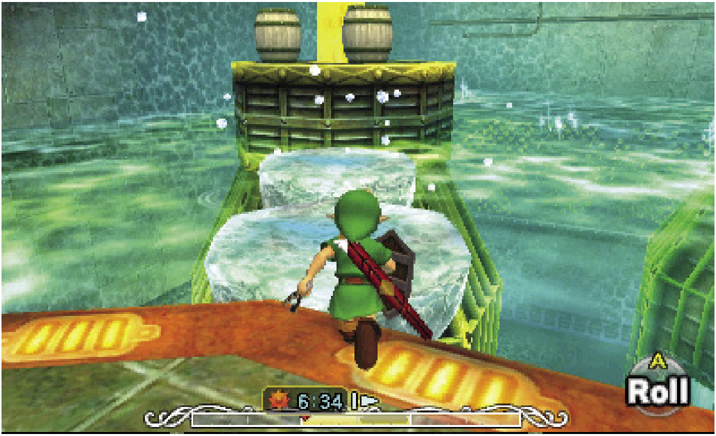


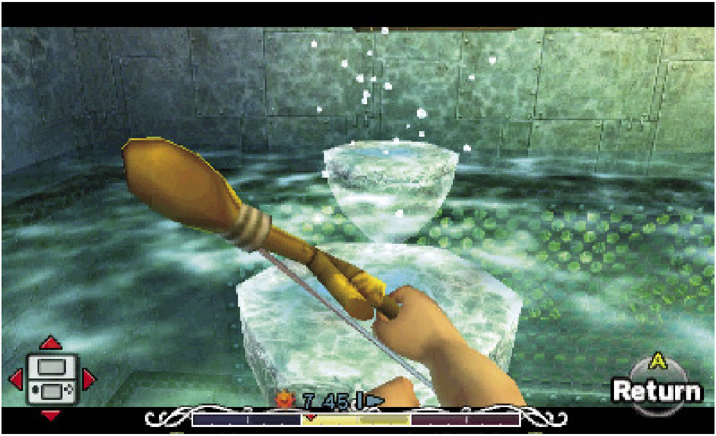
Once you reach one of the room's high side ledges, leap onto one of the spinning blades of the room's central machinery. Land on the blade, then ride around and climb onto the room's central bridge.



Get to the north end of the room's central bridge, riding around the spinning blades again if necessary. Once you're up north, use an Ice Arrow to freeze the north waterfall. This stops the water and exposes a ladder. Climb up the ladder, and proceed through the north door to visit Room 12.

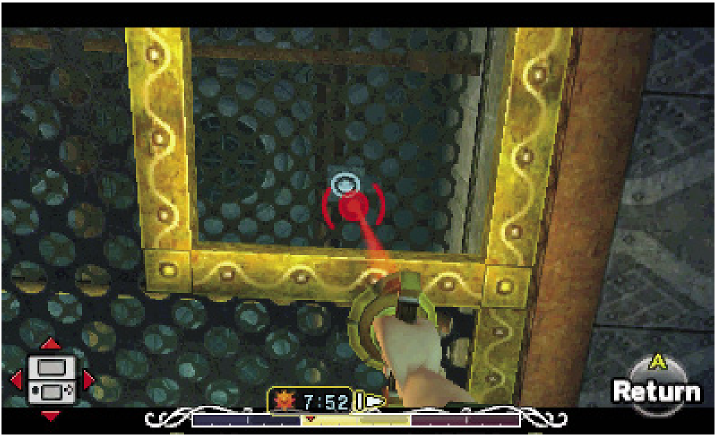
Room 12: Yellow Pipe Room

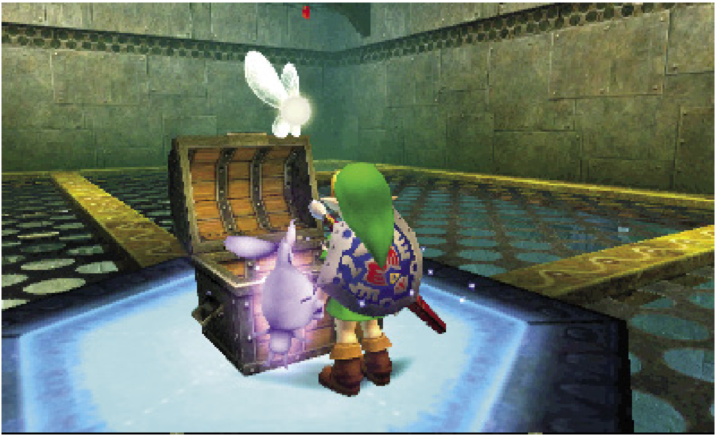




As you enter this room, slay the Blue Tektite that hops toward you, and then use Ice Arrows to create two ice platforms on the water's surface. Hop across to the yellow platform with the barrels.

Don't smash the barrels: a pesky Blue Tektite pops out of one of them. Instead, look up and notice an opening in the northwest corner of the ceiling. Create two more ice platforms to the north, and then leap across.



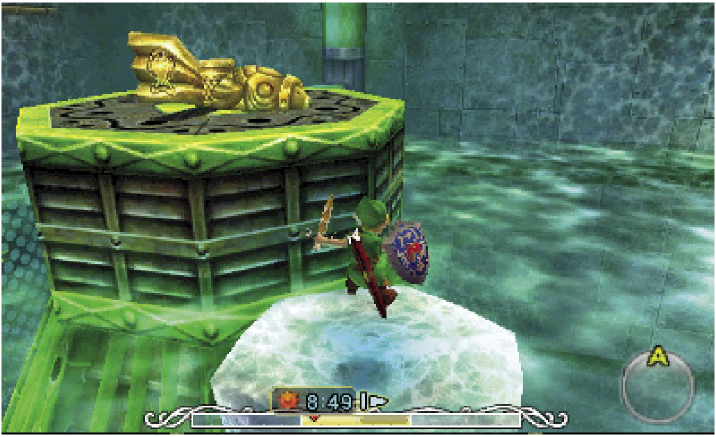


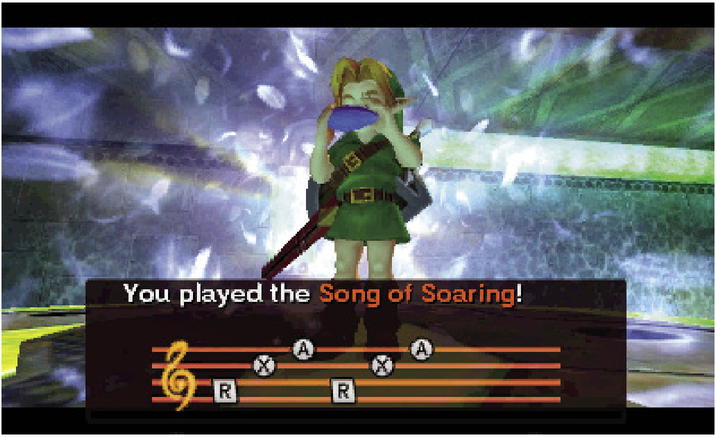
When you reach the second ice platform, turn around and aim up at the ceiling with the Hookshot. Fire the Hookshot through the opening, targeting the anchor point on the stone ceiling beyond.

Using the Hookshot on the northwest anchor point sends you zipping up to the loft. Open the chest you find up there to free a Stray Fairy. Drop down through the south opening to return to the entry ledge.

Dungeon Chest #8: Stray Fairy #9

Stray Fairy #9



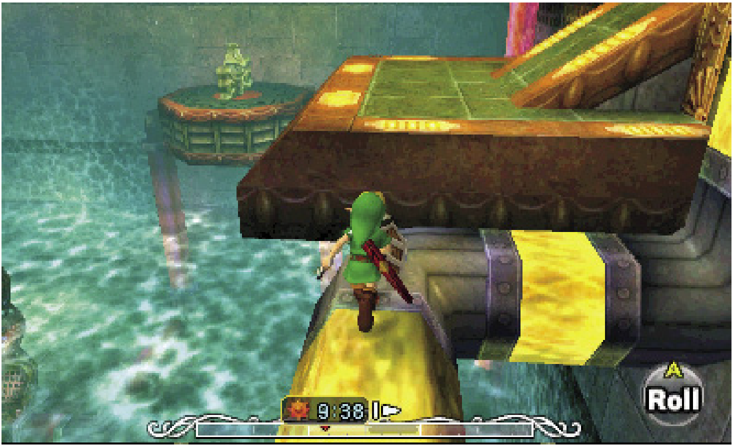


You played the Song of Soaring!

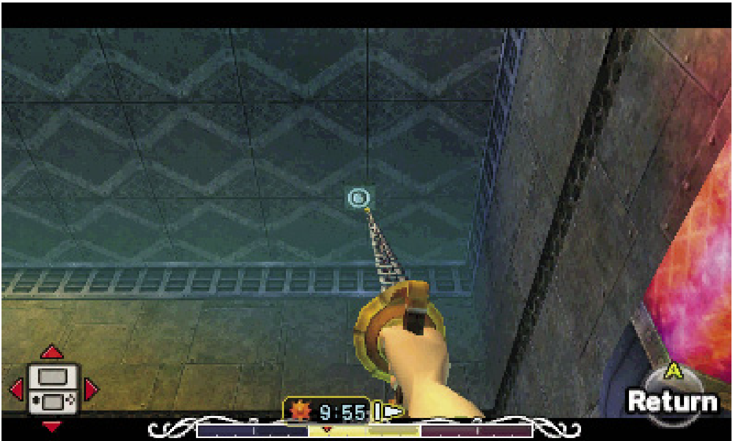
You aren't finished here yet. Create ice platforms from the entry ledge and return to the yellow platform with the barrels, then make more ice platforms to the east and hop over to the green platform with the spinner.

Grab and turn the spinner to make water flow through the green pipes. Great work! Next, play the Song of Soaring and soar to the temple's entrance, then go through the north door to return to the Waterwheel Room.

Room 2: Waterwheel Room 1 (Revisited)



Back in the Waterwheel Room, you should see a new active water geyser in the room's northwest corner. To reach it, you must work your way back around to the high north ledge. Use the southeast elevator platform to reach the high east ledge, then slay the two Skulltulas and leap across the water geyser as you did before to reach the northeast ledge. From there, carefully cross the yellow pipe to get to the north ledge.

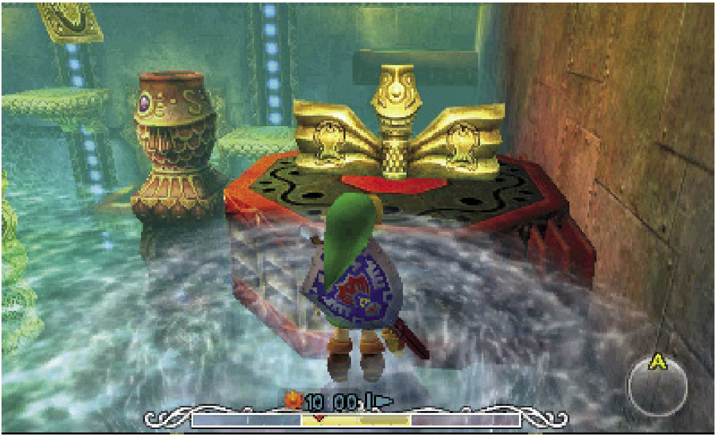


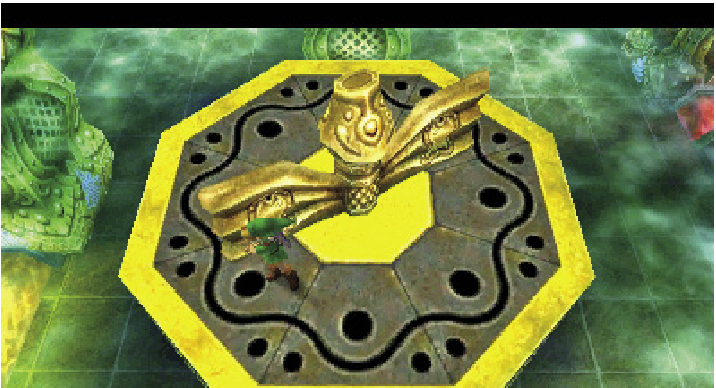
Once you're standing on the north ledge, look up and Hookshot the anchor point on the ceiling in the northwest corner. You'll zip up and then drop down atop the northwest water geyser.

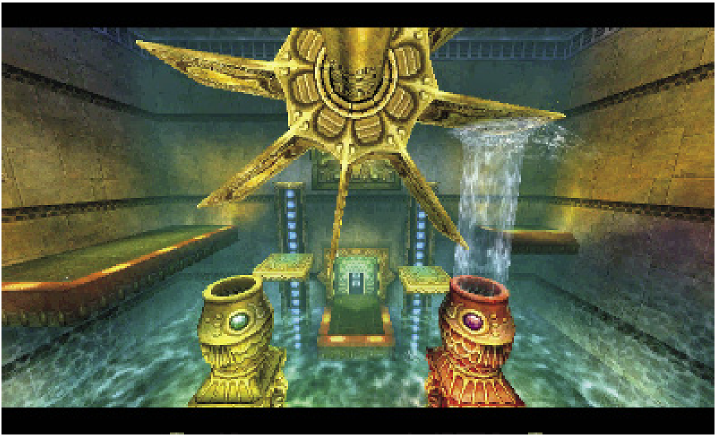
Allow the water geyser to boost you upward, then leap over to the nearby red platform, which features a spinner. Grab and turn the spinner to fire up a red water geyser that halts the central waterwheel and keeps it from spinning.

The time has finally come to turn the spinner on the room's central platform, which you ignored during your first exploration of this room. Drop to the water and swim to the central platform, then turn the spinner to shut off the yellow water geyser that had been causing the waterwheel to spin all this time.

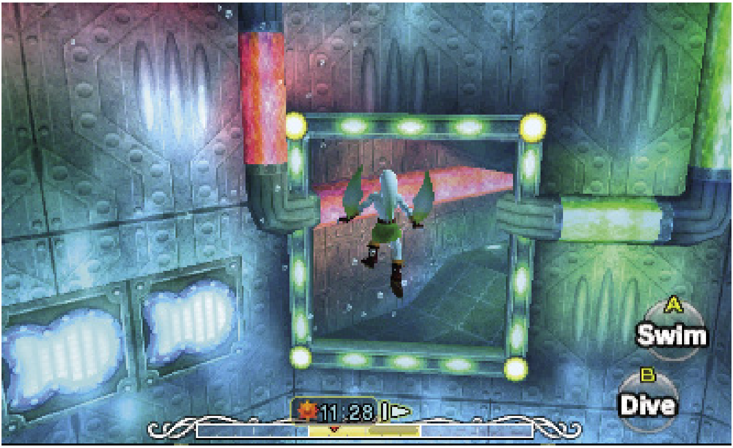
With the yellow water geyser halted and the red one going full steam, the waterwheel begins turning in the opposite direction. This reverses the water flow throughout the whole temple, opening up new areas. Use the southeast elevator platform again to return to the high east ledge, then work your way around to the high north passage that leads to the Main Chamber.





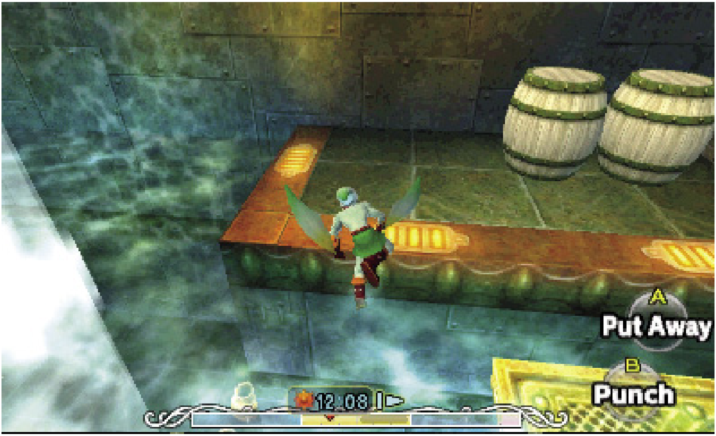


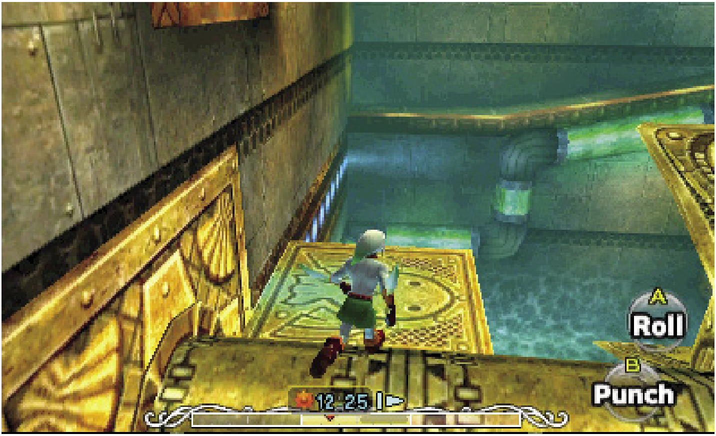
Room 3: Main Chamber (Fifth Visit)



Back in the Main Chamber, the giant machinery is now churning the water in the opposite direction. Put on the Zora Mask and dive into the water, then enter the northeast tunnel with the red and green pipes running into it. You'll be whisked down the channel that runs through the Compass Chamber, eventually ending up in a new room.

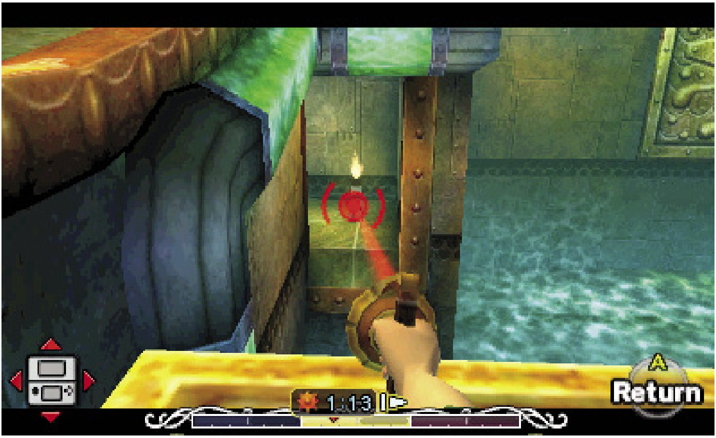
Room 13: Waterwheel Room 2

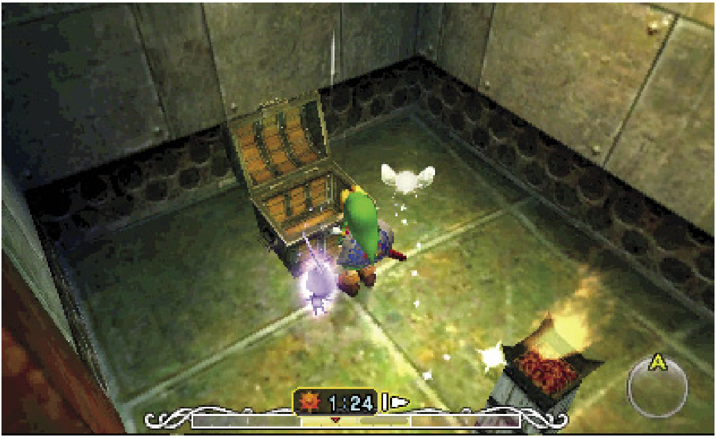




What's this? Another waterwheel? Yes, there are two of them in this temple. As you swim to the surface, carefully avoid the underwater mines and Skullfish. Climb onto the northwest ledge, and then leap to the nearby elevator platform.

Jump from the height of the elevator platform, and land atop the waterwheel's spinning axle. Keep your footing and avoid falling off as you wait for the next platform to approach. When the moving platform draws near, leap onto it.



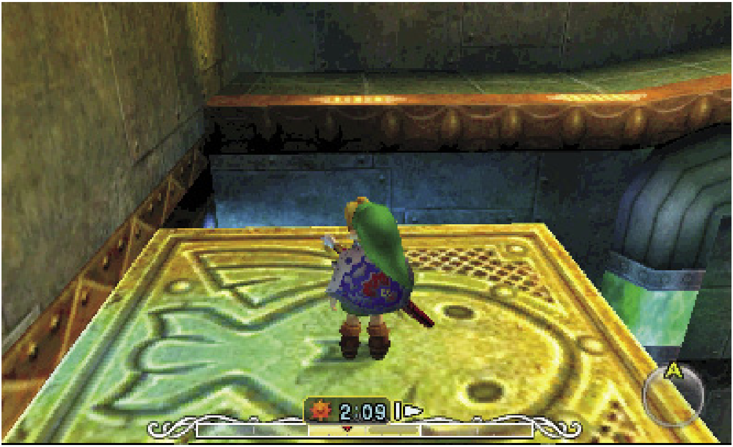


The moving platform ferries you to the room's east ledge, but don't climb onto the ledge just yet. Instead, remain on the moving platform, and aim your Hookshot to the south. Look for a torch in a small alcove, and Hookshot over to it.

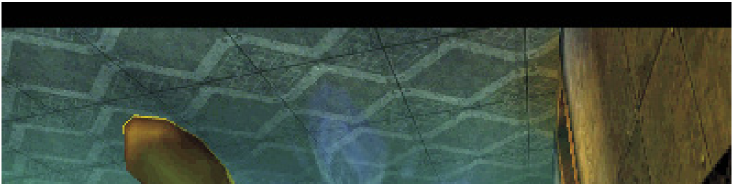
Hey, there's a chest in this little nook! Open it to rescue a Stray Fairy.

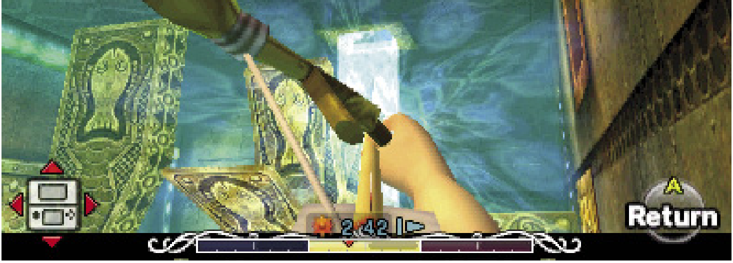
Dungeon Chest #9: Stray Fairy #10

Stray Fairy #10



Return to the elevator platform, and leap onto the waterwheel's spinning axle again. Jump to the moving platform once more, and this time, ride it over to the east ledge.

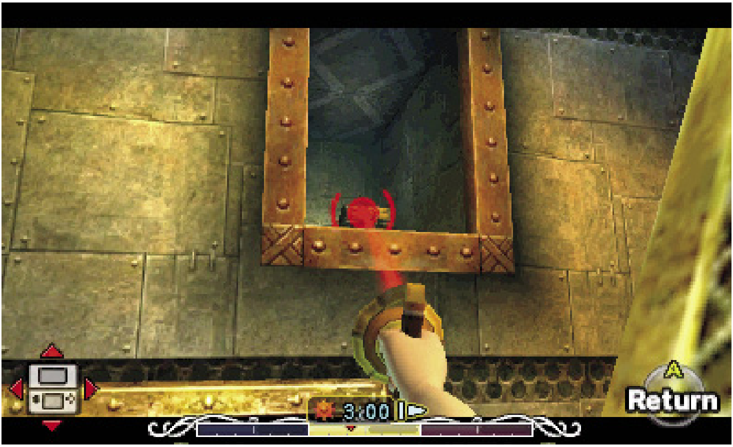




Climb onto the east ledge, and then pull out your Ice Arrows. Fire one at the far waterfall on the opposite side of the room. This freezes the waterfall, permanently halting the room's waterwheel and letting you walk across its blades. You couldn't have done this earlier, for the room's platforms stop moving when the waterwheel isn't active.

Firing up the Waterwheel

If you fall after stopping the waterwheel, you must start it up again so that you can climb back up. Use a Fire Arrow to melt the waterfall that you froze and activate the waterwheel spinning again.

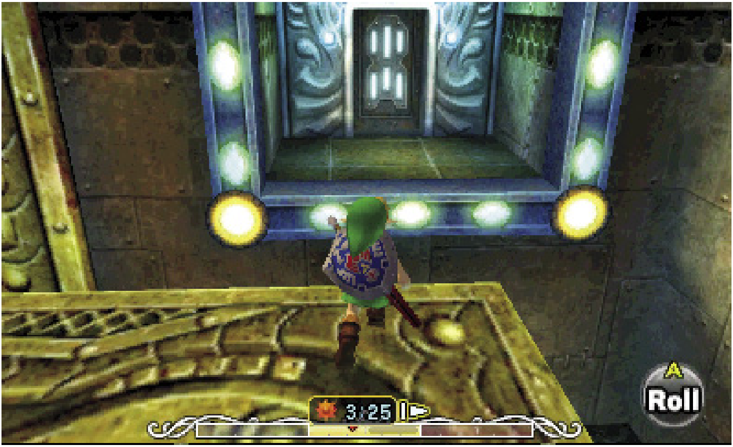


Move to the center of the waterwheel, and climb onto the wheel's central part. Hookshot the chest in the high north alcove to zip over to it, then flip its lid to free another Stray Fairy.

Dungeon Chest #10: Stray Fairy #11

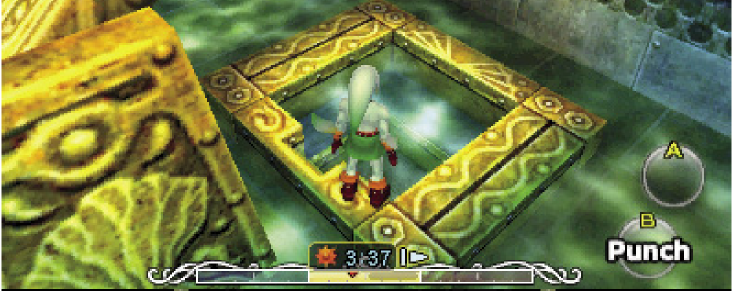
Stray Fairy #11

Carefully drop from the north alcove’s ledge, aiming to land on the waterwheel’s stationary axle. Then, go south across the waterwheel before leaping to the room’s high southwest door. Go through to enter Room 14.

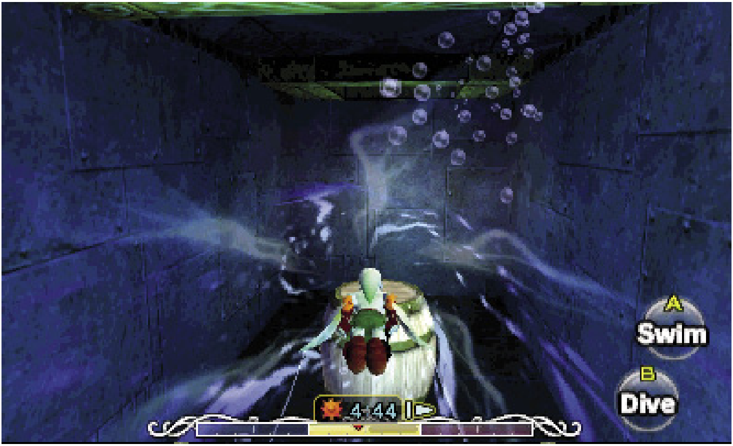


Room 14: See-Saw Room

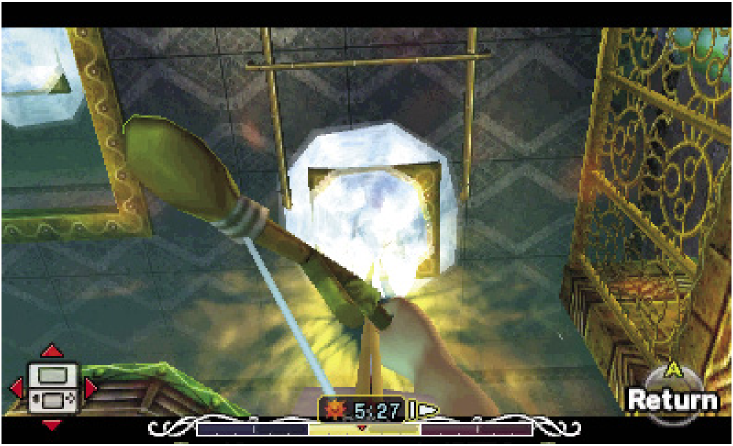
This spacious room features a number of unique see-saw platforms. Put on the Zora Mask, drop to the bottom of the room, and then locate a watery hole near the entry ledge. Jump into the hole and sink to the bottom.



A single barrel lies in the watery nook below the hole. Use Ⓐ + R to swim straight into the barrel at high speed and break it. The tight space makes the barrel tough to smash, but a Stray Fairy will pop out. After collecting the little fellow, return to the surface.



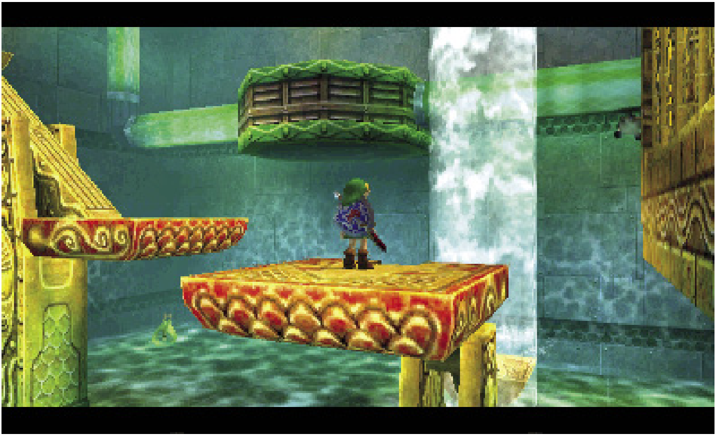
Stray Fairy #12

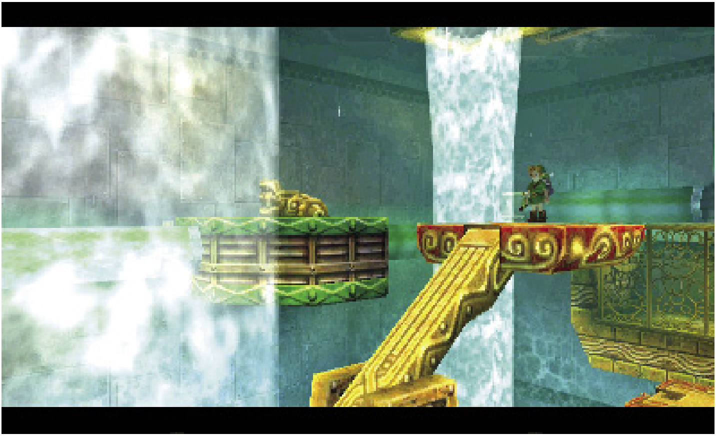


Take off the Zora Mask, and step onto the far see-saw platform (the one farthest from the entry ledge, near the room's south end). Look up at the ceiling, and shoot a Fire Arrow at the ice above this see-saw platform.

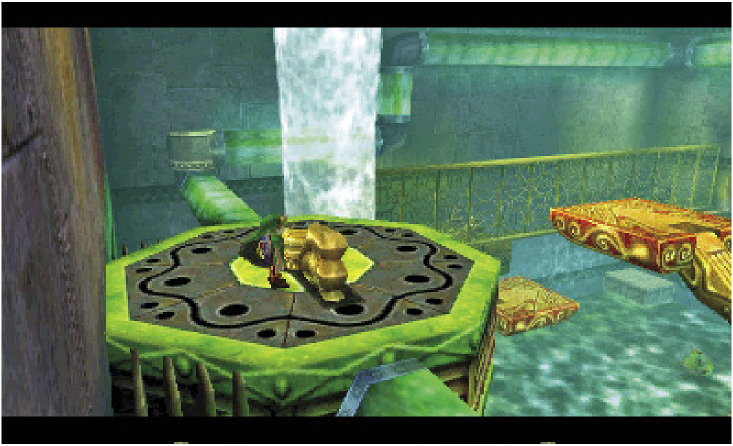
Melting the ice starts a waterfall that flows from the ceiling. The water strikes the see-saw platform's other end, pushing it down and elevating you within range of a higher see-saw platform. Neat!

Leap onto the higher see-saw platform, and melt the overhead ice again. You'll be hoisted up even higher—high enough to reach the nearby green platform, which features a spinner.



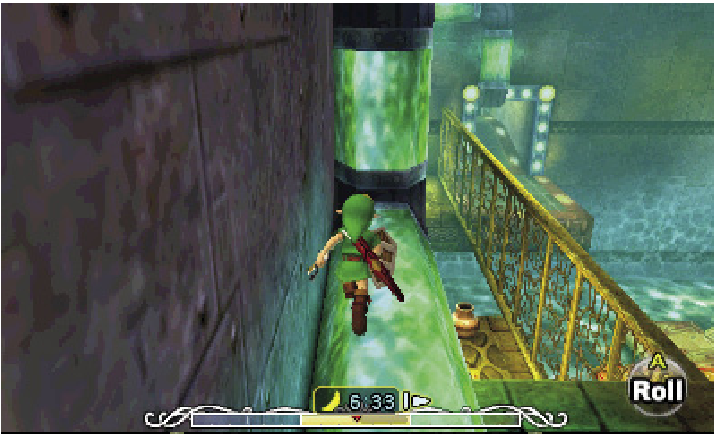


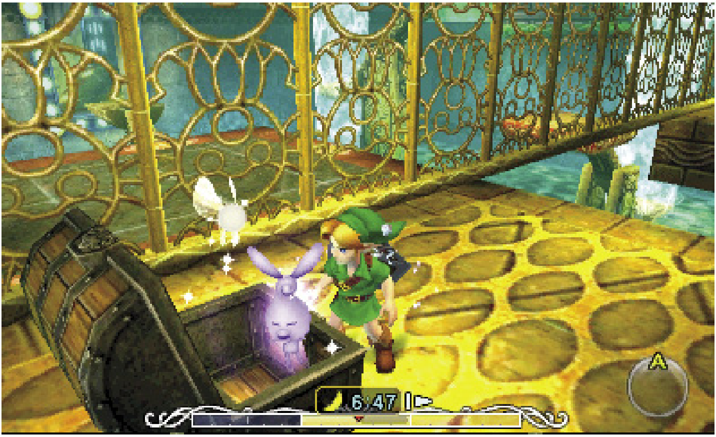
Jump to the green platform, and turn the spinner. Water begins to flow through the room's green pipes, an important accomplishment.



After turning the spinner, cross the nearby green pipe, carefully avoiding (or blocking and defeating) the Real Bombchu. When the pipe bends upward and you can't travel on it any farther, drop to a lower ledge, which features two jars.

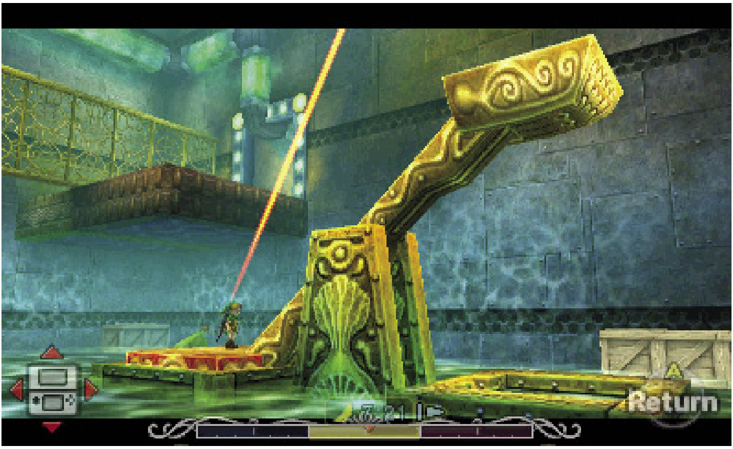
Smash the jars for items, then Hookshot the distant chest. Open the chest to free another Stray Fairy.





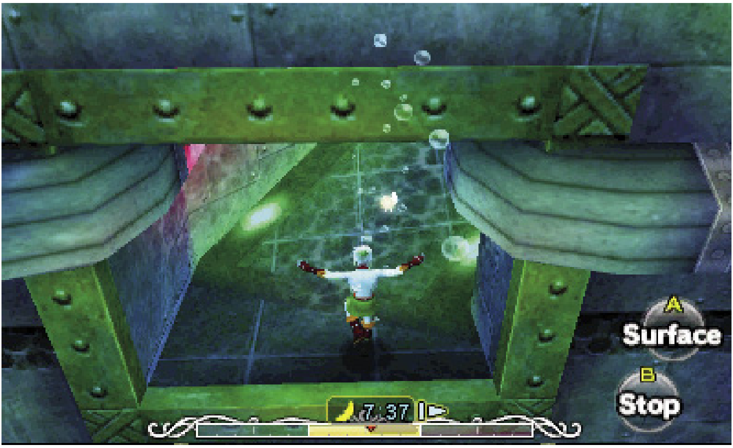
Dungeon Chest #11: Stray Fairy #13

Stray Fairy #13



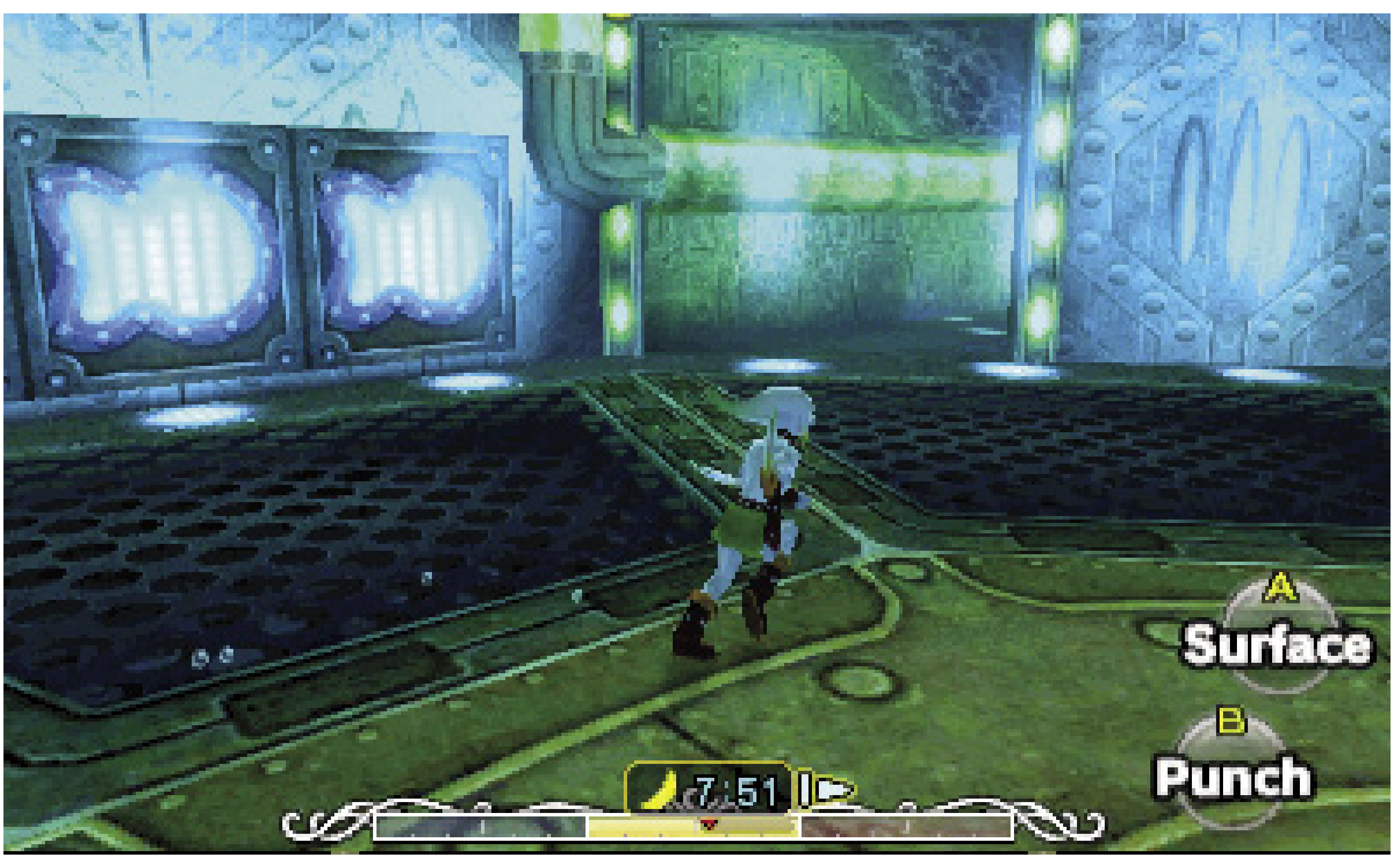
Drop to the bottom of the room, and move onto the west see-saw platform (the one near the entry ledge). Melt the overhead ice, and you'll be hoisted high enough to reach the high southwest ledge. Jump to the ledge, and go through the west door to return to the Dungeon Map Chamber.

Room 4: Dungeon Map Chamber (Third Visit)



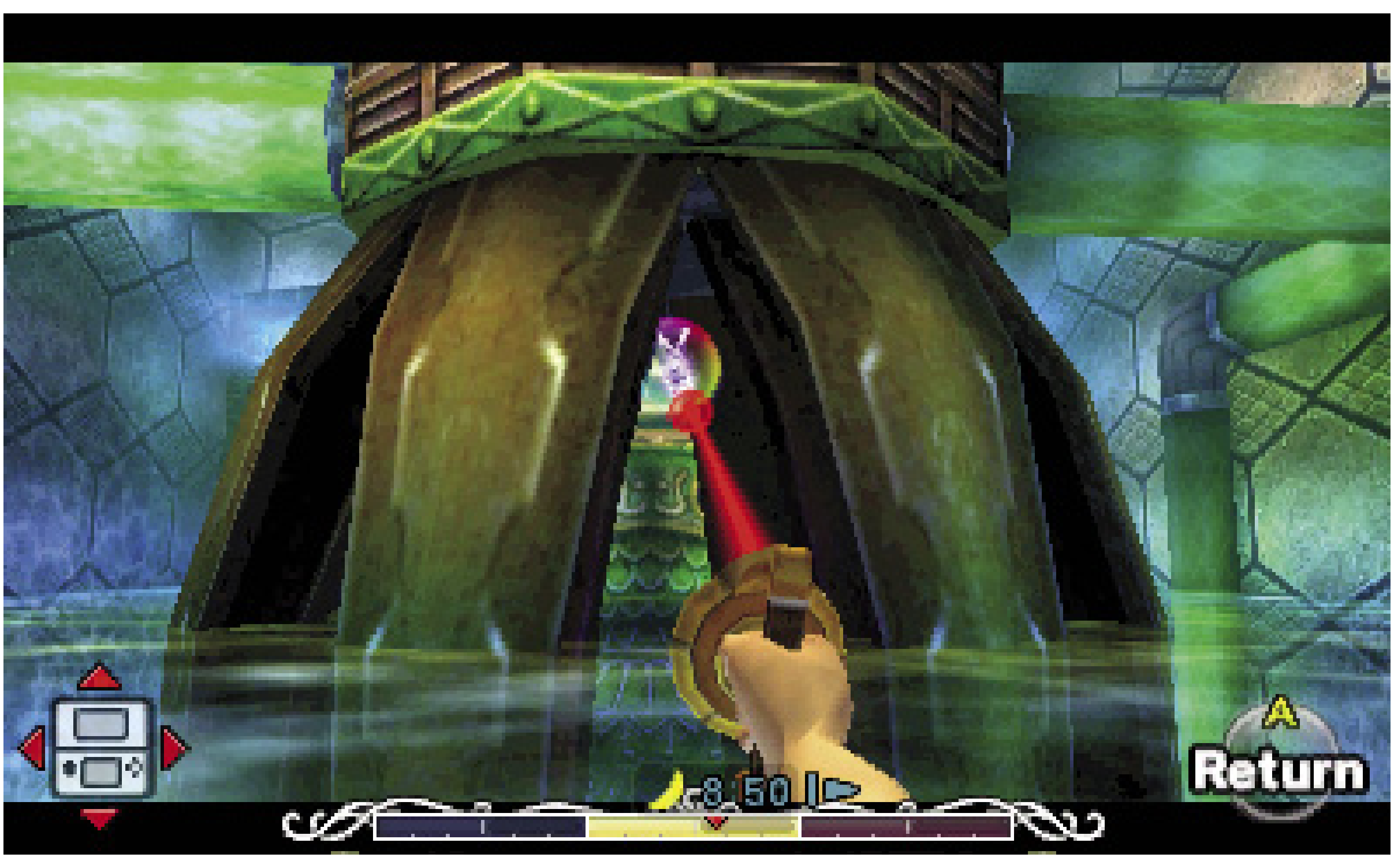
Nothing to see here. Just dive and swim through the west tunnel with the red and green pipes running into it, and you'll find your way back to the Main Chamber.

Room 3: Main Chamber (Sixth Visit)



Well, here you are again. This time, take the southeast tunnel at the bottom of the Main Chamber (the one with the single green pipe running into it) to reach Room 15.

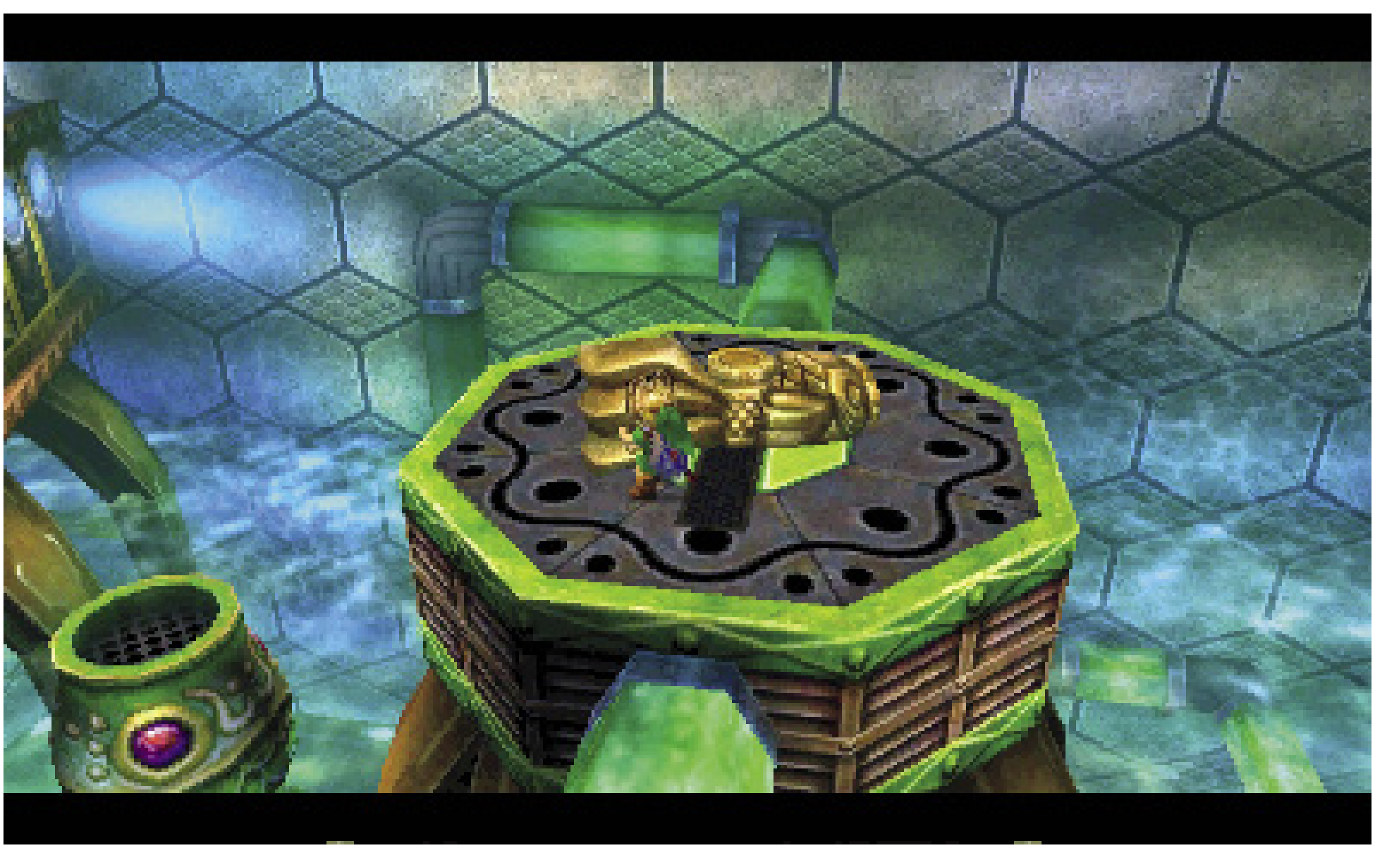
Room 15: Beneath Waterwheel Room 1

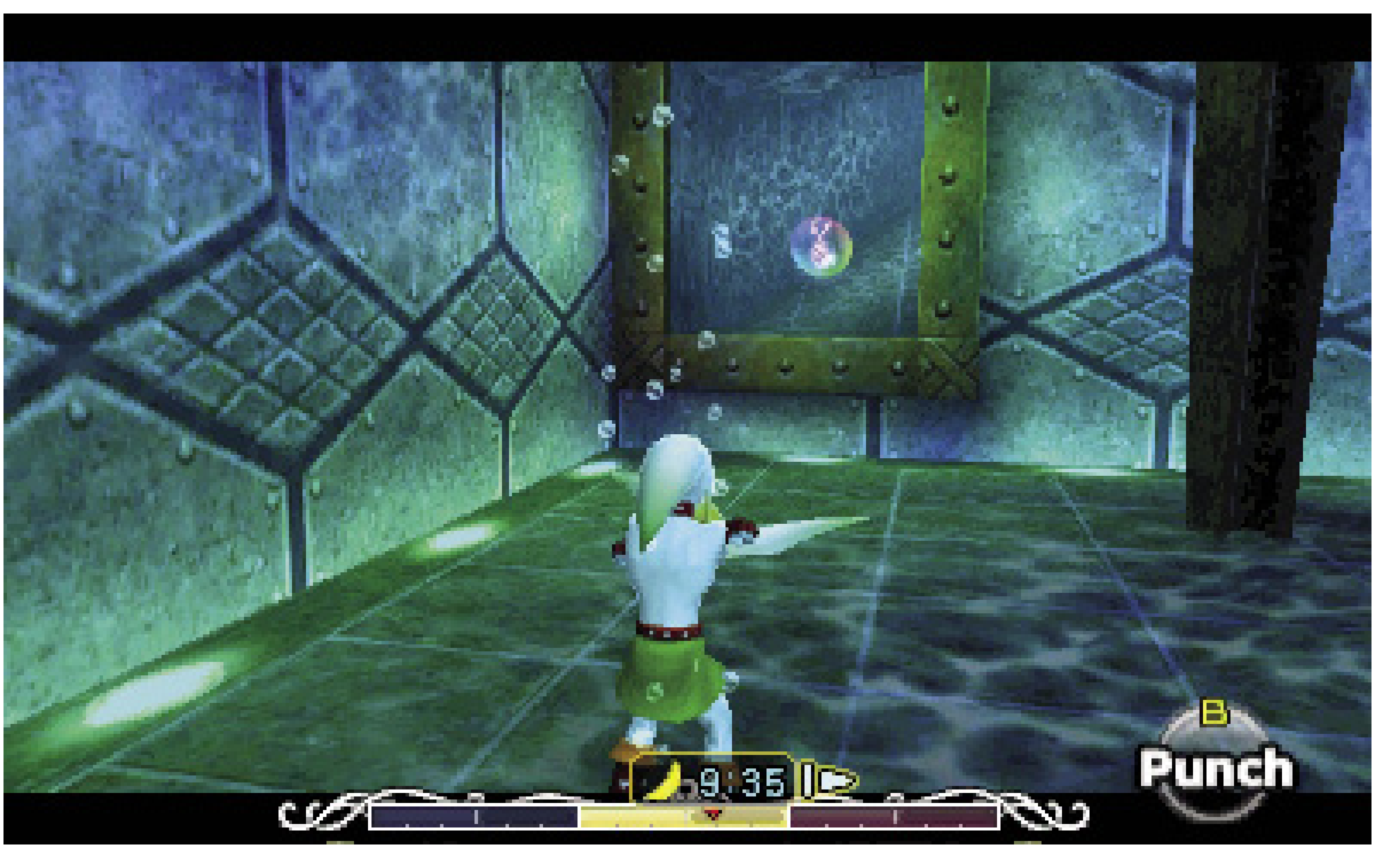


You're now exploring the room that's directly below the first Waterwheel Room (Room 2). Surface and swim onto the green pipe that rises up from the water. As soon as you find your feet on the pipe, face the center of the room, and use the Hookshot to burst a bubble that surrounds a Stray Fairy. Draw in the little fellow with the Great Fairy's Mask.

Stray Fairy #14

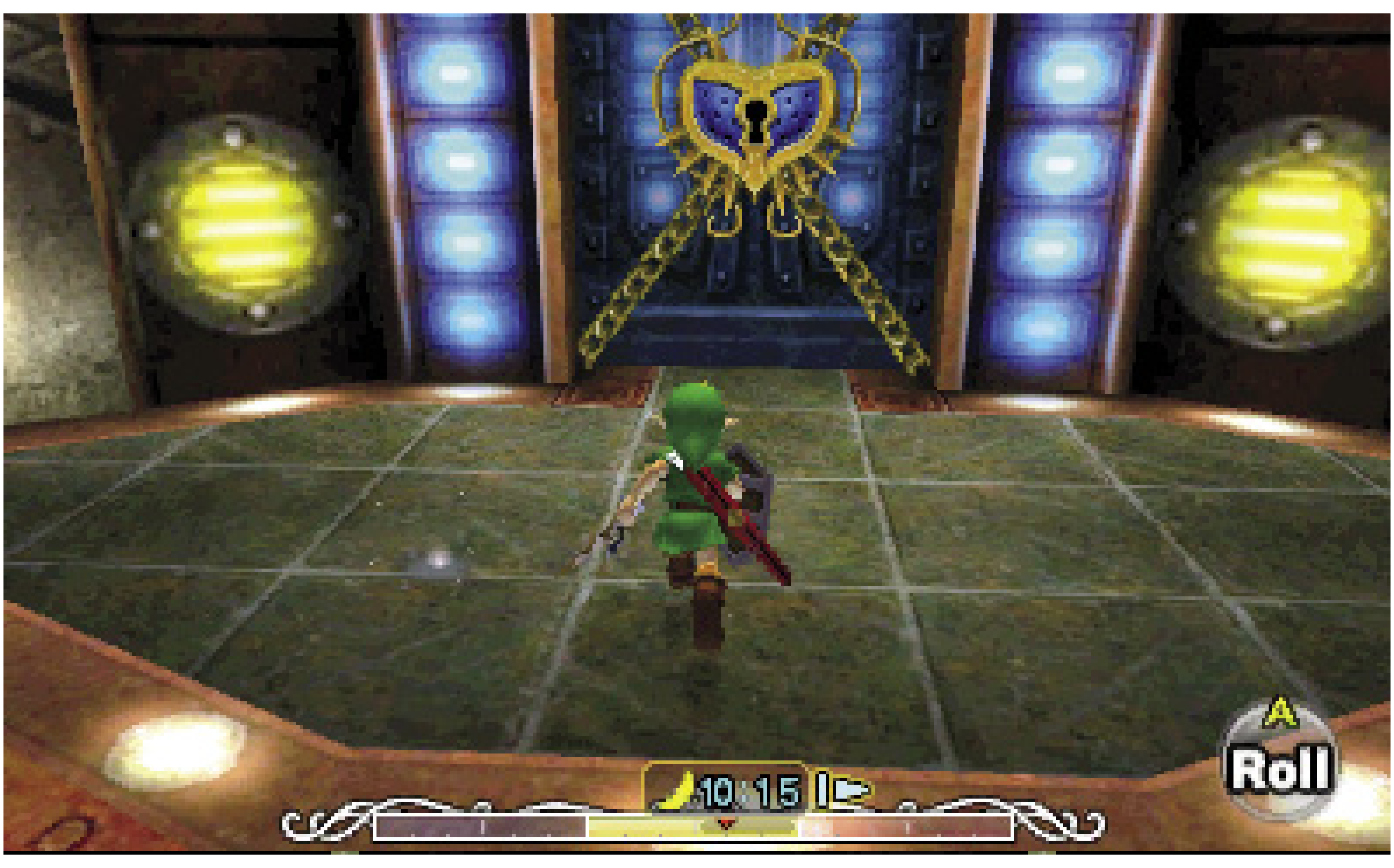
Traverse the green pipe to reach a spinner. Turn it to complete the water flow and fire up a nearby pump. Now you can reach the Boss Door.



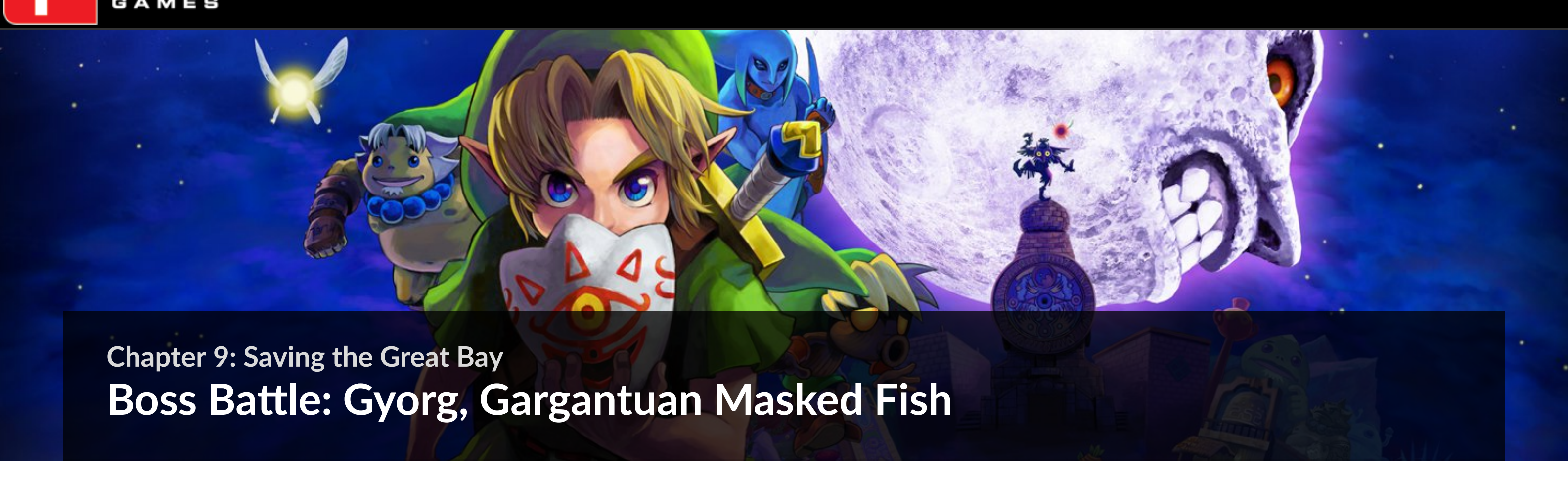


Before using the water geyser to reach the Boss Door, put on the Zora Mask, and dive back into the water. Sink to the bottom, and spot another Stray Fairy in a bubble in the northwest tunnel. Don't enter the tunnel, or you'll be sucked back to the Main Chamber. Instead, throw Zora Link's fins to break the bubble, then return to the green pipe and put on the Great Fairy's Mask to draw in the final Stray Fairy. (It'll take a few moments to reach you.)

Stray Fairy #15



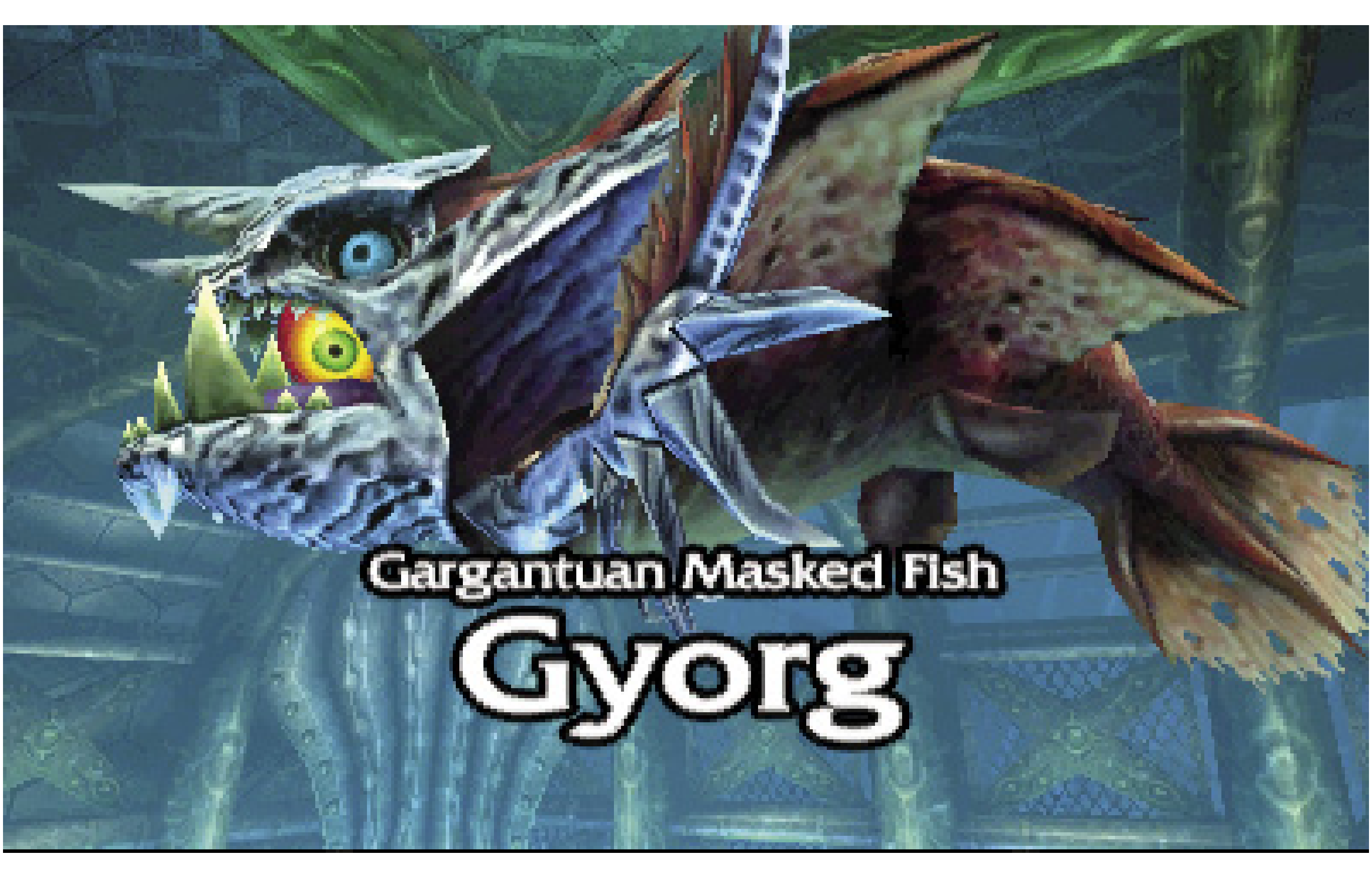
All right, time to battle the boss. Cross the green pipe again, and then leap onto the water geyser that you started. Let the geyser boost you up, and then leap to the ledge with the Boss Door. Open the Boss Door, and drop down the large hole in the room beyond to advance to the temple's final trial.



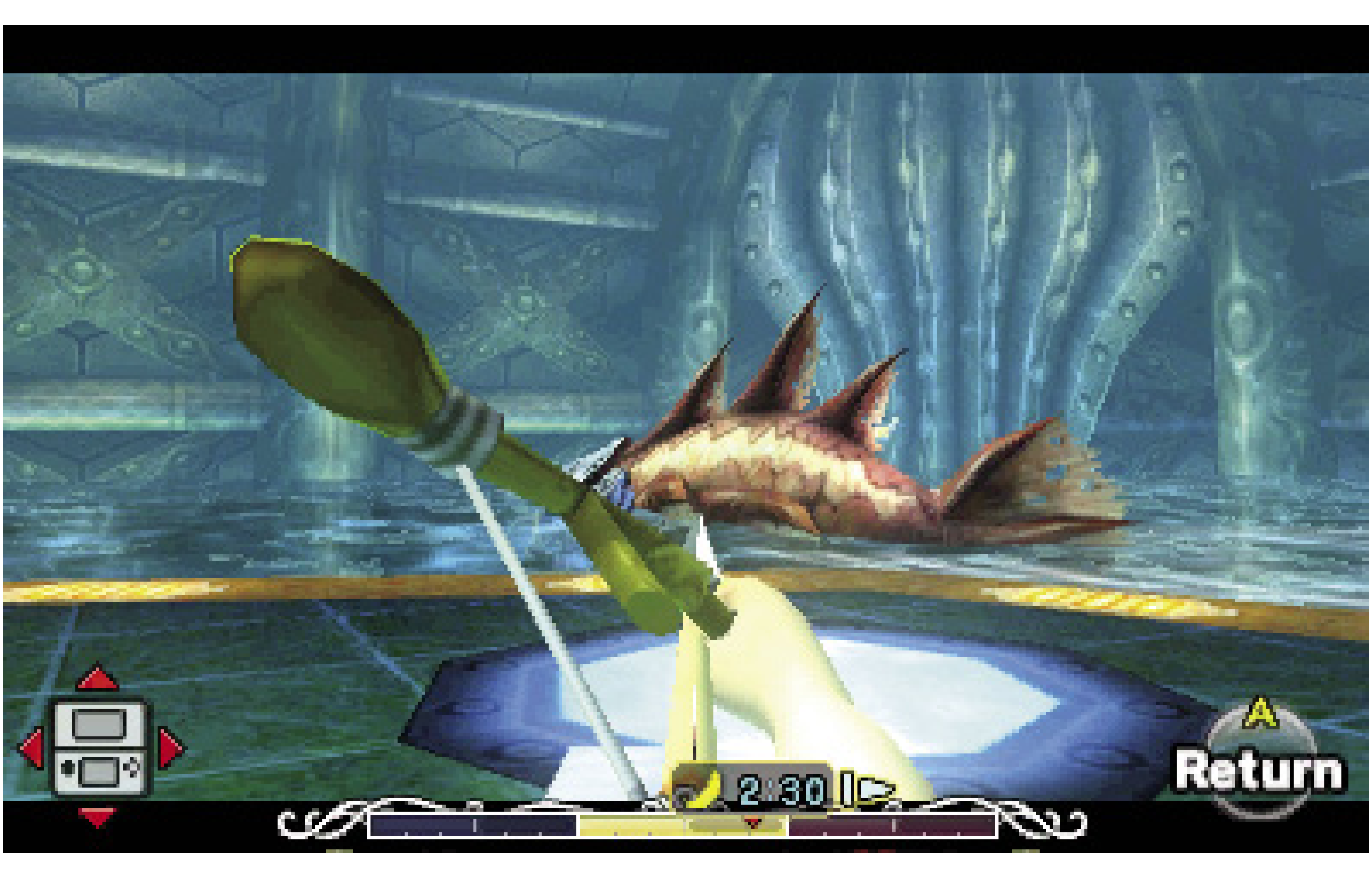
Chapter 9: Saving the Great Bay

Boss Battle: Gyorg, Gargantuan Masked Fish

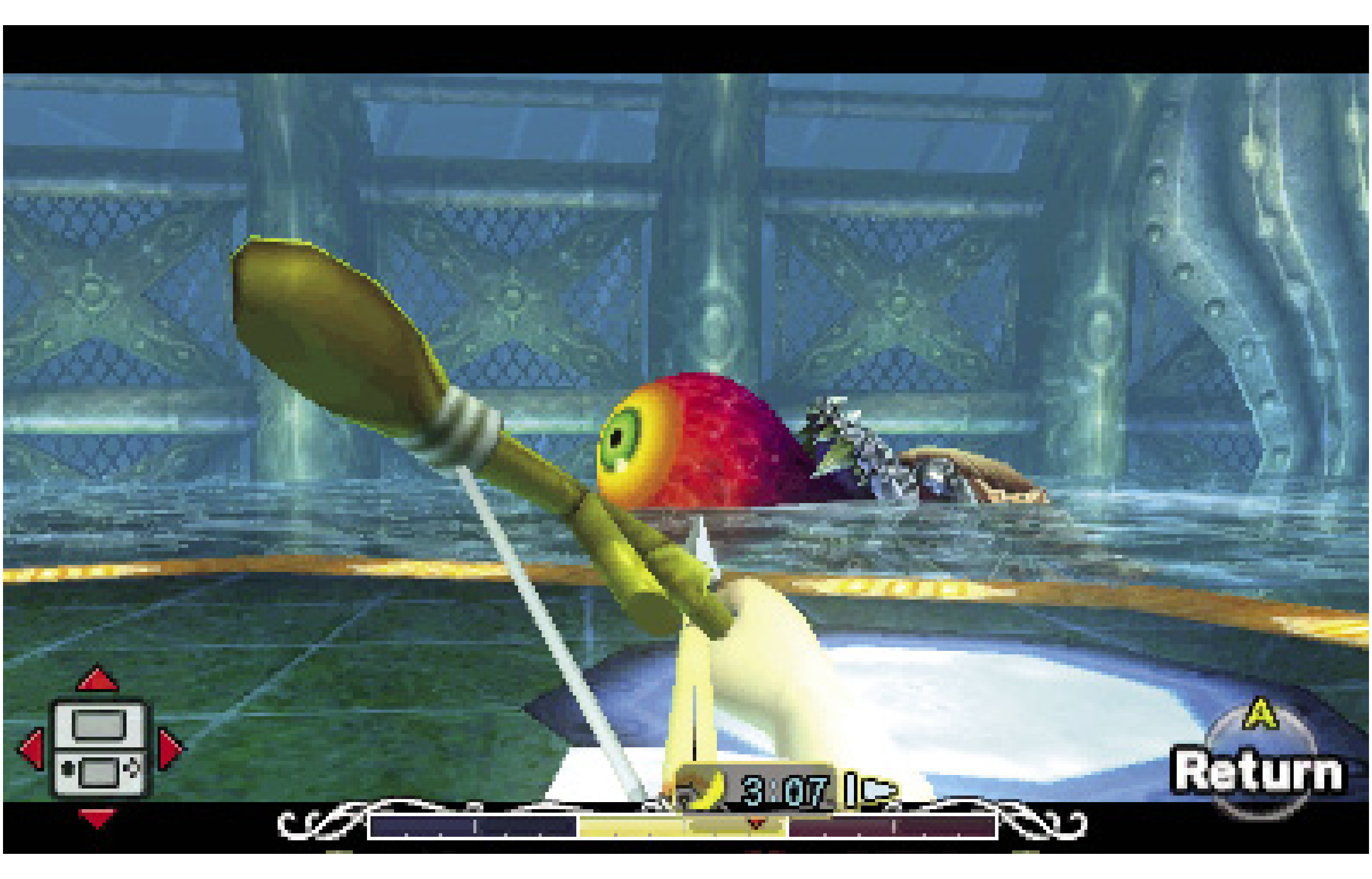
A thing that should not be resides deep within the Great Bay Temple's watery depths. It's the gargantuan masked fish, Gyorg!



Gyorg is a challenging boss with powerful attacks, so prepare for a tough battle. Fortunately, your initial battle strategy is very straightforward. Gyorg swims about the surrounding water, perhaps considering how to best devour you. The boss is a bit too fast to track with L -Targeting, so aim manually and shoot it with arrows (any kind, even regular arrows). Gyorg's head is covered in a hard protective shell, so aim for the monster's exposed body instead.

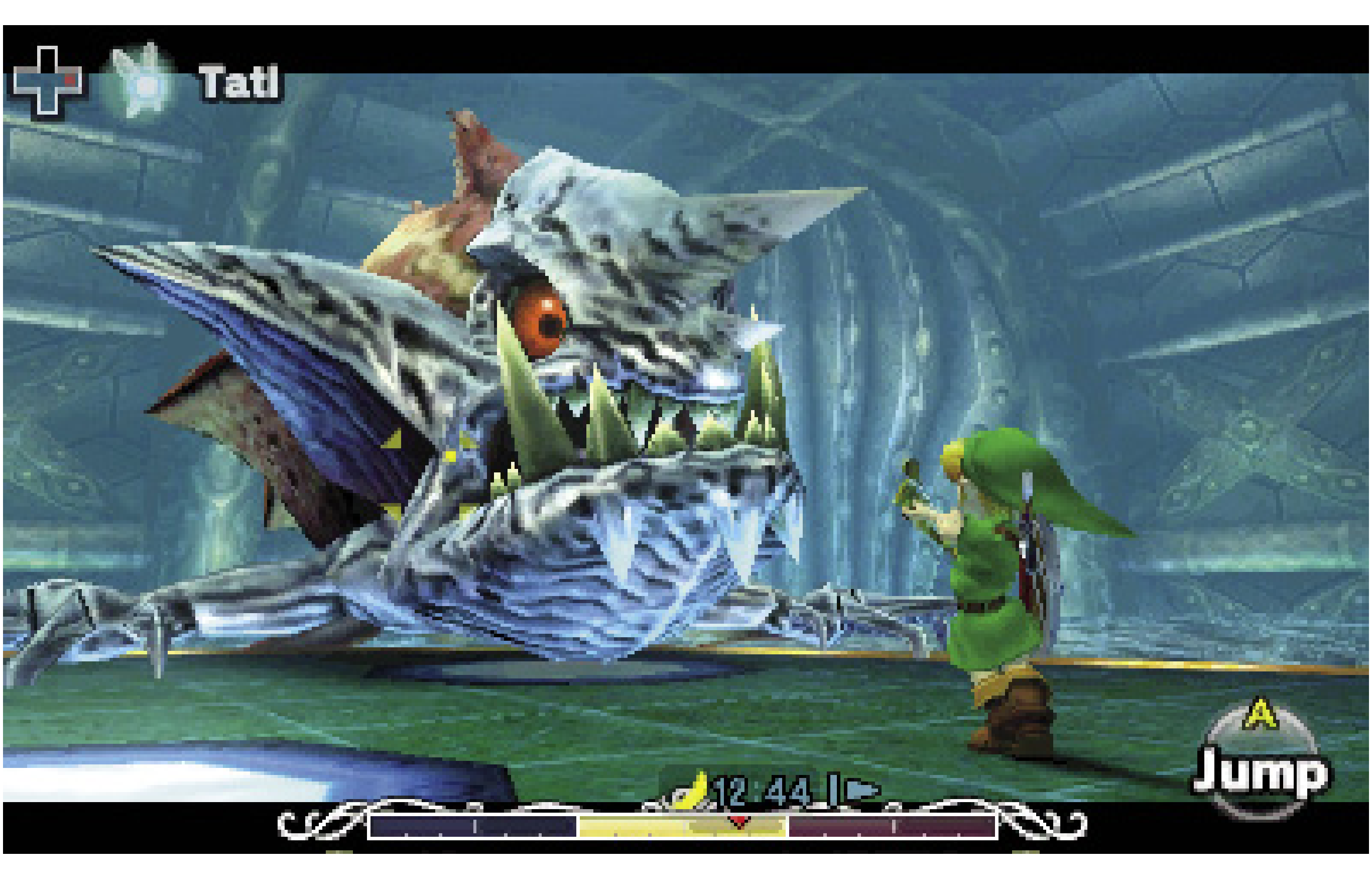


After you shoot Gyorg with an arrow or two, the monster flips over, revealing a giant eyeball. That's its weak spot! Lock on, and pepper the eyeball with arrows to score damage.

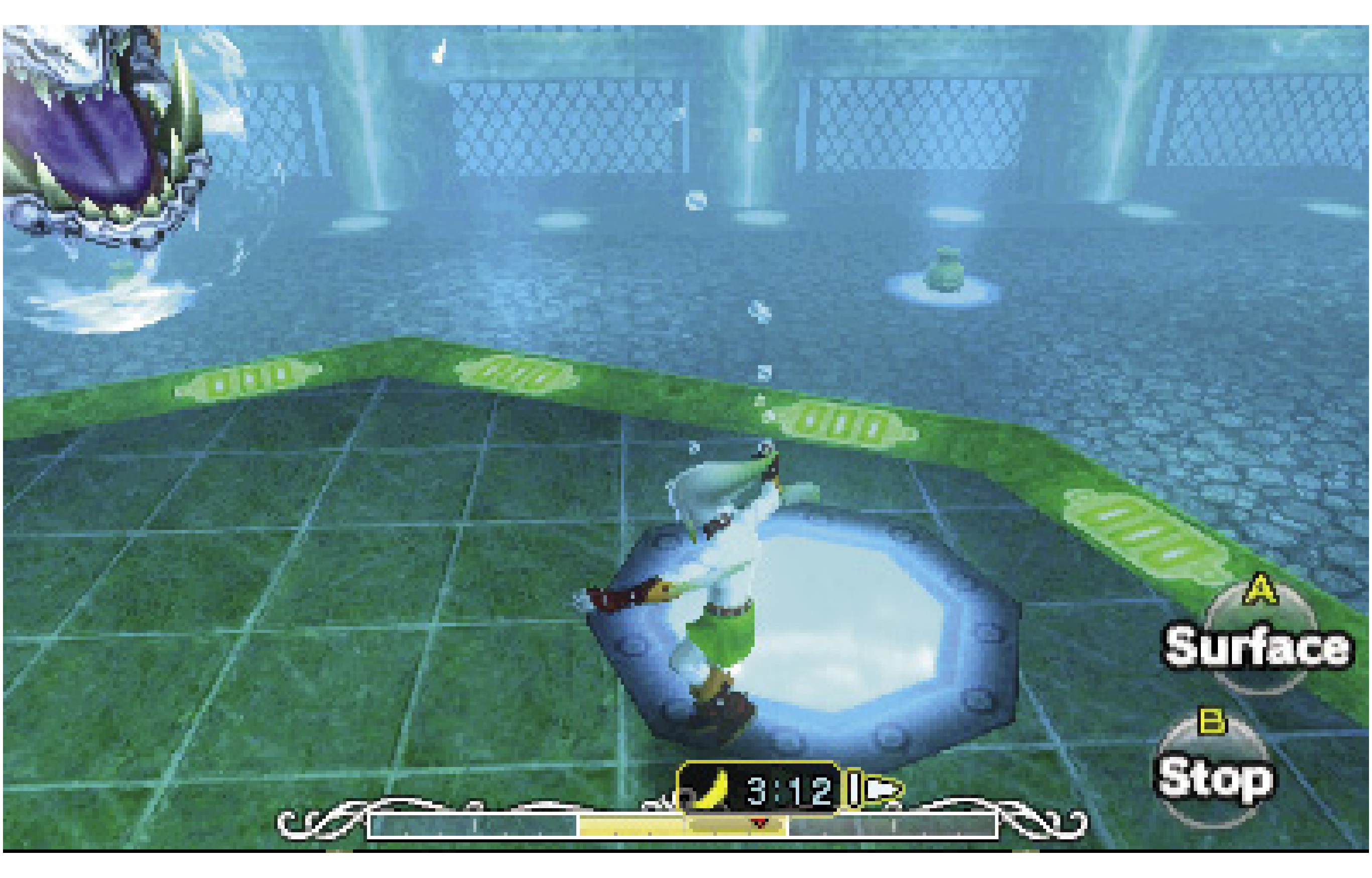


Flying Fish

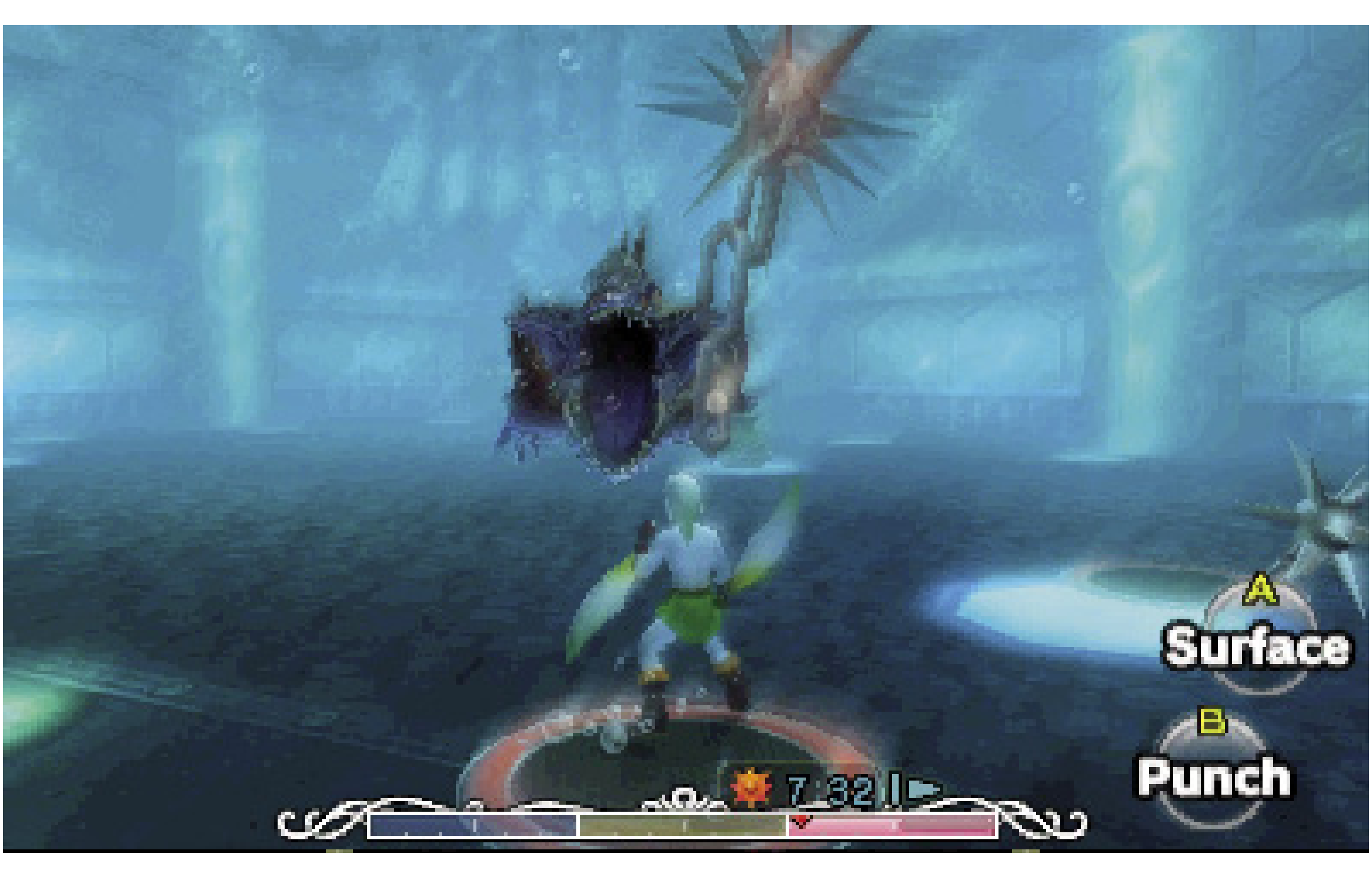
Gyorg sometimes leaps out of the water and sails over your platform. If you're super quick, you can L -Target Gyorg and hit it with an arrow to stun it during this big leap.



Damaging Gyorg angers it, and the monster soon begins to ram your platform's underwater supports. Don't worry: this doesn't harm you. However, Gyorg also periodically emerges from the water, lands on your platform, and then darts forward to ram you. The fiend's face is protected, so simply roll away to avoid being damaged by its charge.



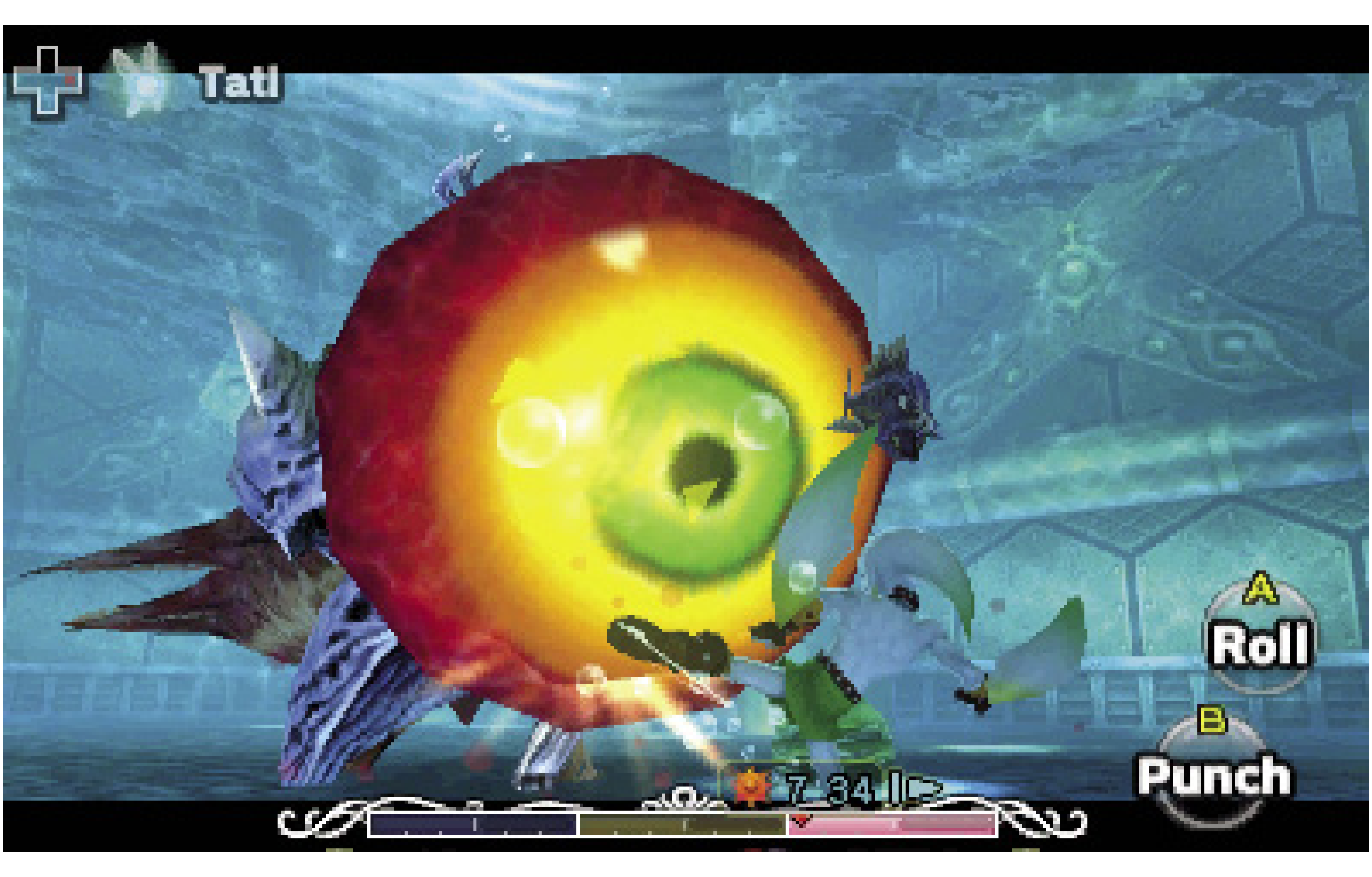
Keep stunning and damaging Gyorg with arrows until the monster finally manages to shatter your platform's base. The battle changes at this point, as you're dunked into the water. Put on the Zora Mask, and keep away from Gyorg; the monster can suck you in and chew you up if you get too close. Hold A + R to swim at top speed and escape Gyorg's pull whenever necessary.



To stun Gyorg during this stage of the battle, you must trick it into gobbling up one of the many spiky mines that are chained to the arena's floor. This is somewhat random and takes a bit of practice. Keep close to a mine, and wait for Gyorg to inhale. If the mine is close enough to Gyorg, it will be pulled toward it but kept in place by its chain. Strike the chain to free the mine, then fight against Gyorg's pull as you wait for the monster to inhale the mine.

Mini Fish

Schools of smaller fish (Gyorg young?) regularly swarm you as you battle Gyorg. Use B + R while standing or A + R while swimming to quickly wipe them all out with Zora Link's magic barrier. The littler fish often drop valuable Recovery Hearts, so defeat them whenever you're in need of healing.



Those mines give Gyorg serious indigestion. Each time it eats one, the resulting explosion stuns Gyorg, causing its vulnerable eyeball to pop out. Now's your chance! Get close and lock on to the eye, then unleash a swift series of Zora Link's fin attacks. Stun Gyorg with another mine after it recovers, and keep battering its eyeball until the monster is no more.

Heart's Alive

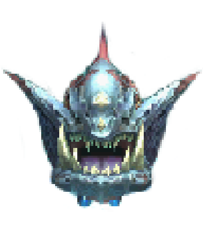
You got a Heart Container! Your maximum life energy is increased by one heart. You also get a full refill of life energy!

Like the bosses of the two previous temples, Gyorg leaves behind a Heart Container and a special mask. Collect the Heart Container to add a new Heart to Link's life energy, and grab the mask to secure the spirit of another ancient guardian. Well done!

Heart Container #3

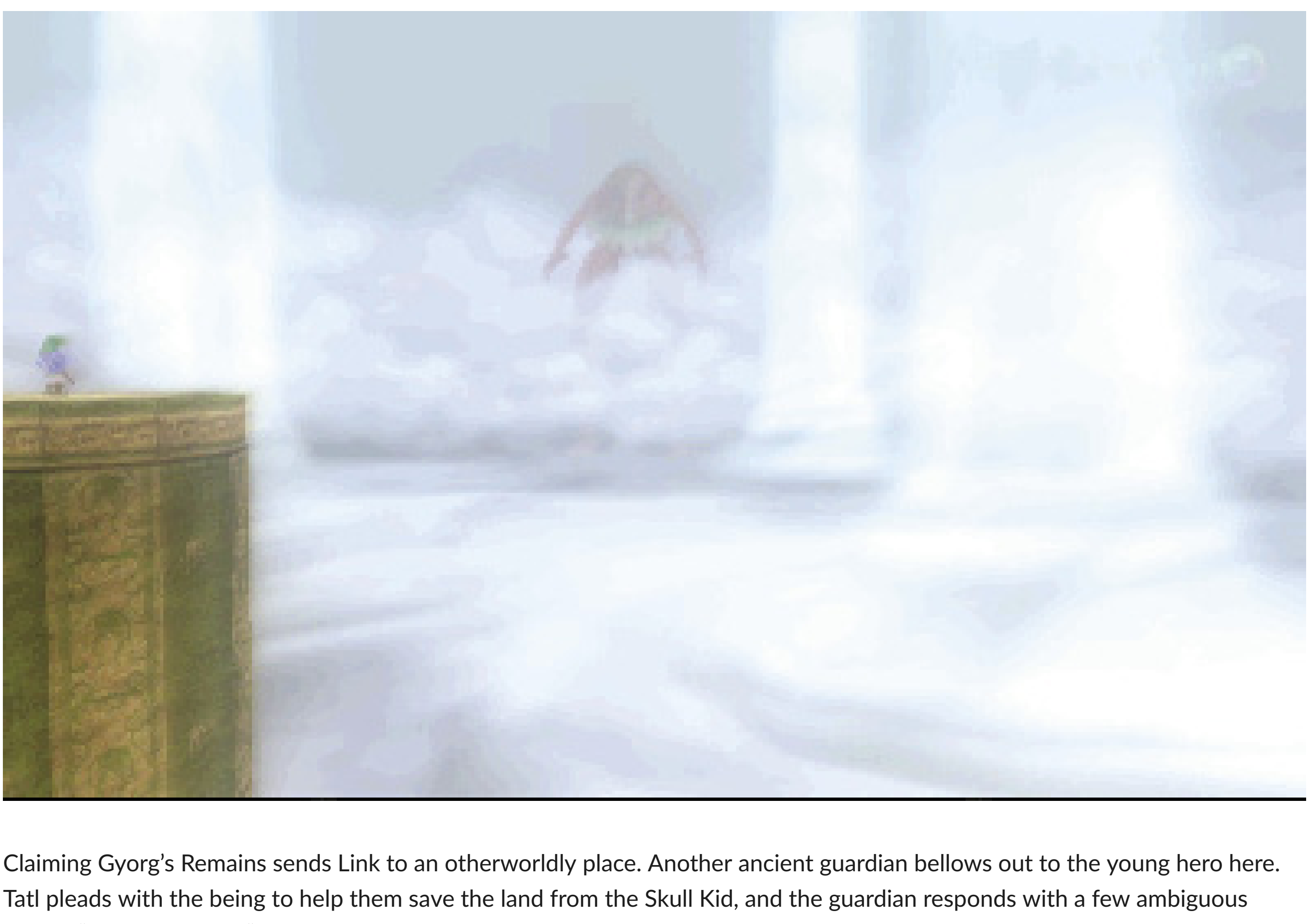
You got a Heart Container! Your maximum life energy is increased by one Heart. You also get a full refill of life energy.

Gyorg's Remains



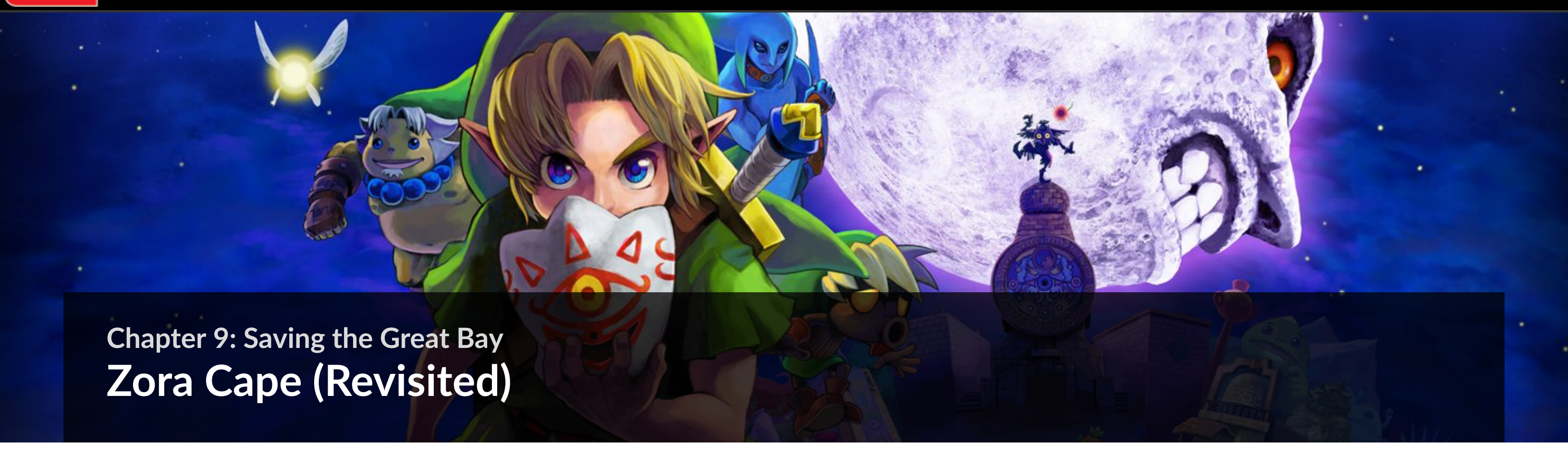
You've seized Gyorg's Remains! In doing so, you've freed the innocent spirit that was imprisoned within this dark mask.

Great Bay Guardian



Claiming Gyorg's Remains sends Link to an otherworldly place. Another ancient guardian bellows out to the young hero here. Tatl pleads with the being to help them save the land from the Skull Kid, and the guardian responds with a few ambiguous words: "Help our friend."

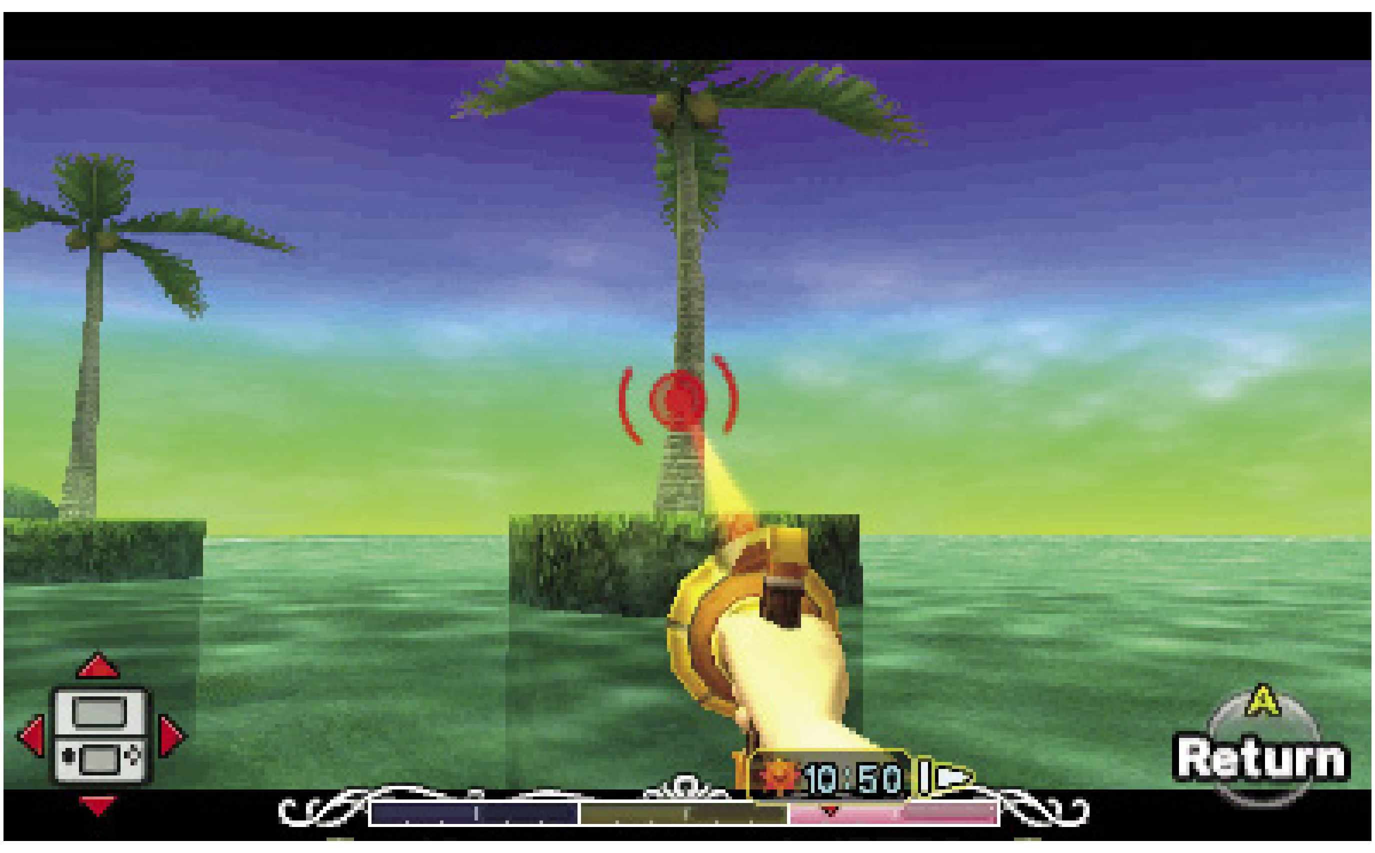
The guardian's meaning is not entirely clear, but Tatl believes it's trying to indicate that there's one more guardian to save. Perhaps the four guardians' combined strength will be enough to undo the Skull Kid's foolish deeds.

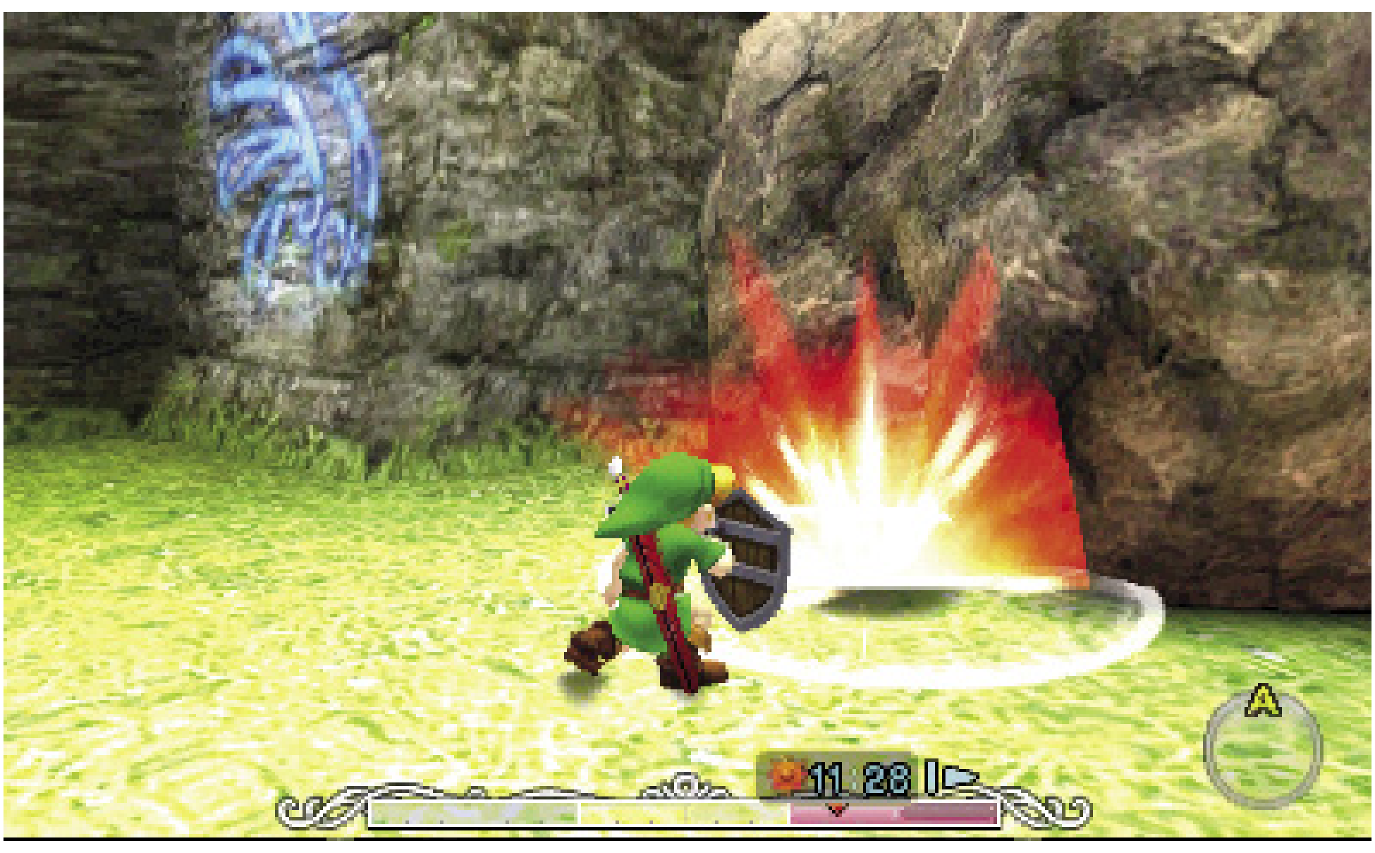


Back in the Bay

The Great Bay Temple has been cleansed of evil, and Link soon finds himself back at Zora Cape. The giant turtle that ferried the lad to the temple has done its part and now looks forward to enjoying Lulu's lovely singing. Rest well, big guy!

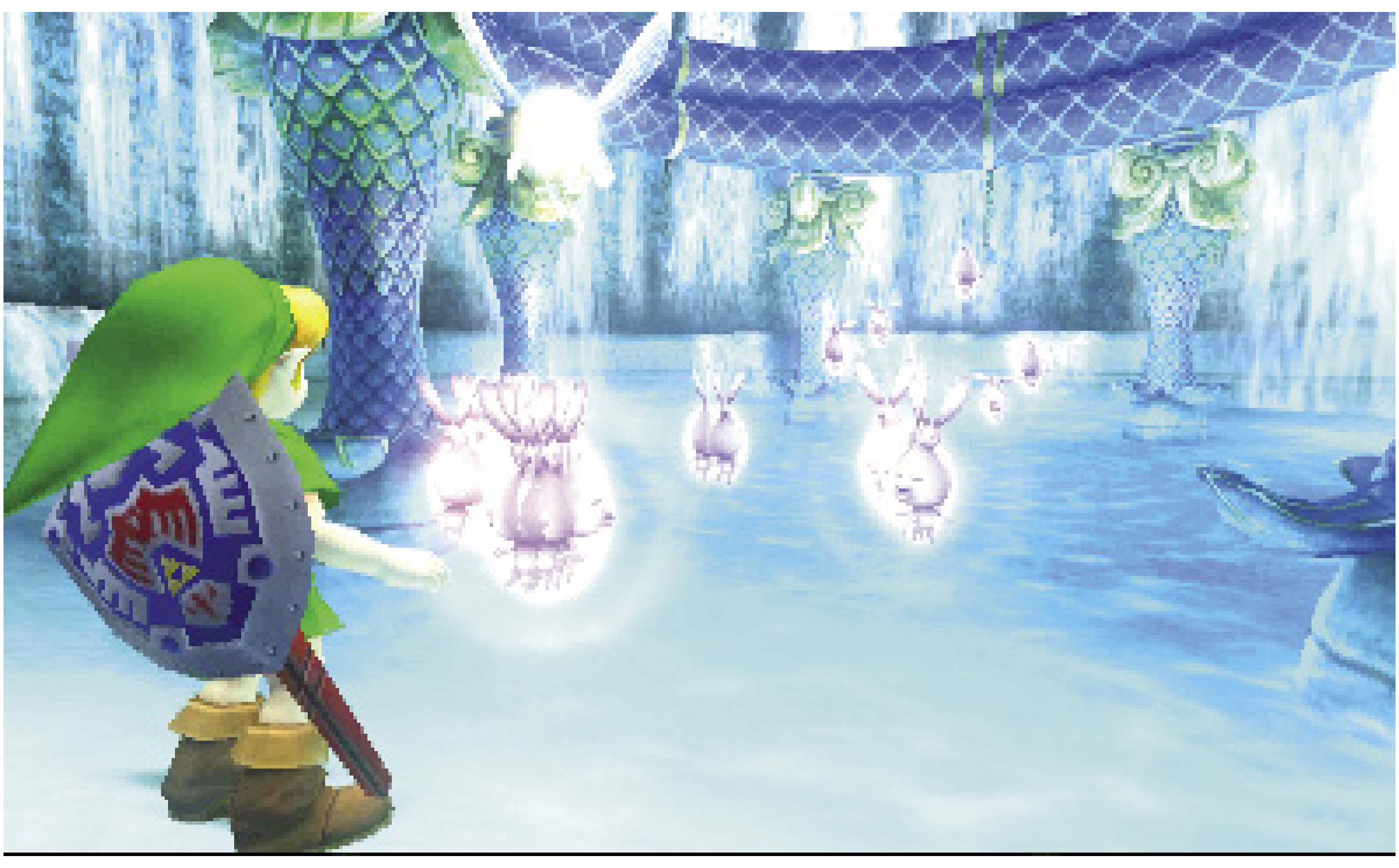
The Best Offense...





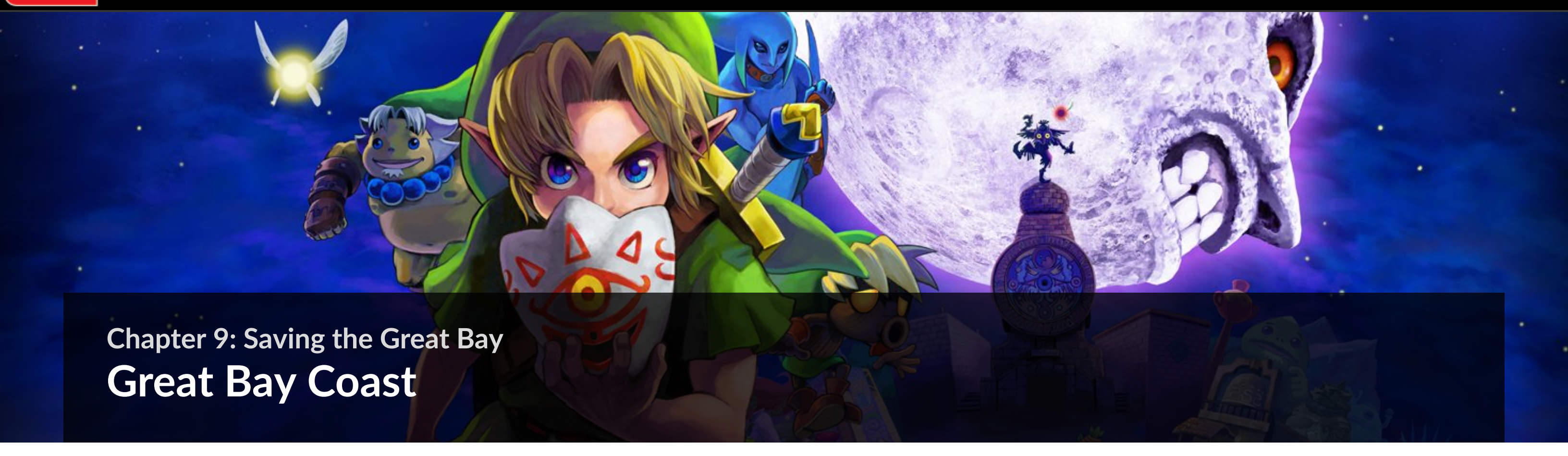
After talking with the turtle, save your progress at the nearby owl statue, then Hookshot over to the tiny nearby isle (target its palm tree). Keep using the Hookshot to zip from isle to isle, and stop when you reach an isle with a bunch of little stones.

When you reach the isle with the stones, leap over to the nearby rocky ledge (to the southeast). Use a bomb or the Blast Mask to obliterate the big rocks here and uncover a cave.



What's this? You've discovered another Fairy's Fountain. Go to the center of the pool, and release the 15 Stray Fairies that you rescued from the Great Bay Temple to restore the Great Fairy of Courage.

As thanks for your aid and bravery, the Great Fairy of Courage rewards you by lending you her strength. Link's defense is magically fortified, and enemy attacks now inflict half as much damage as before.

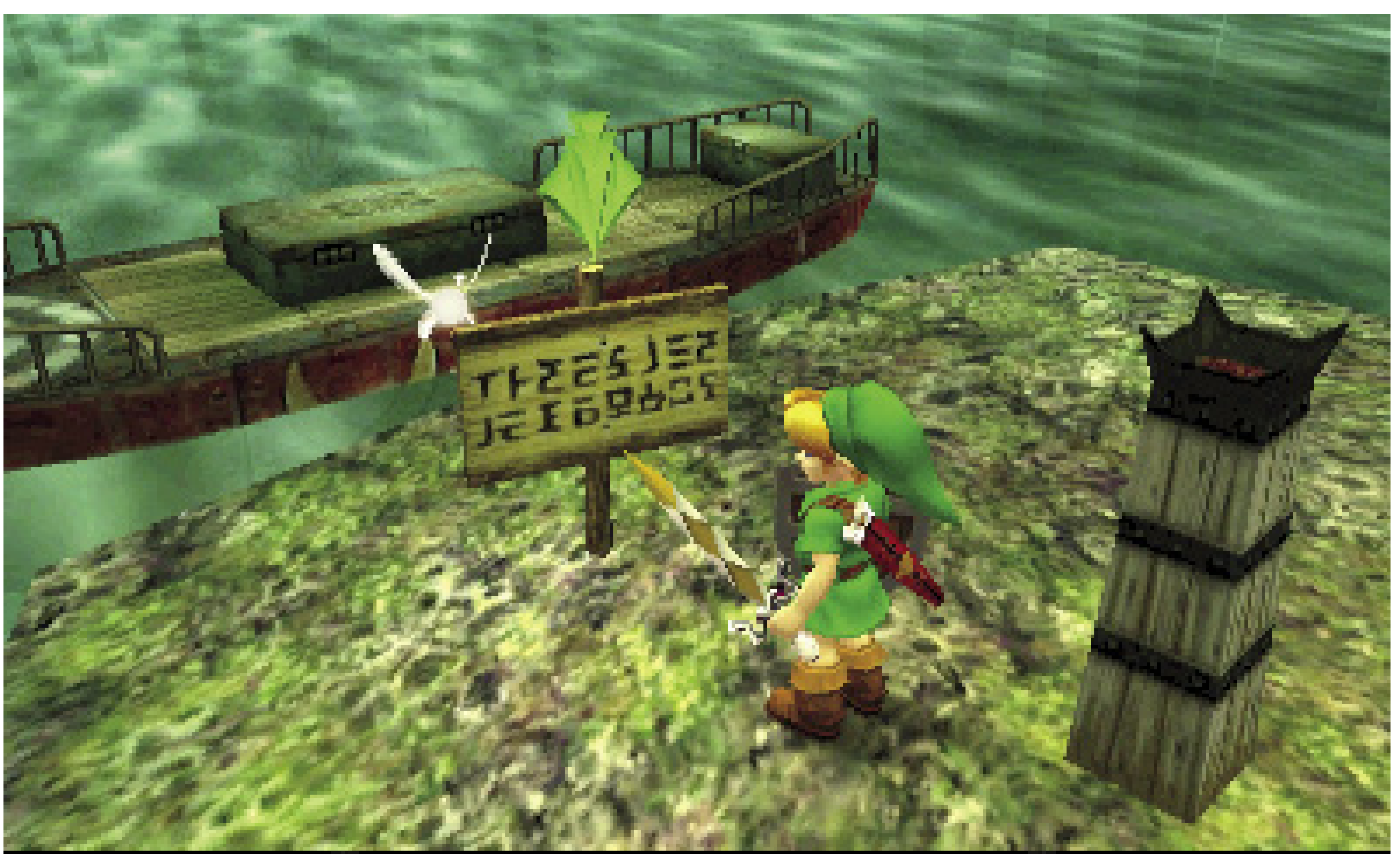


Chapter 9: Saving the Great Bay

Great Bay Coast

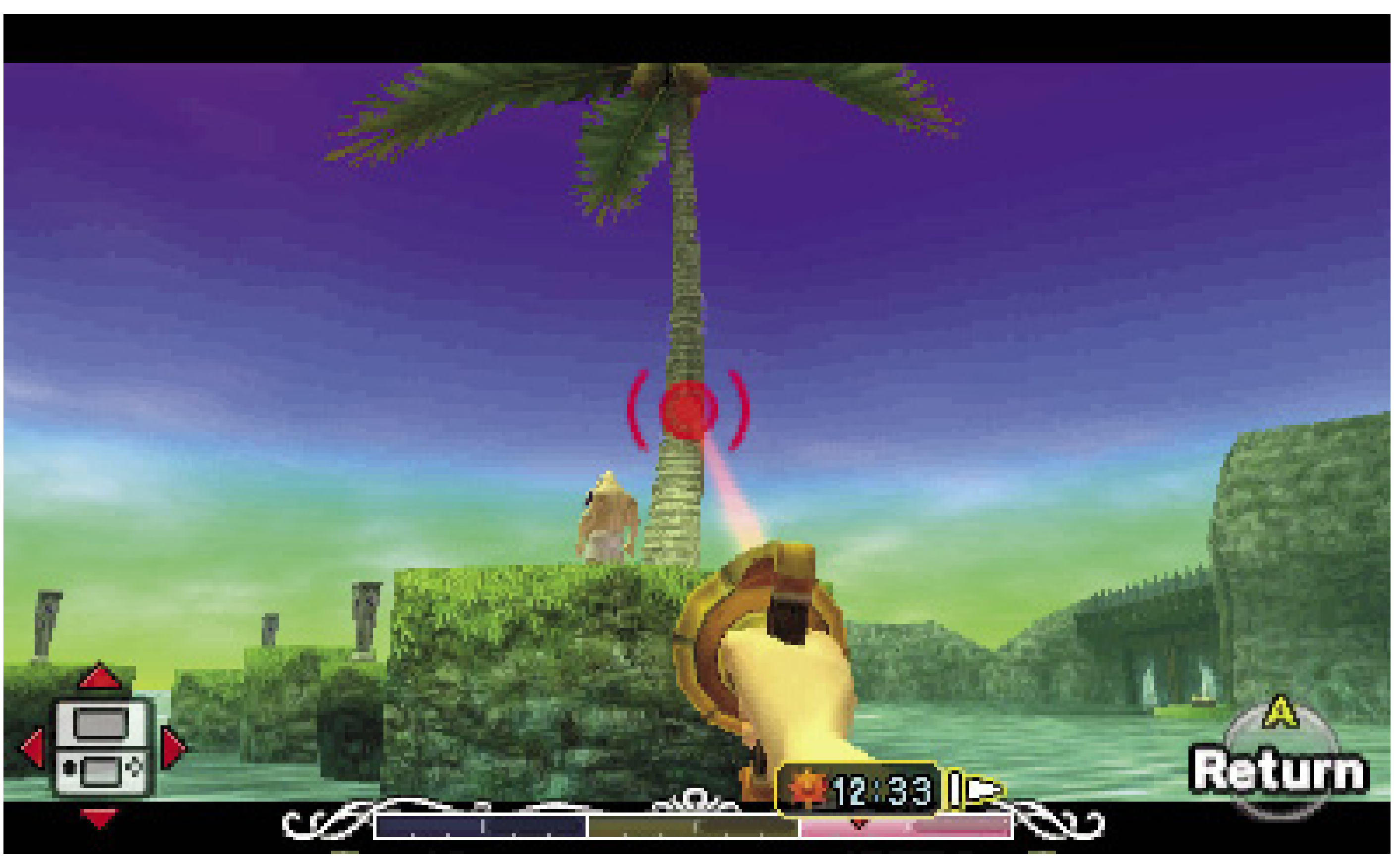
With the Great Bay Temple cleansed of evil, you can now play a special game in the Great Bay. Soar to the Great Bay Coast, and then swim north toward the lagoon.

Might as Well Jump

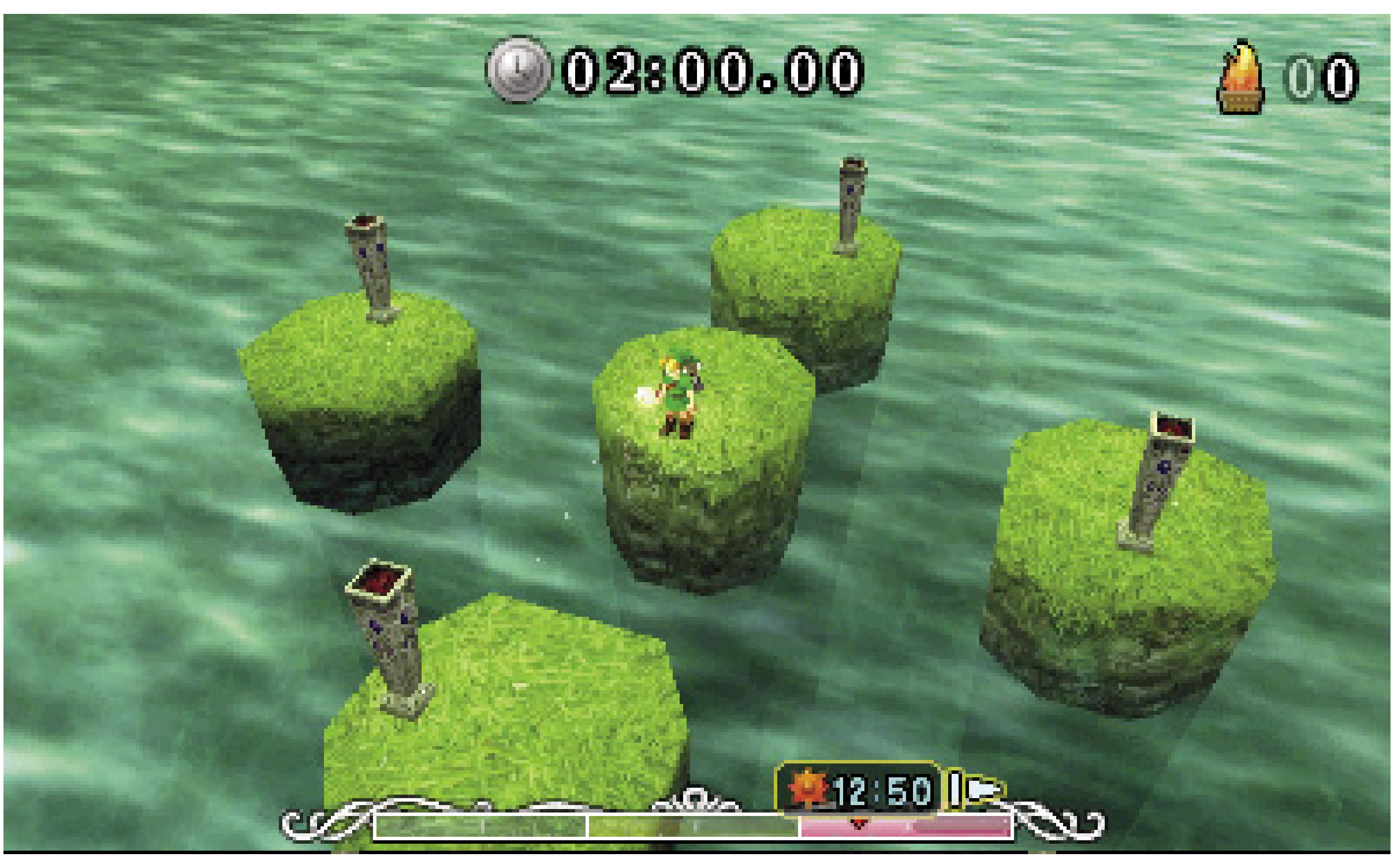


Hey, there's a boat docked by the rocks here now! The sign next to the boat reads "The Fisherman's Jumping Game" and invites you to ride the boat to the Fisherman's island. You can only attempt this game after you've cleansed the Great Bay Temple, so check it out before you reset time. Hop aboard the boat, and you'll soon depart.

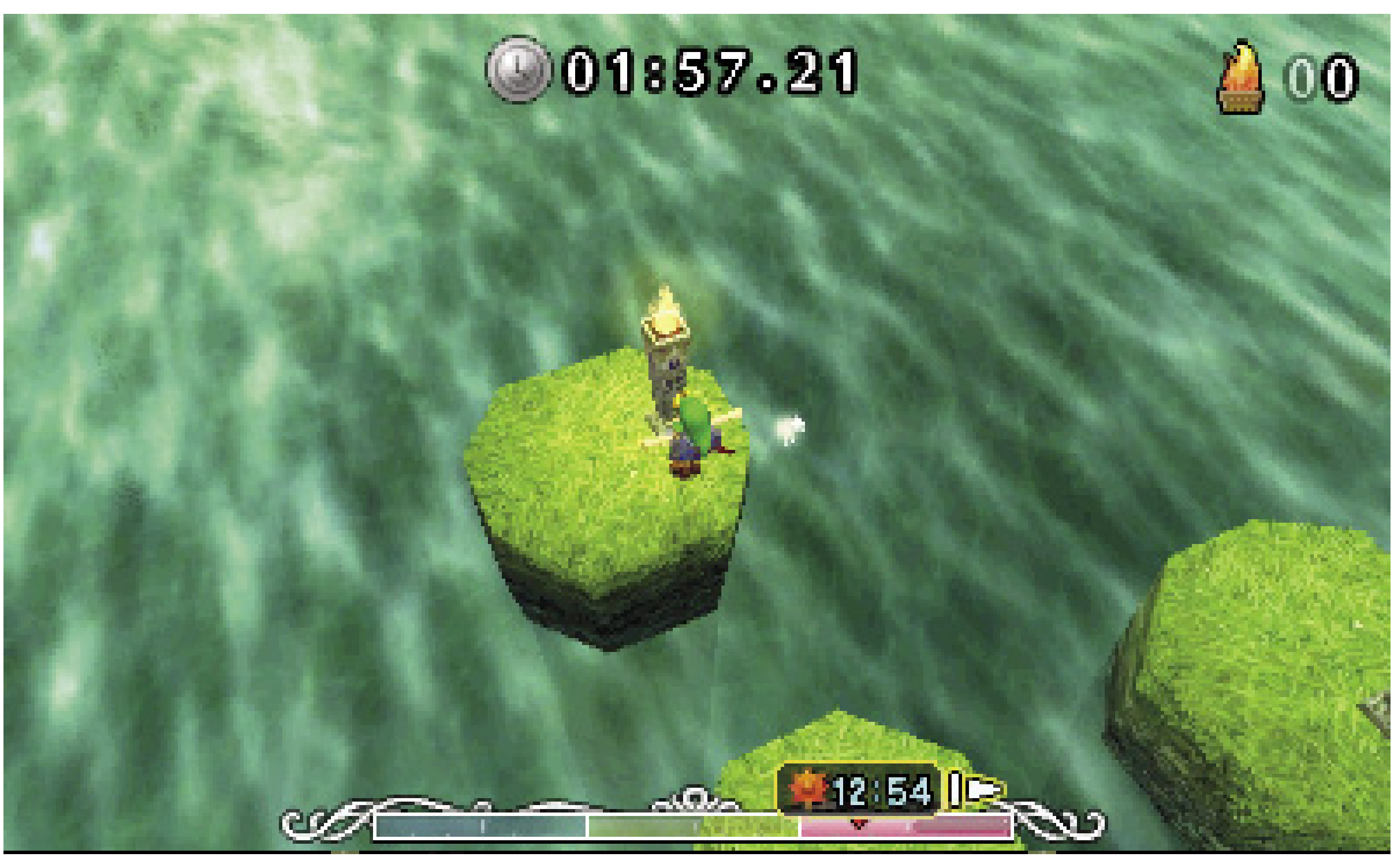
Enjoy the leisurely boat ride as you're ferried to the Fisherman's island. Hookshot the island's palm tree to zip over to the Fisherman, then speak to him to learn the rules of his game.



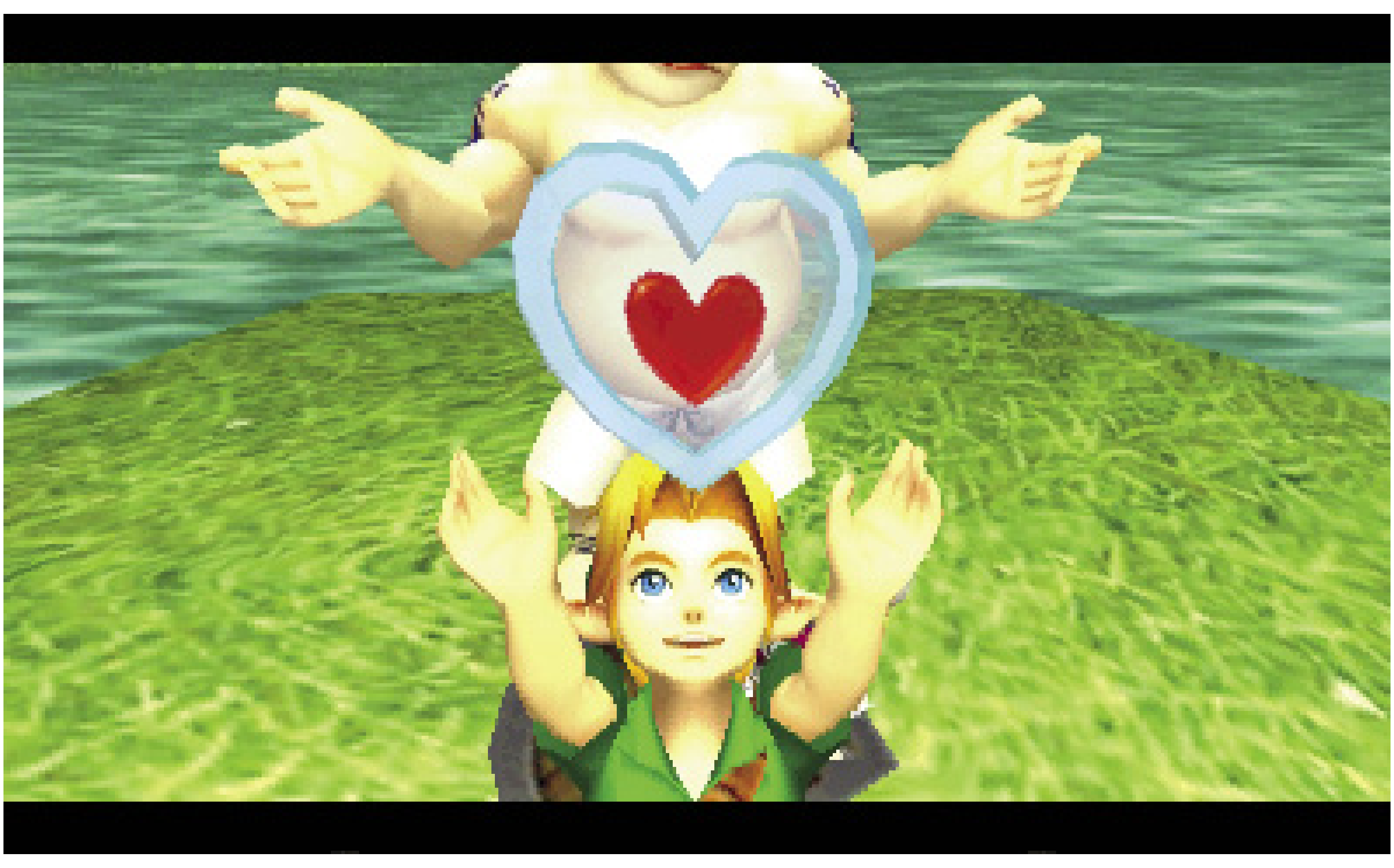
Near you are five tiny isles: one in the center, surrounded by four others with torches. Jump to the center isle, and pay 20 Rupees to begin the game.



As soon as the game begins, one of the outside isles' torches lights up. Quickly jump to that isle before the torch goes out to score a point. Hurry back to the center isle afterward, and look for the next lit torch. Again, quickly hop over to that one for another point.



Keep jumping to the isles as their torches light up to rack up the points. You've got to be quick: the torches don't stay lit for long. Score 20 or more points within the ample time limit, and the Fisherman will reward your jumping skills with a Piece of Heart. However, it's game over if you fall into the water, so jump with care.



Look before You Leap

Tap L to center your view behind Link, which helps you line up your jumps. You can also adjust your direction in midair a bit, but don't rely too heavily on this. You have plenty of time to score 20 points, so don't attempt any risky jumps. Missing a few torches isn't a big deal, but missing a landing is a real bummer.

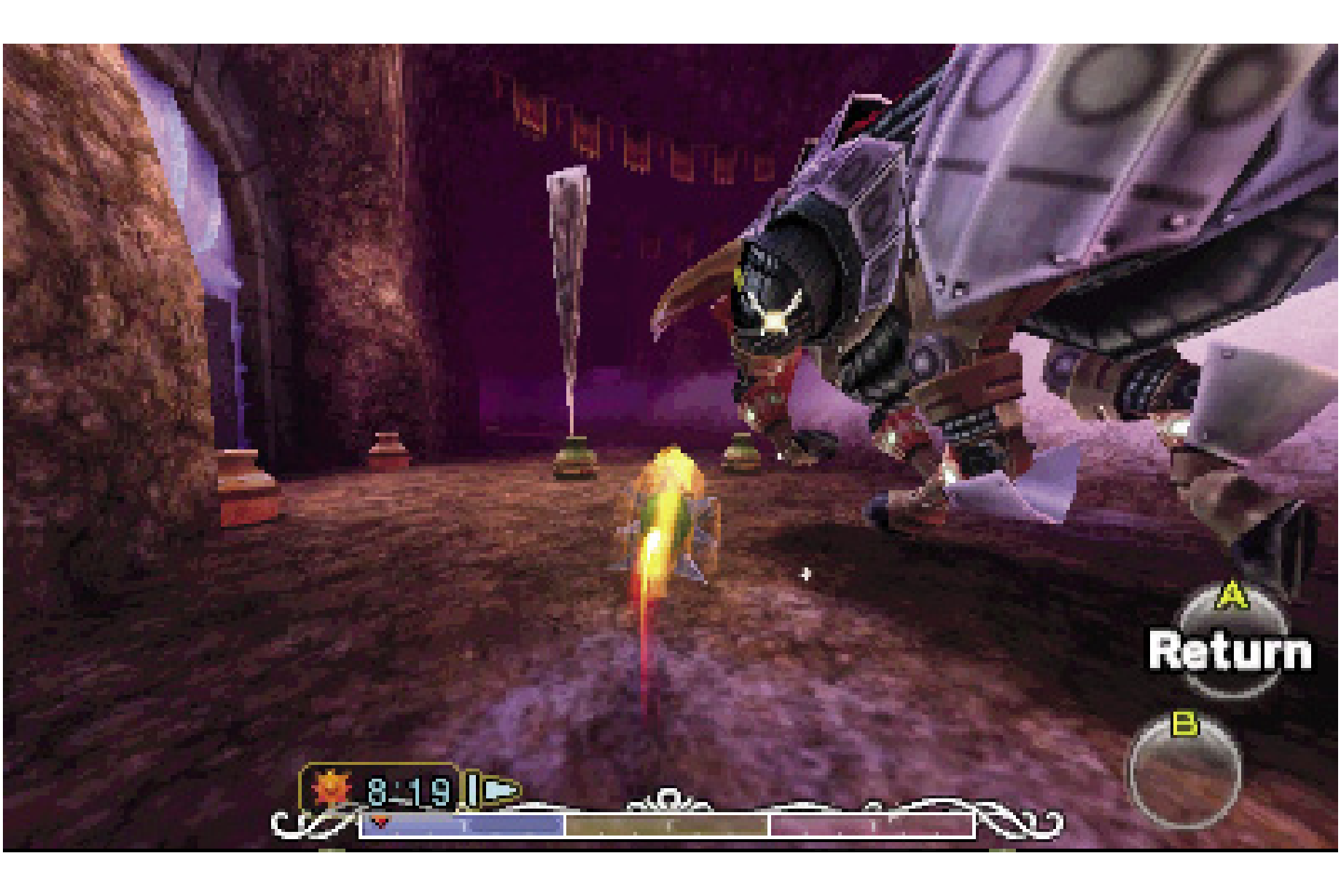
Piece of Heart #40

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

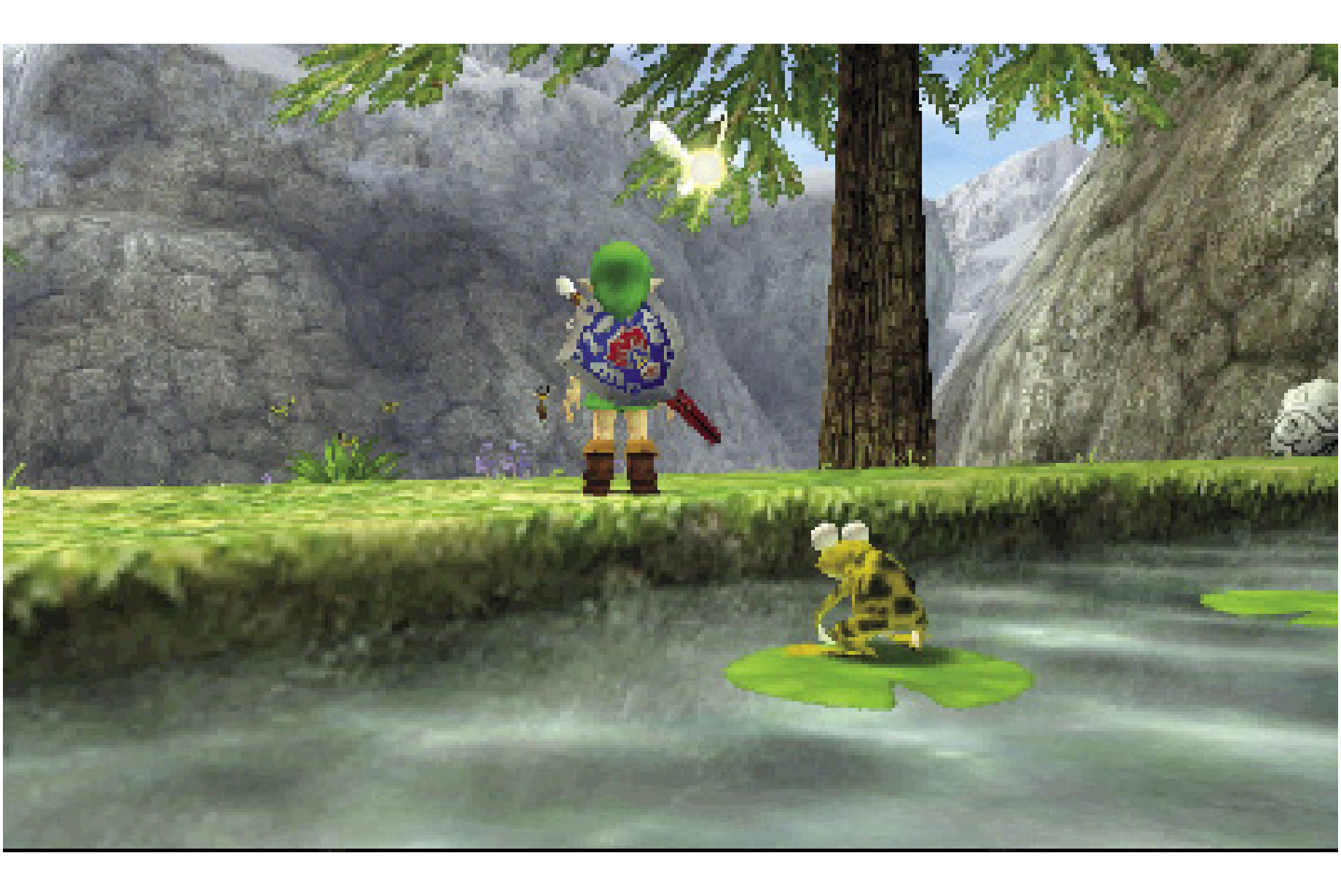
The Frogs Song

Remember all of those little frogs that you've seen around Termina? Well, it's time to see what they can do for you.

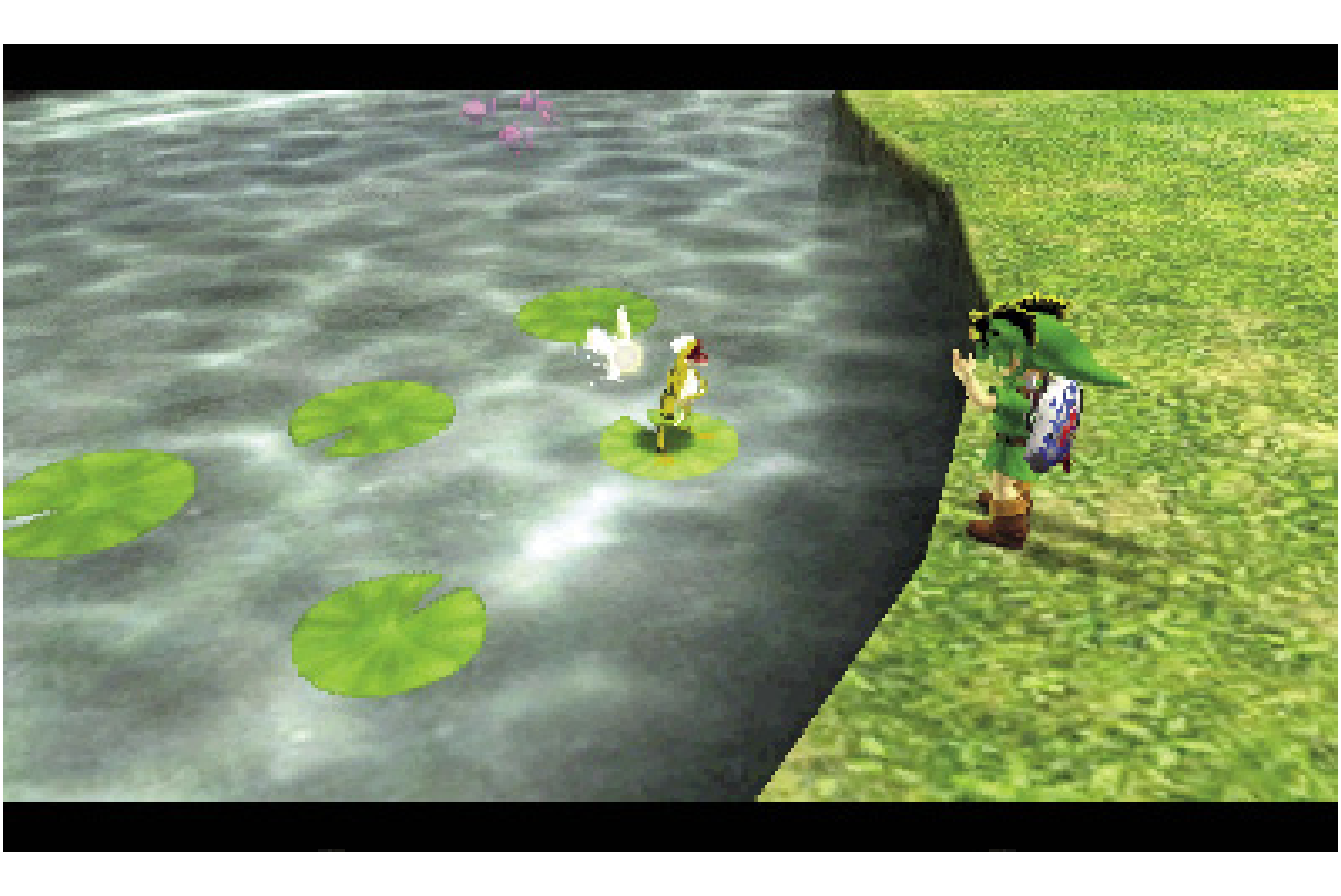
Frog #1



Save and rewind to the Dawn of the First Day, then slow down time as usual. Soar to Snowhead, put on the Goron Mask, and then play the Goron Lullaby to get rid of the giant, invisible Goron that blocks Snowhead Temple. Enter the temple, and skip to the boss battle against Goht. Defeat Goht by repeatedly rolling into the boss as Goron Link.



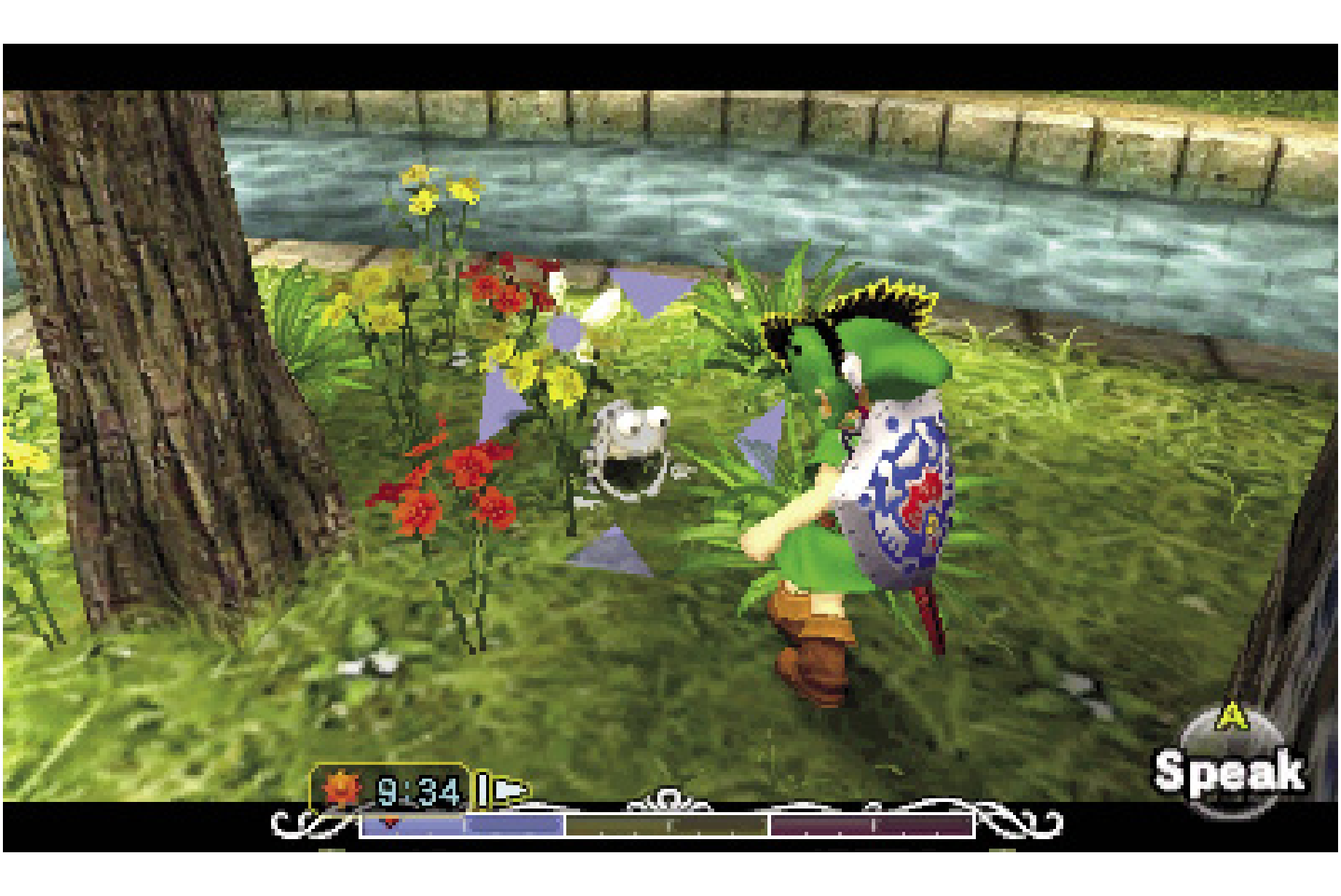
With Goht defeated, the blizzard ends and the mountain thaws. You're returned to Mountain Village; locate a nearby frog that's hopping up and down behind you. Put on Don Gero's Mask, which you received by feeding the big hunk of meat to the hungry Goron during your initial explorations of the mountains, and speak to the frog.



The frog believes you are Don Gero and says that he's been waiting for you. The frog is ready to begin a special chorus, but unfortunately, not all of the other frogs have gathered. A quick count of the lily pads shows that you must locate four more frogs around Termina. Time to get started!

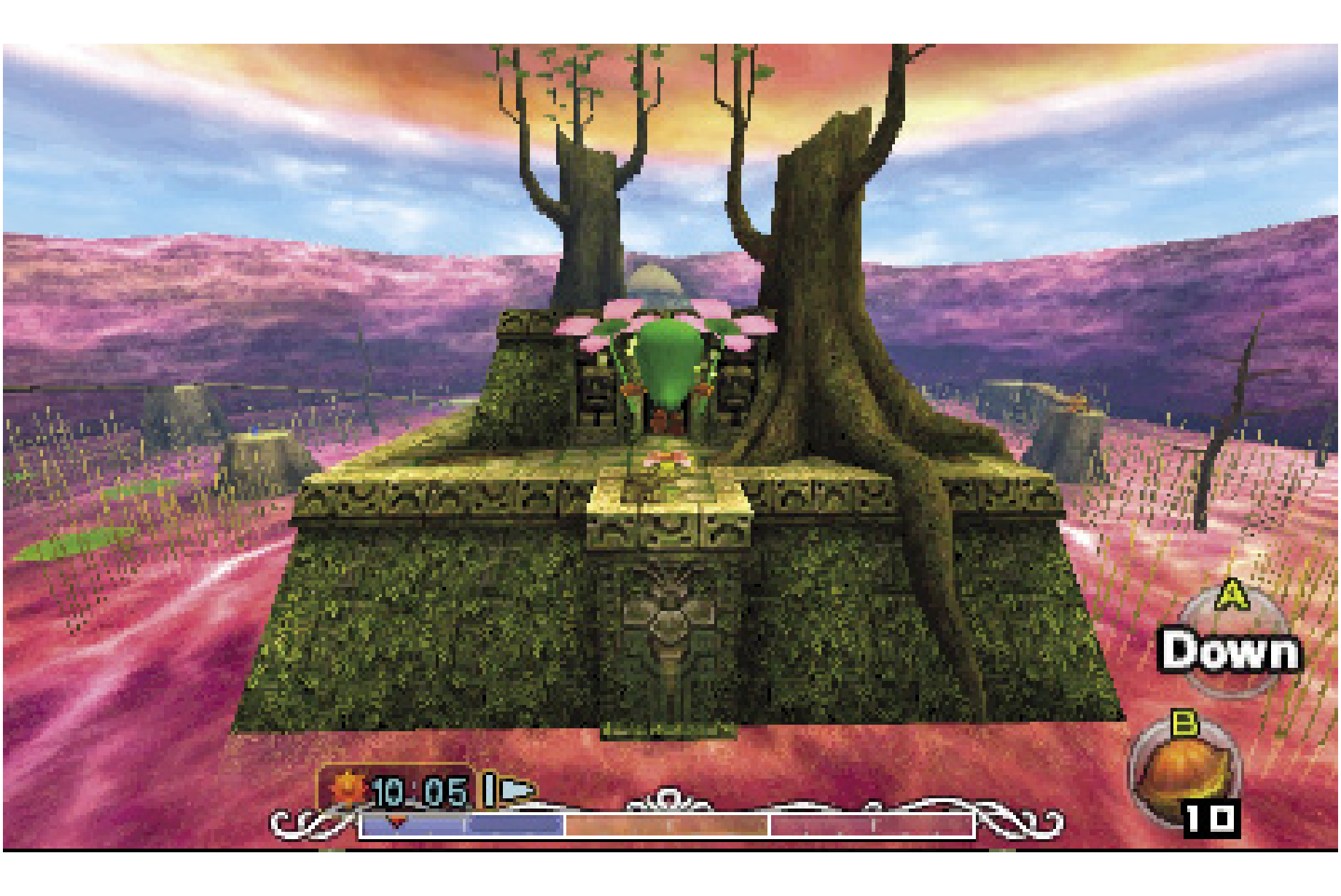
Frog #2

This one's easy. Just warp to Clock Town, and speak to the frog that hops up and down near the tree in the Laundry Pool. (The Laundry Pool is located in Clock Town's southwest corner.) Remember to wear Don Gero's Mask when you talk to the frog.

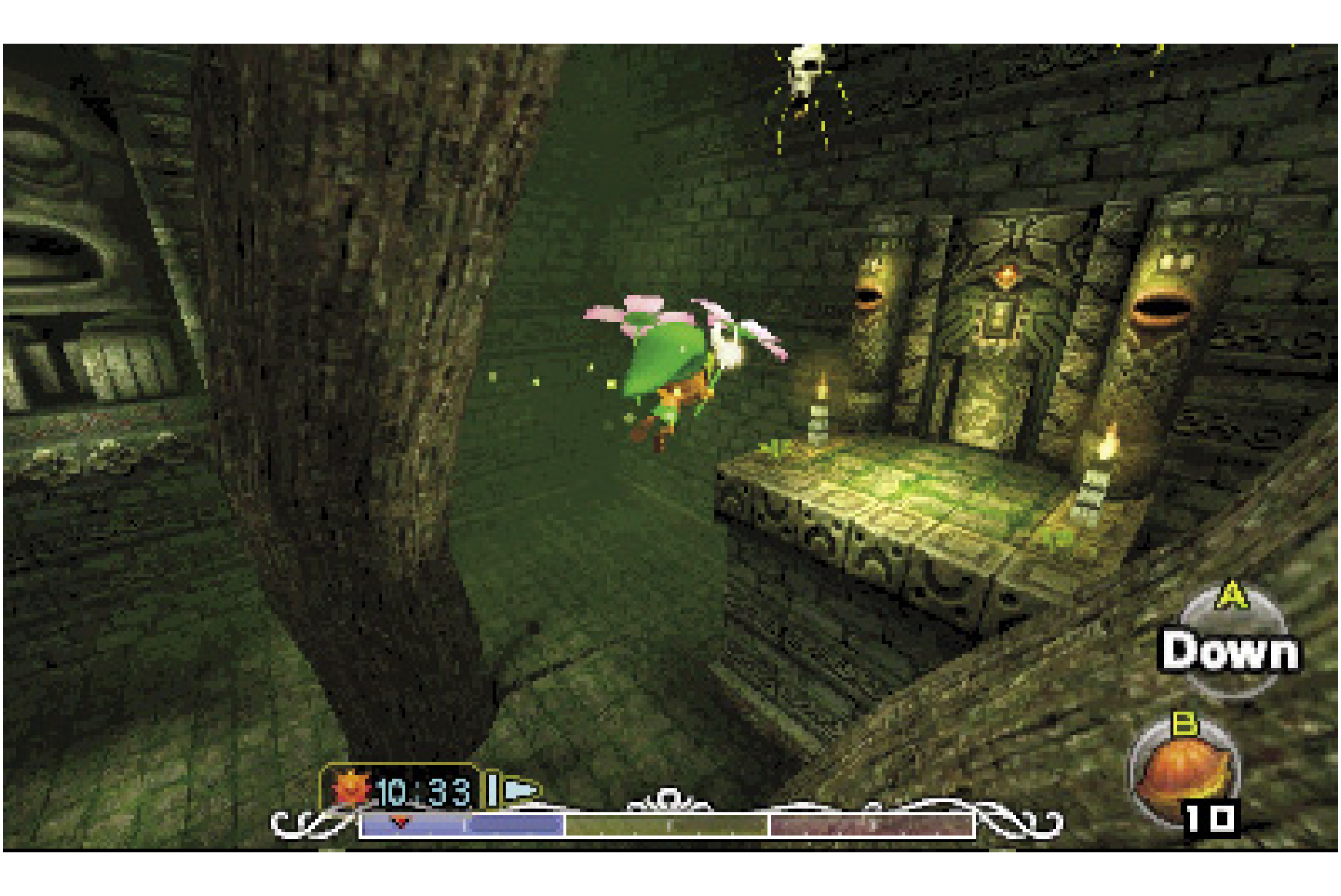


Frog #3

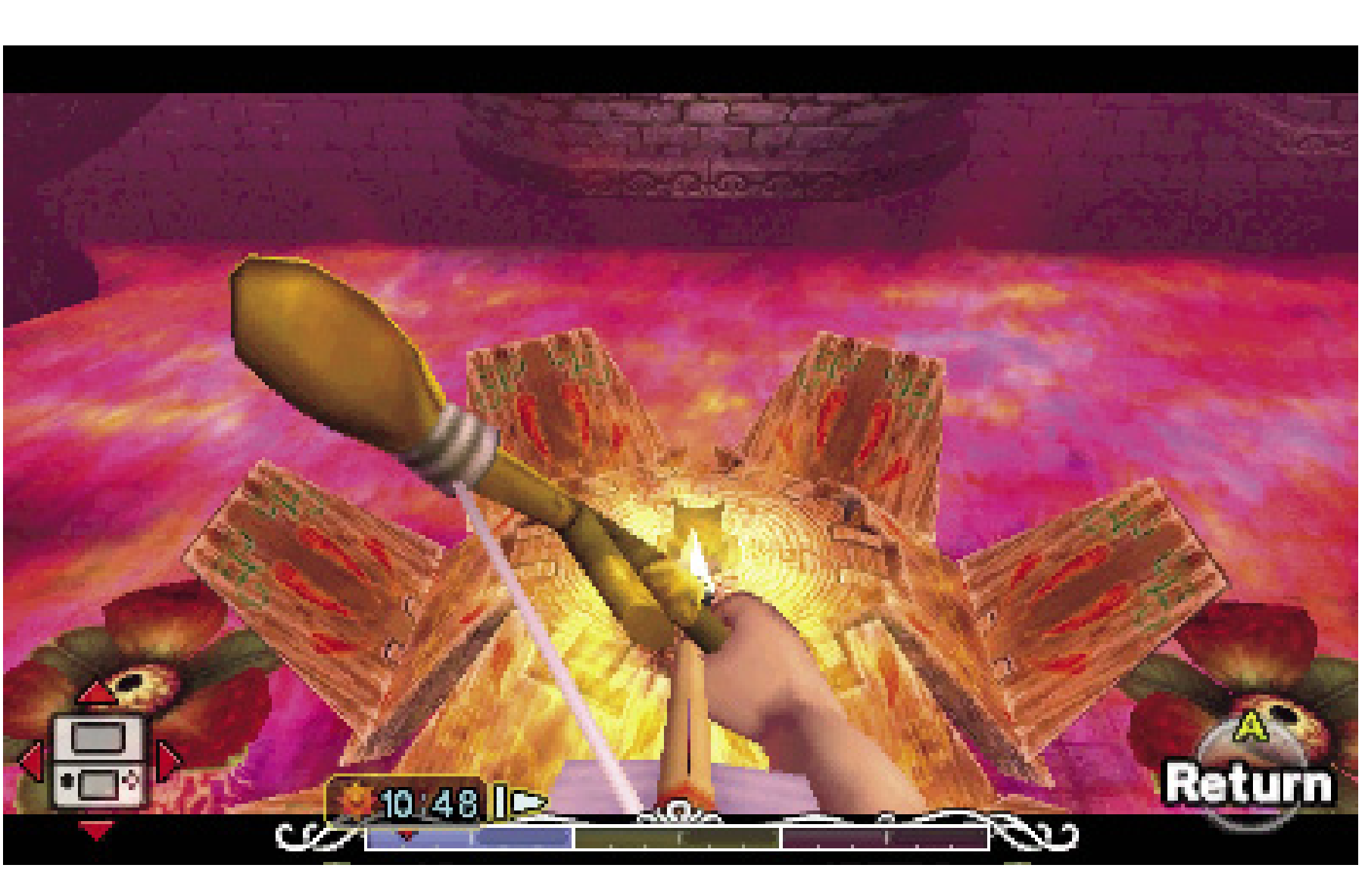
Warp to Woodfall next, then put on the Deku Mask and play the Sonata of Awakening to raise Woodfall Temple. Launch from the nearby Deku Flower to reach the temple, then enter it.

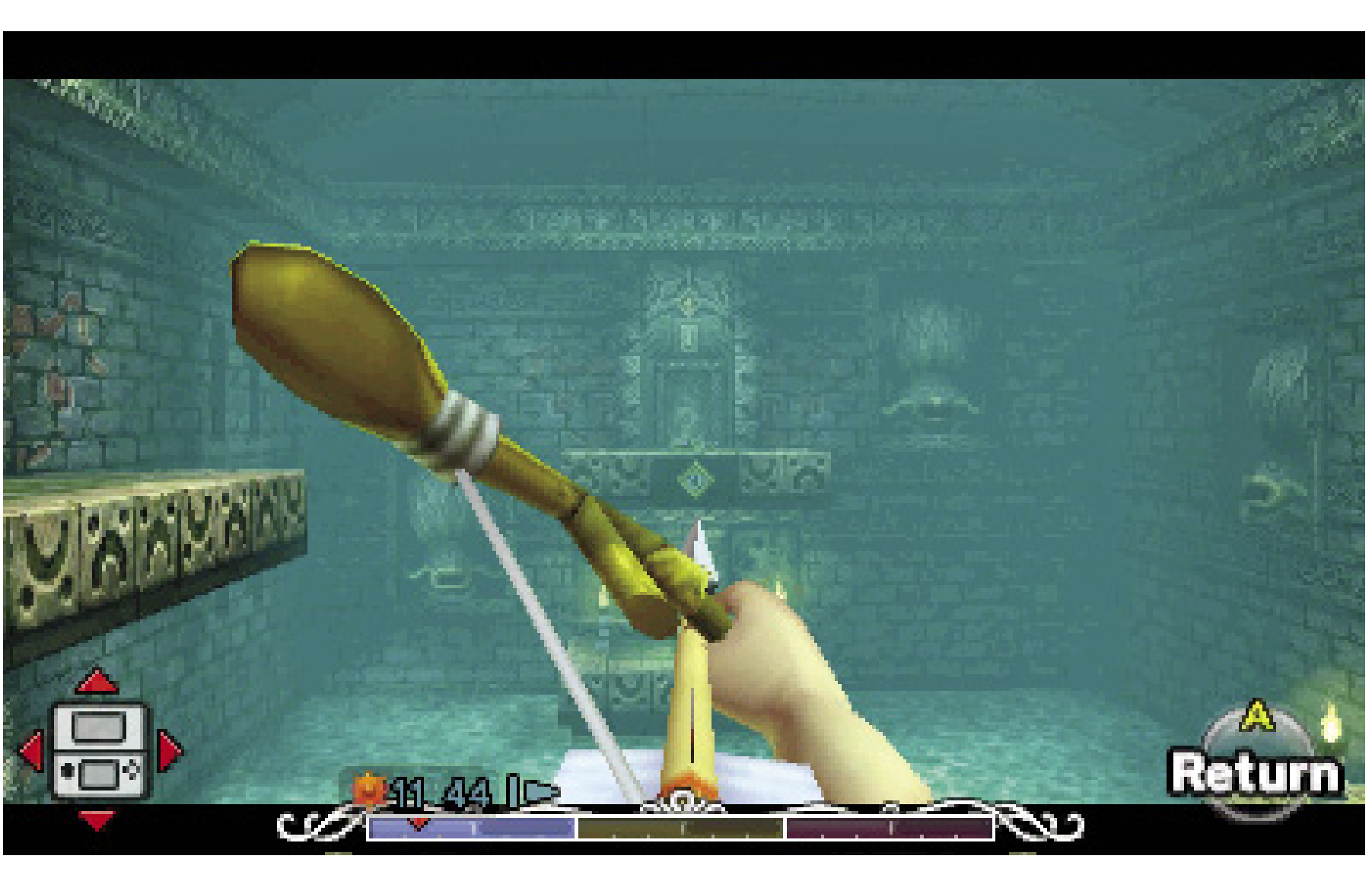


Don't skip to the boss battle this time. Instead, use the first room's Deku Flowers to glide over to the high north door. Beware of the Skulltulas that guard the north ledge.



In the next room, light the big central flower's brazier with a Fire Arrow. (Aim for the top of the brazier.) This activates the flower, causing it to rise and spin like a big platform. Hop on, and use the flower platform to reach the room's north ledge. Circle around to the east door, and step on the nearby floor switch to lower the ladders before going through the door.

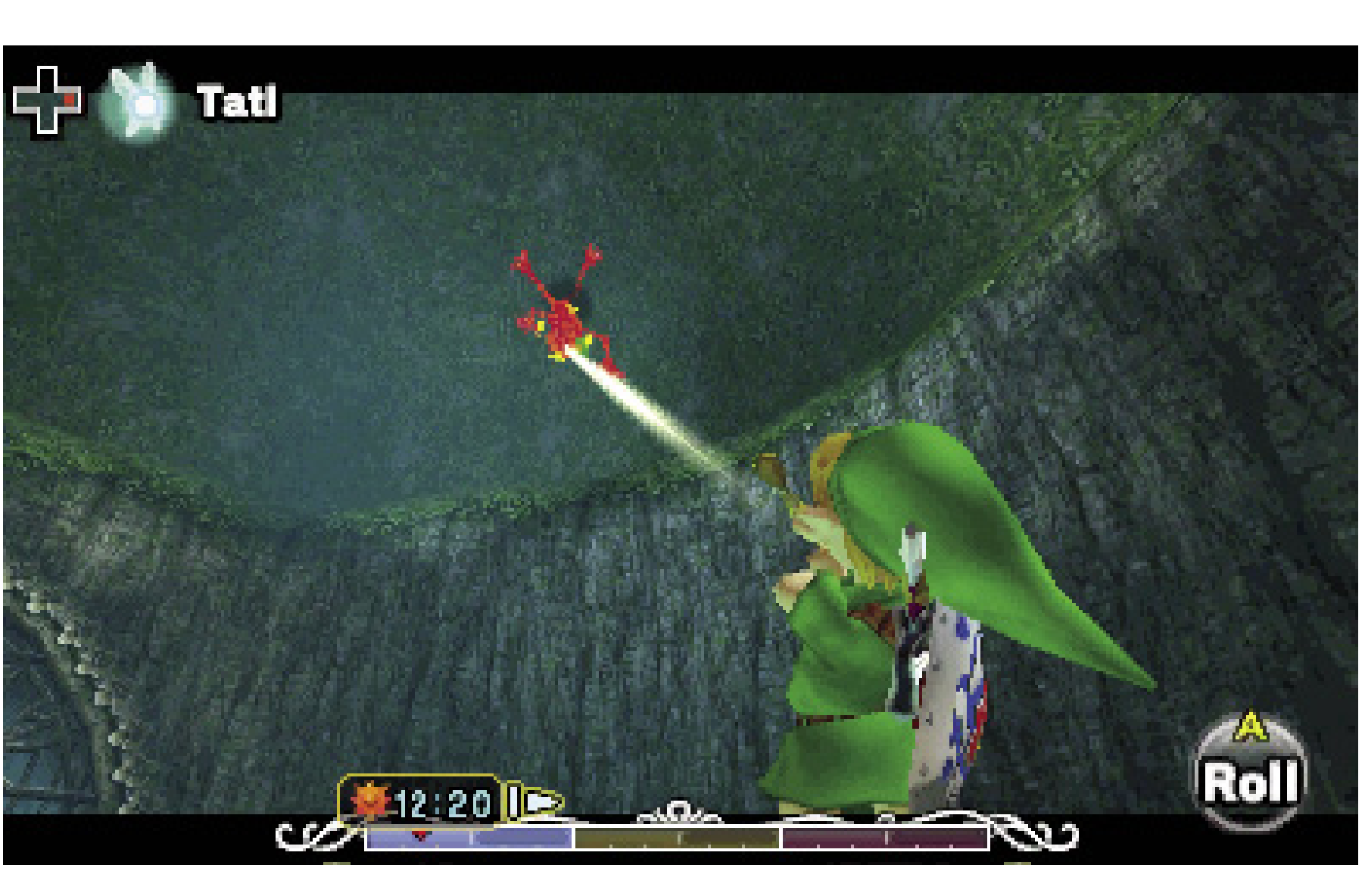




In the next room, circle around to the south ledge, and shoot the far eye switch with an arrow. This causes the central Deku Flower platform to move up and down like an elevator. Use the nearby Deku Flower to float to the platform, then use the platform's flower to glide to the north door. Go through to advance to the mini-boss battle against the Gekko.

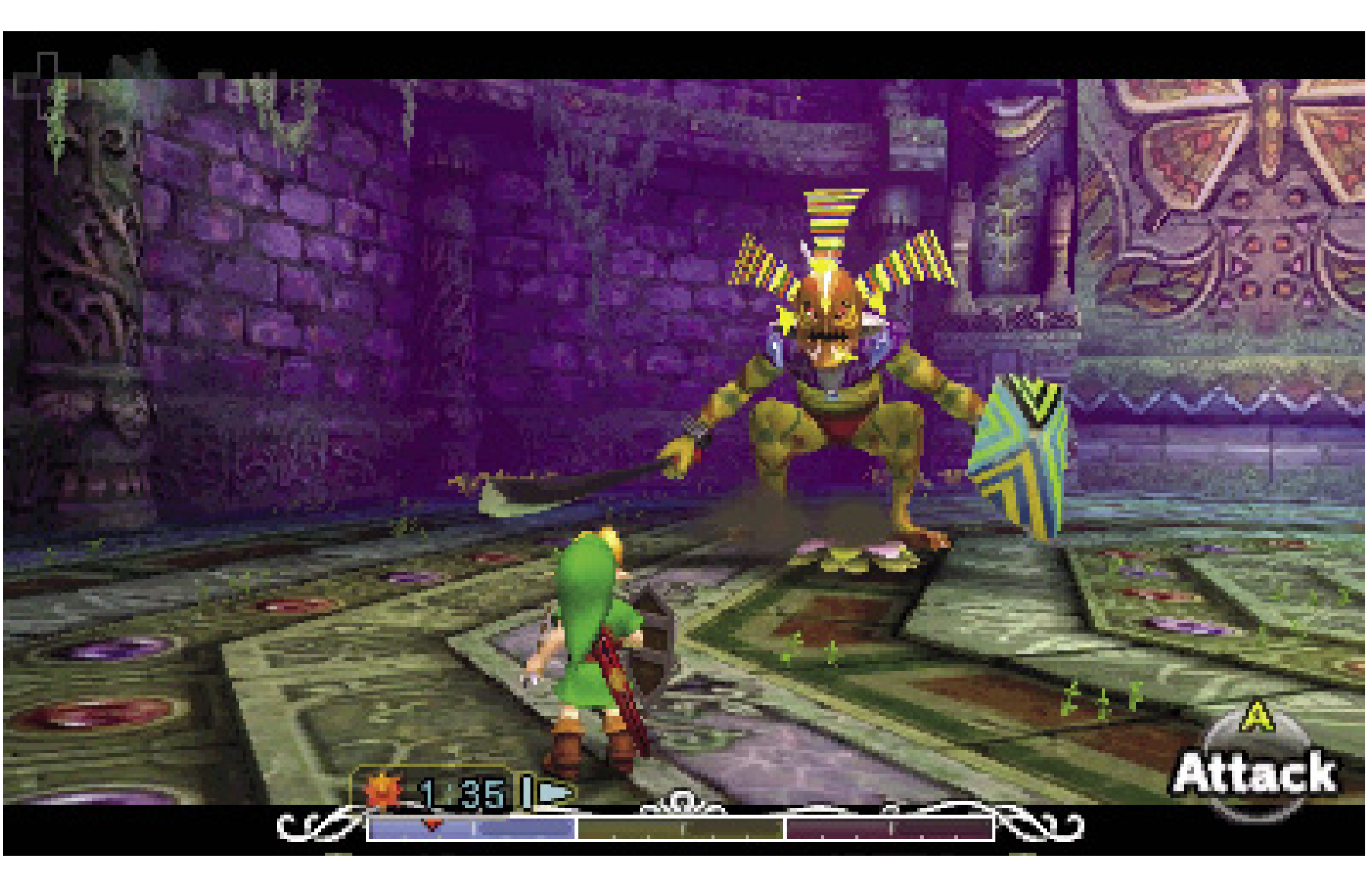
Lock on, and hit the Gekko with Link's sword until it calls for its Snapper steed. Put on the Deku Mask and dive into a Deku Flower, then pop out and knock the Gekko off the Snapper as he zips past. The Gekko then flees to the walls and ceiling; lock on, and hit him with an arrow to knock him down. Repeat this until you defeat the Gekko.

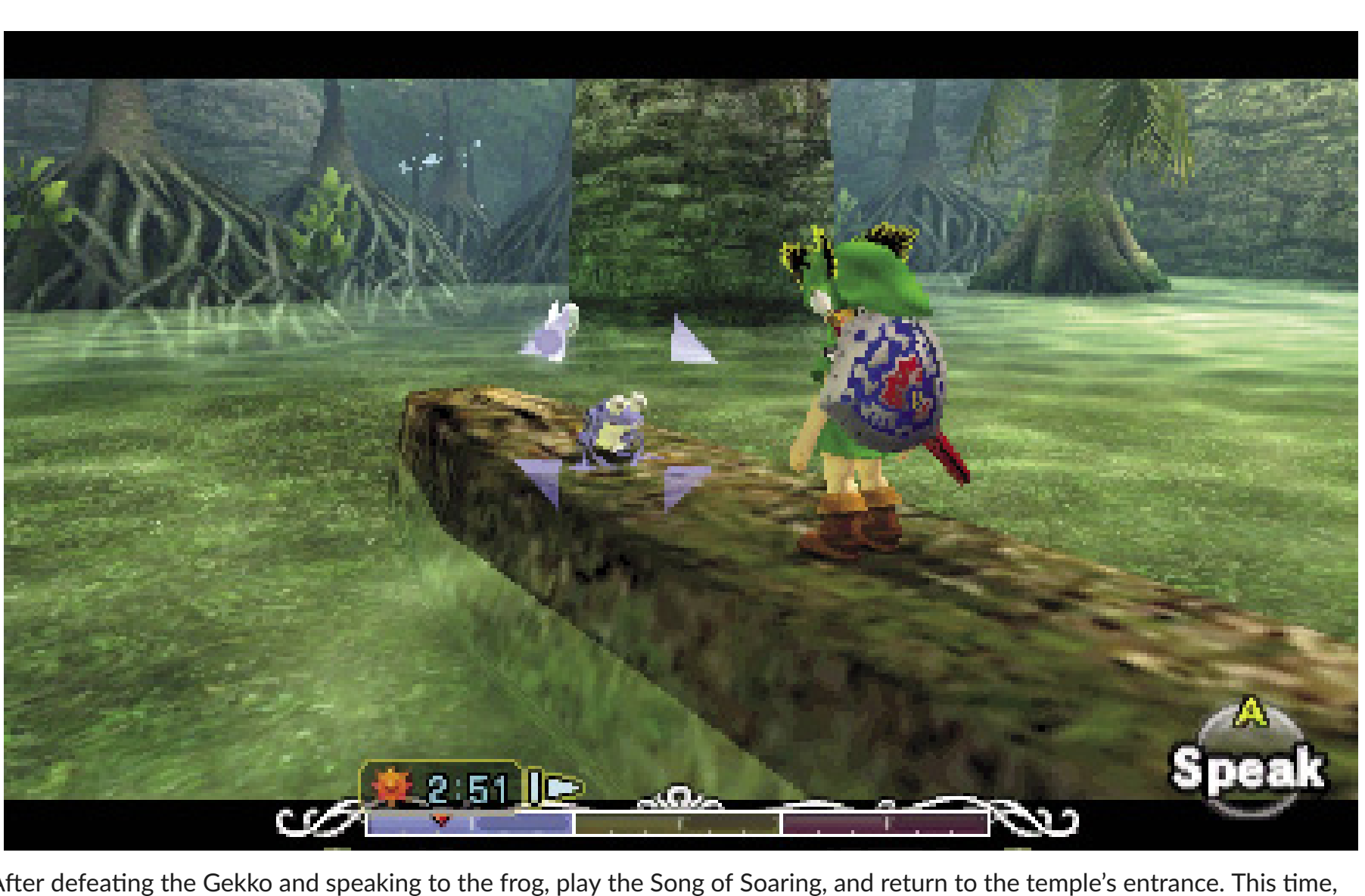
After you best the Gekko, he transforms into a little frog. Put on Don Gero's Mask, and speak to the frog to add another member to your growing choir.



Ah! Don Gero!
It has been so long.

Frog #4





After defeating the Gekko and speaking to the frog, play the Song of Soaring, and return to the temple's entrance. This time, step into the light and advance to the boss battle against Odolwa.

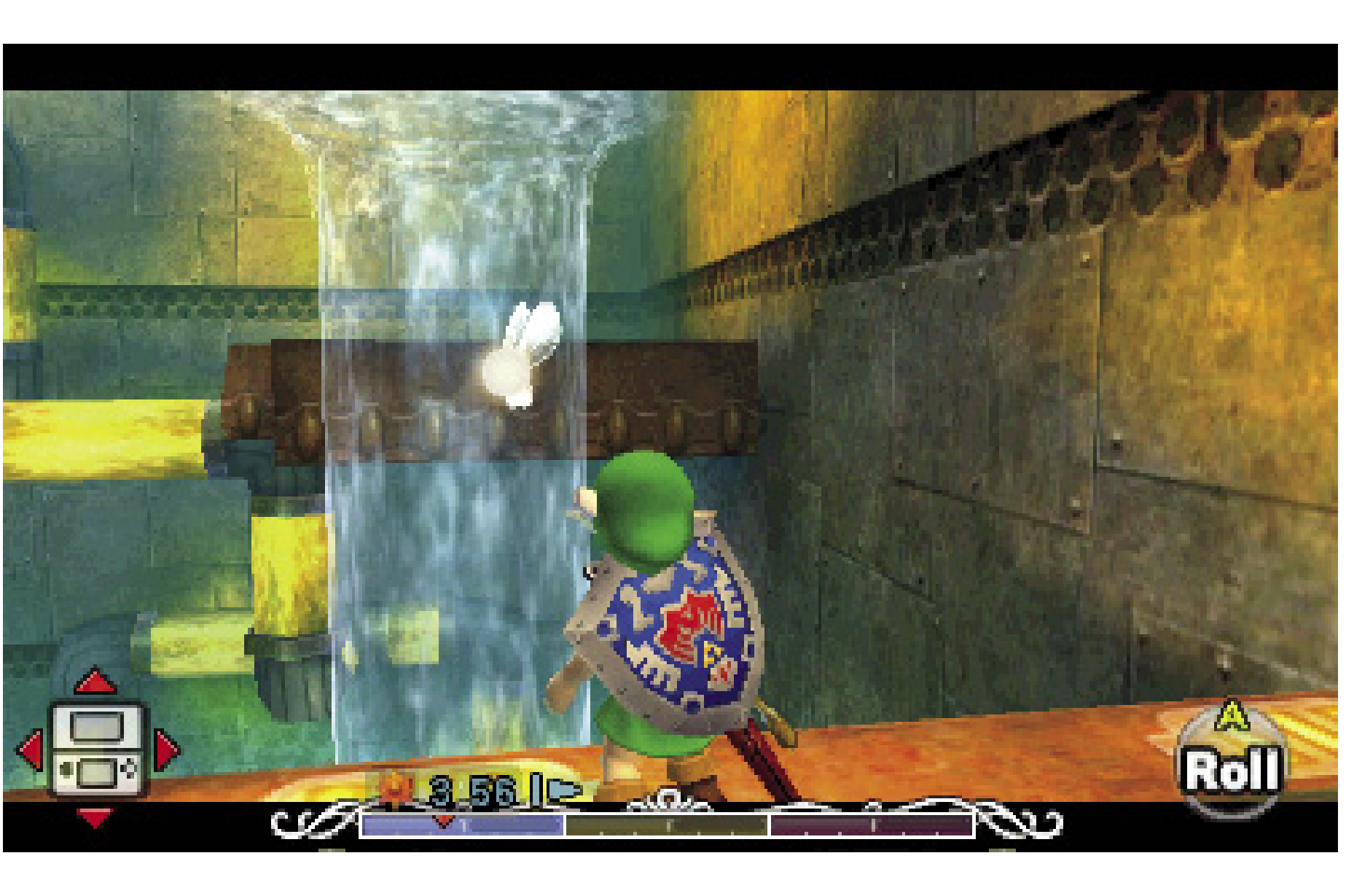
You're far more powerful than when you first fought Odolwa, so don't hold back. Put on the Deku Mask and burrow into a Deku Flower. Glide over Odolwa and drop a Deku Nut on his head to stun him, then take off the Deku Mask and punish Odolwa with Link's sword. Keep it up to quickly defeat Odolwa and purify the waters around the Southern Swamp.

Exit the temple after defeating Odolwa (sorry, Deku Princess), and soar to the Southern Swamp. The swamp waters are pure, so have no fear. Tread through the shallow water, heading through the southeast tunnel. Keep going until you locate a long, flat log that's lying in the water. A frog hops up and down on this log; talk to it with Don Gero's Mask on, and the fourth frog is added to the Mountain Village choir.

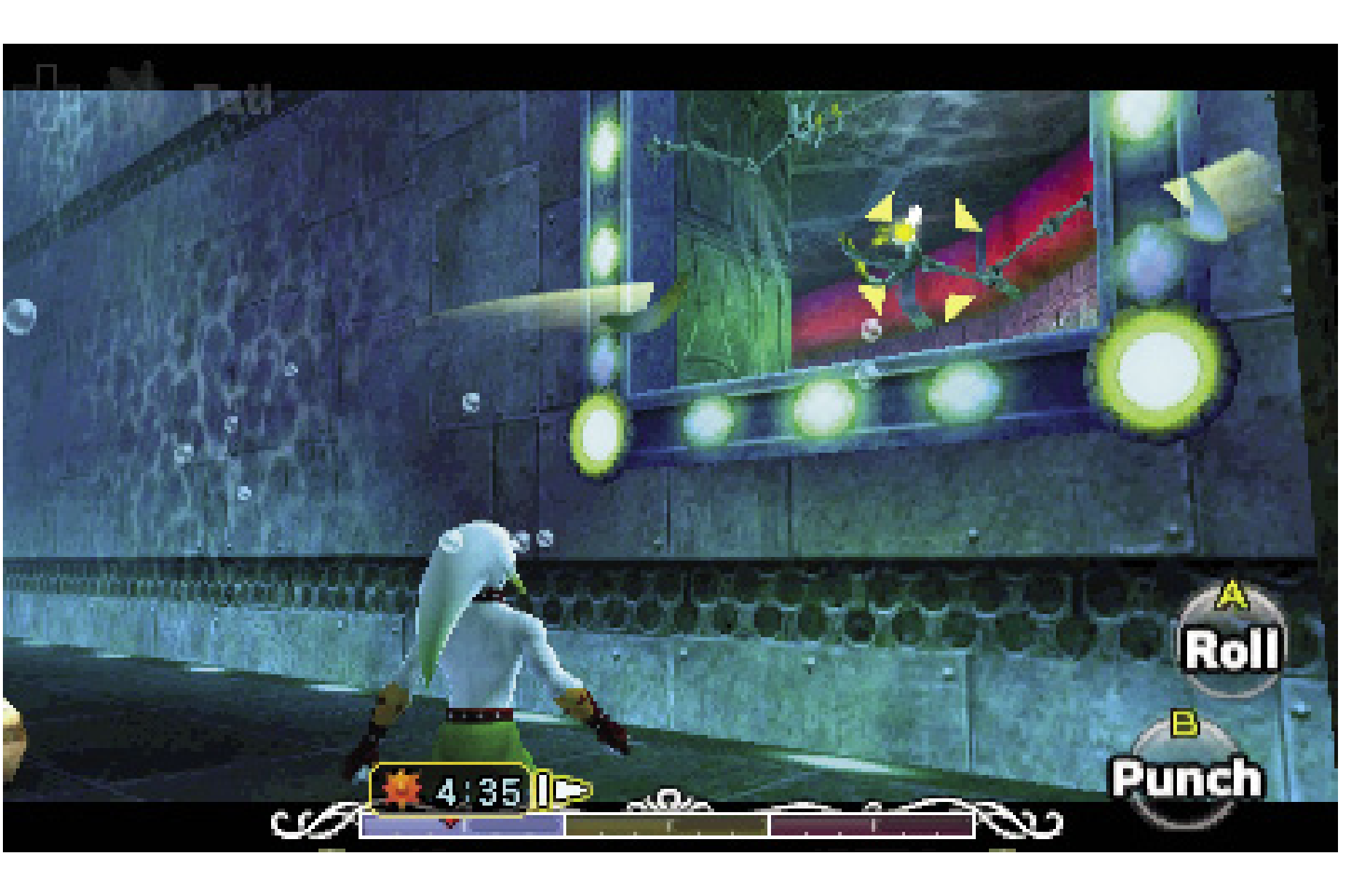
Frog #5

The final frog is found in the Great Bay Temple. Soar to Zora Cape, put on the Zora Mask, and then play the New Wave Bossa Nova song for Lulu. Hookshot one of the palm trees on the giant turtle's back after it emerges from the ocean, and then travel to the temple.

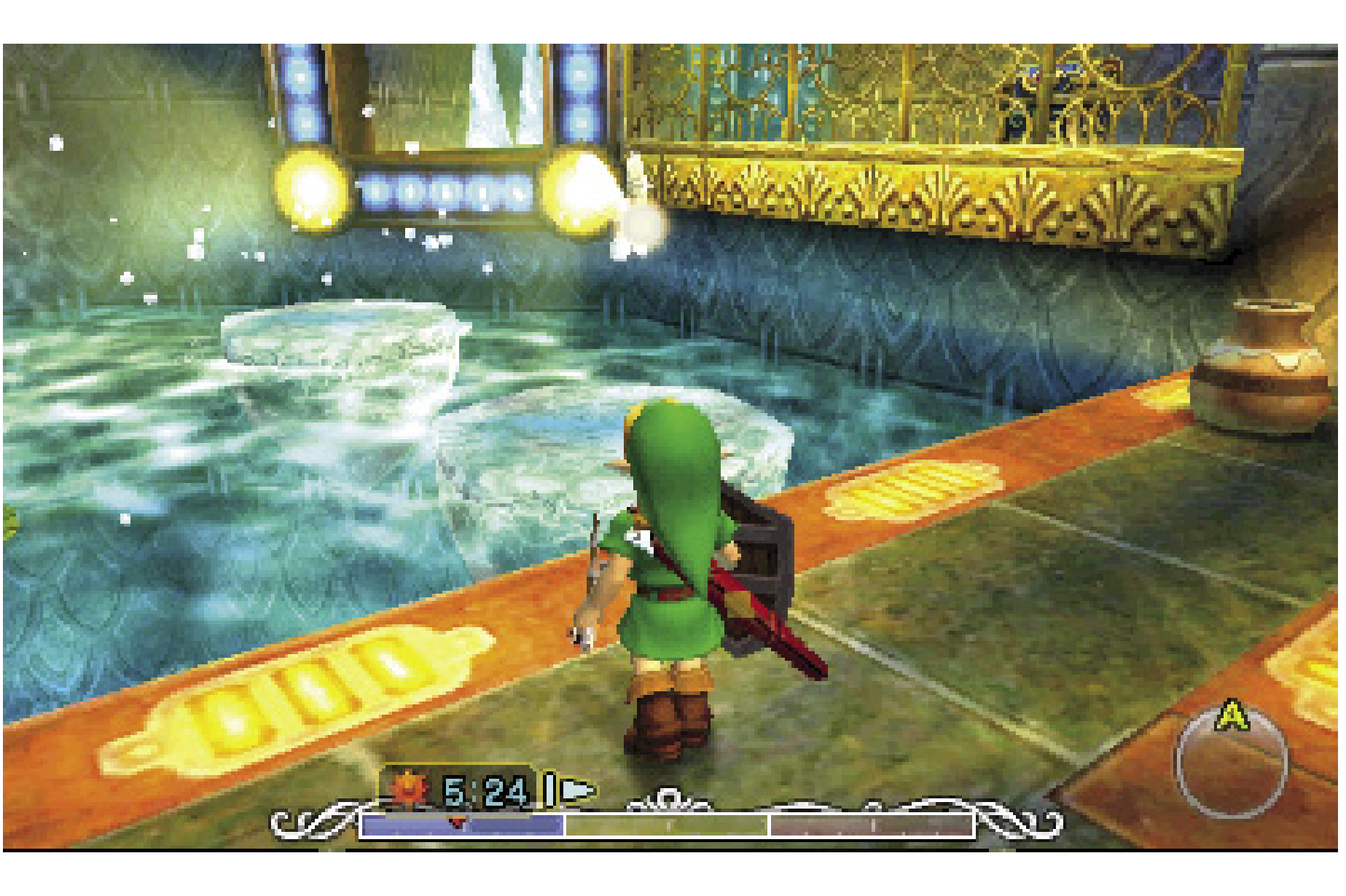
Don't skip to the boss, but enter the north door to reach the Waterwheel Room. Put on the Zora Mask, and turn the underwater spinner in the room's northeast corner to start up a water geyser. Then, use the east elevator platform to reach the high east ledge. Watch out for the two Skulltulas as you hop across the water geyser and head for the high north passage, which leads to the Main Chamber.



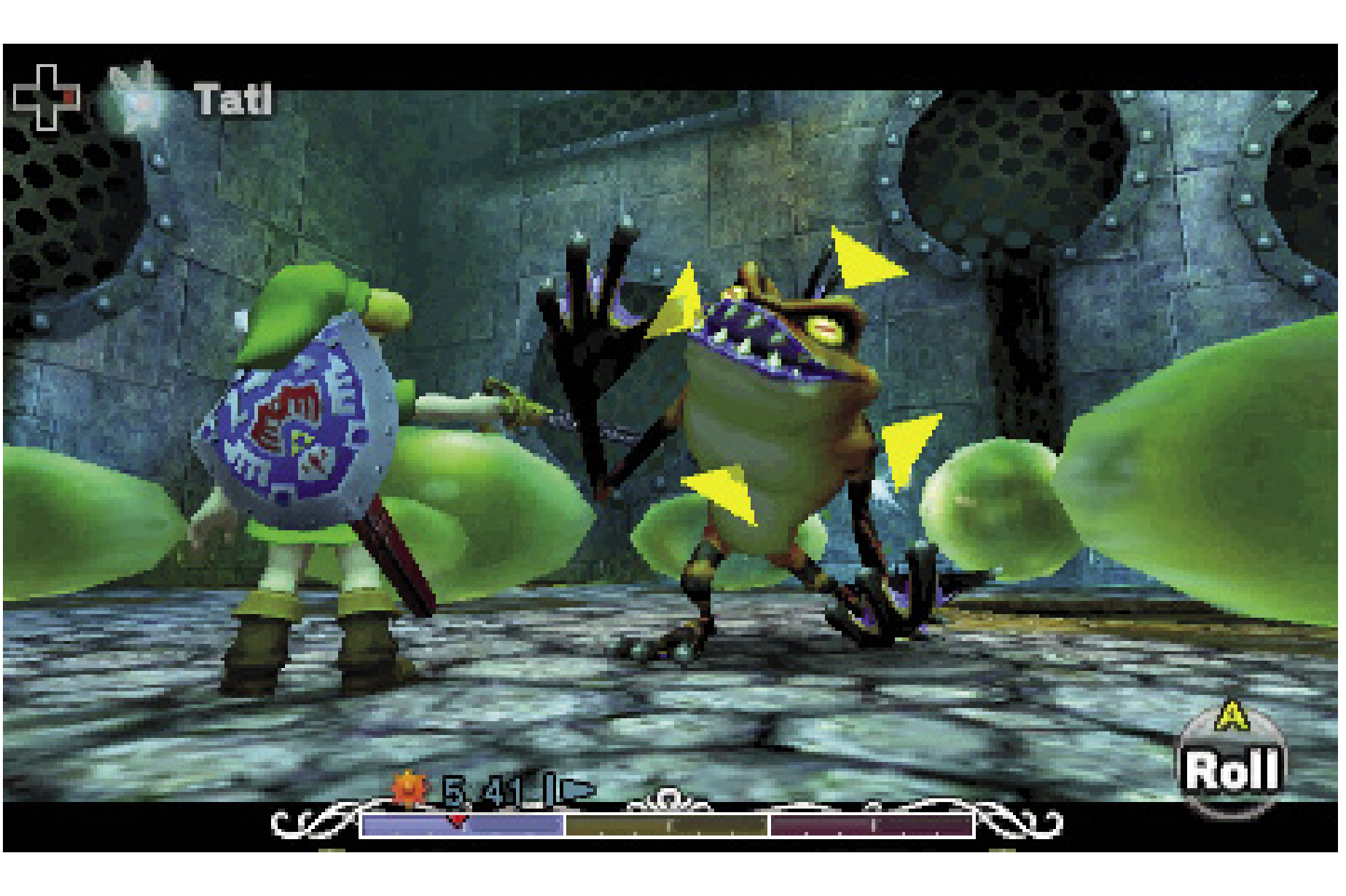
Dive into the Main Chamber's deep water pool and swim through the high southeast tunnel (the one with the red and green pipes running into it). You'll arrive in the Dungeon Map Chamber. Sink to the bottom, and throw Zora Link's fins to defeat the two Dexihands that guard the underwater tunnel. Then, swim through the tunnel to reach the Bio Deku Baba tunnel. Surface and go through the northwest door to reach the Compass Chamber.



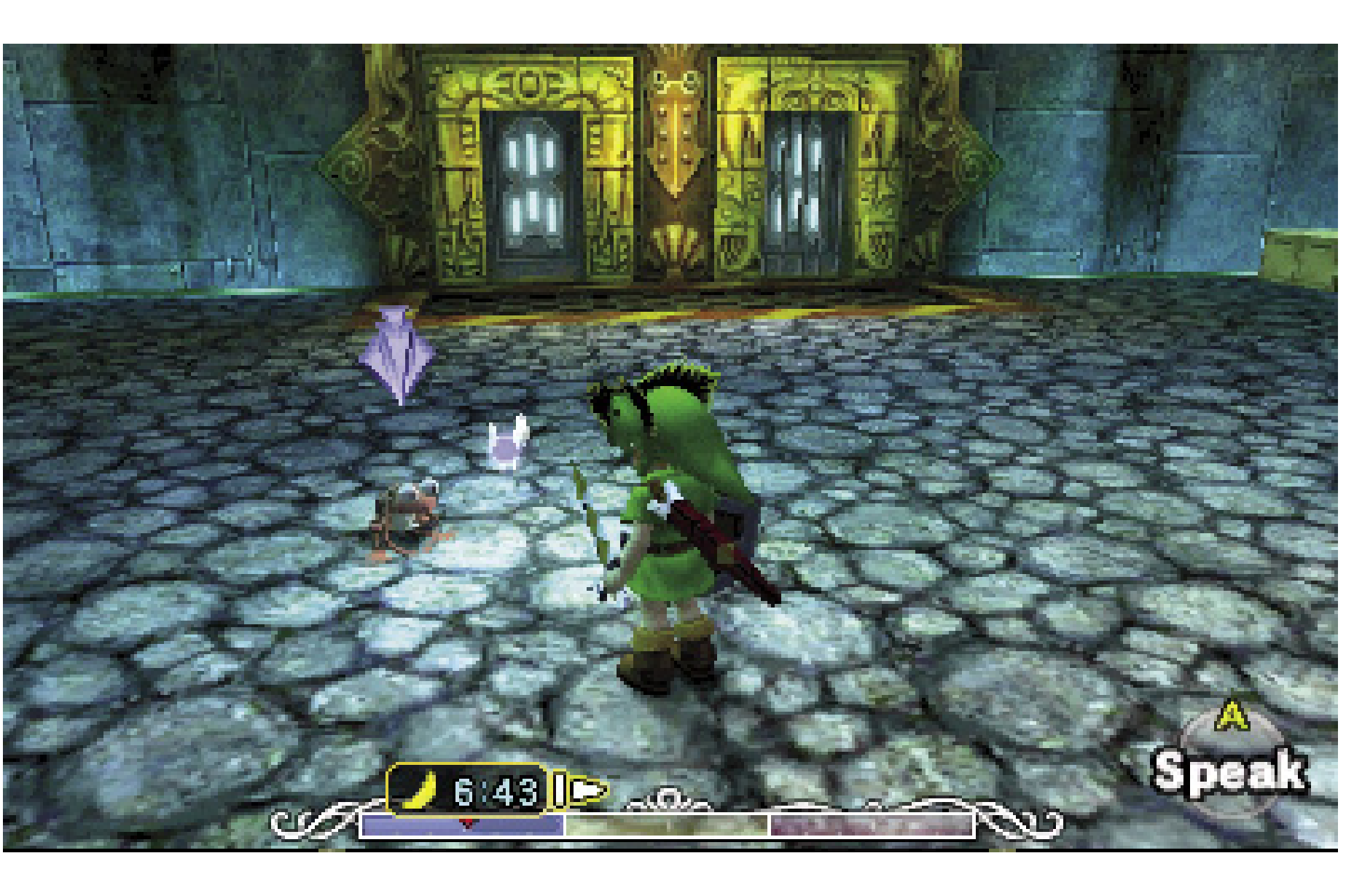
In the Compass Chamber, use Ice Arrows to create two ice platforms to the north passage with the big icicles. Hop across and smash through the icicles, then use a Fire Arrow to melt the frozen door. Go through to reach the second mini-boss battle against the Gekko.



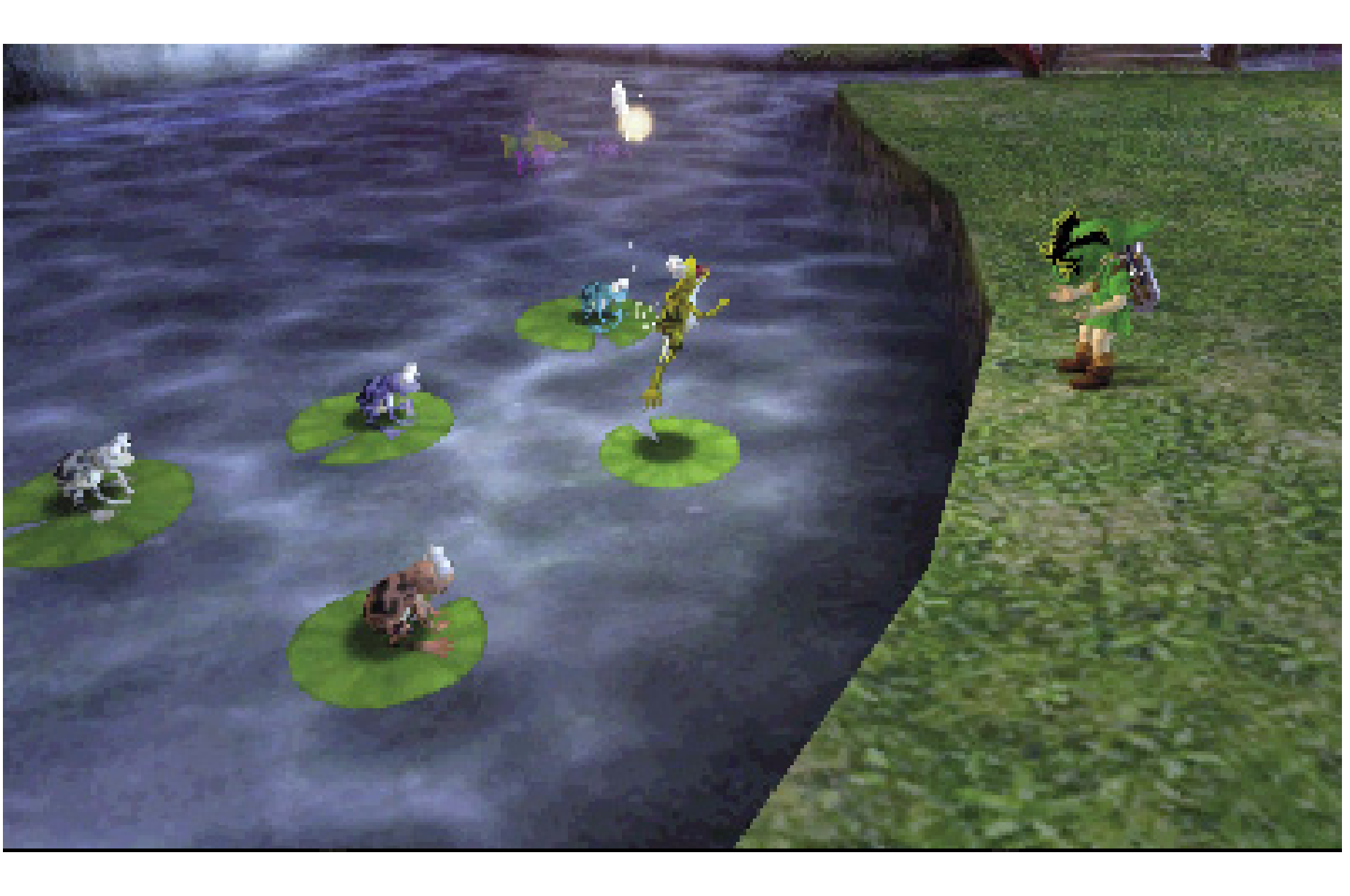
L -Target the Gekko and pull the villain close with the Hookshot, then slash it with Link's steel—or simply shoot Gekko with arrows from afar. Either way, lock on again after the Gekko flees to the ceiling, and shoot the monster with an Ice Arrow to send it crashing down. Rinse and repeat until the Gekko is a goner.



Again, the Gekko reverts to a little frog after you defeat it. Speak to the frog while wearing Don Gero's Mask to add the final frog to the Mountain Village choir. Soar back to the temple's entrance afterward, then move to one side of the giant turtle, and Hookshot one of the palm trees on its back to hitch a ride back to Zora Cape. When you arrive, play the Song of Soaring again and soar to Mountain Village.



A Lovely Choir



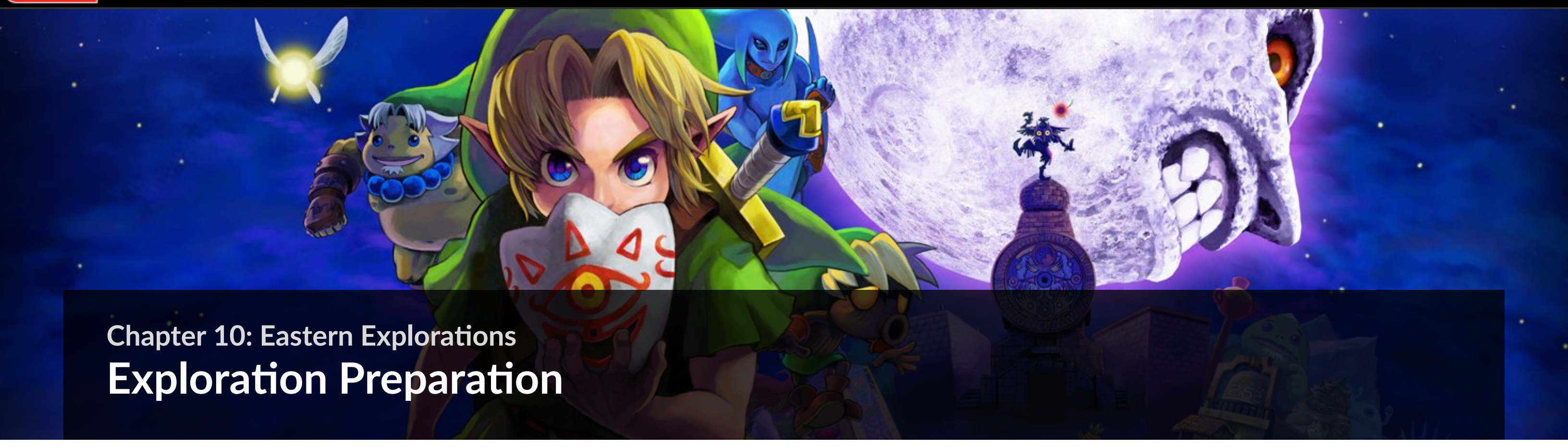
Go south from the Mountain Village owl statue to locate the five frogs you've found. They're all present and accounted for, so put on Don Gero's Mask and speak to them. Tell the frogs to sing, and they'll start croaking away. Your efforts net you a Piece of Heart.

Piece of Heart #41

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Save Your Progress

You've cleared the Great Bay Temple, restored the Great Fairy of Courage, and assembled the froggy choir. That's enough for one run, wouldn't you say? More feats await accomplishment around Termina now that you've obtained the Ice Arrow, so save your progress and reset time before resuming your adventures.



Chapter 10: Eastern Explorations

Exploration Preparation

With three of the four guardian spirits saved, Link is nearly ready to combat the treacherous Skull Kid. One last guardian has yet to be rescued, however, and it resides deep within Termina's eastern reaches. Now that our hero has found the Ice Arrow, he can accomplish several worthy ventures as he explores Termina's eastern lands.

Termina's eastern reaches beckon, but there's something worth doing before you return to Ikana territory: reclaiming the Ocean Title Deed.

Another Worthy Deed

Reclaim the Ocean Title Deed through the following familiar actions:

Return to the Dawn of the First Day, then slow down time and go to the Astral Observatory. Look through the telescope, and spy on the Skull Kid atop the Clock Tower to make the Moon's Tear fall.

Collect the Moon's Tear, and soar back to Clock Town. Give the Moon's Tear to the Business Scrub near the Clock Tower in exchange for the Town Title Deed.

Soar to the Southern Swamp, and speak to the Business Scrub near the Swamp Tourist Center as human Link. Trade your Town Title Deed for the Swamp Title Deed.

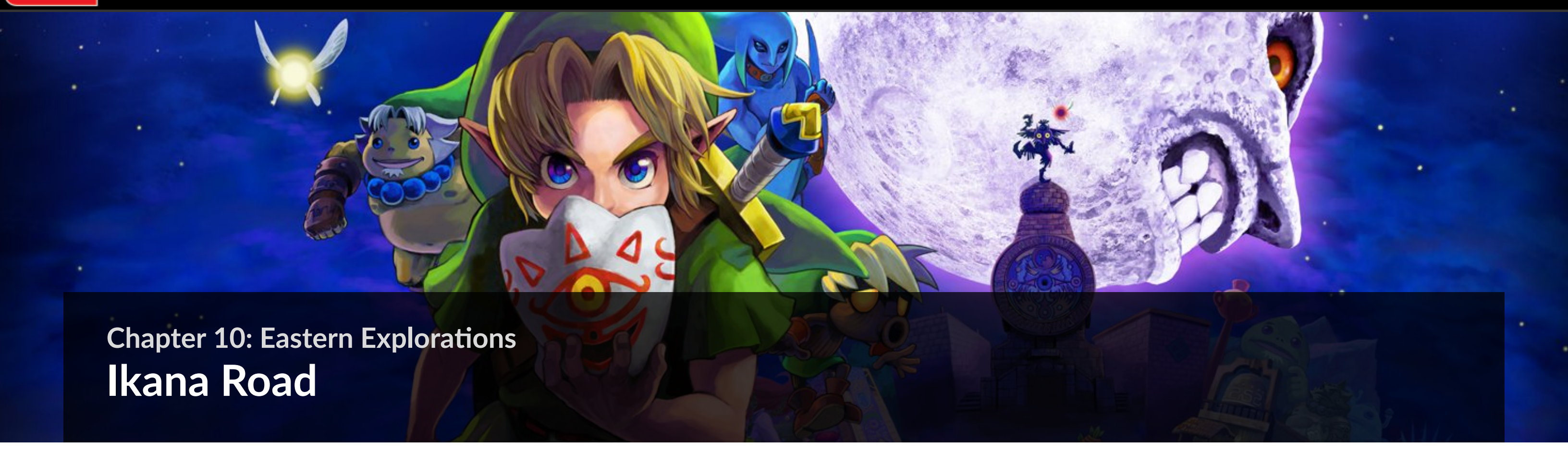
Soar to Mountain Village and travel east into Goron Village. Speak to the Business Scrub in the flower down south as Deku Link, and trade your Swamp Title Deed for the Mountain Title Deed.

Soar to the Zora Cape and enter Zora Hall. Speak to the Zora that's peeping into Lulu's dressing room as Zora Link to make him leave in shame. Enter Lulu's dressing room afterward, and speak with the Business Scrub there as Goron Link. Trade your Mountain Title Deed for the Ocean Title Deed.

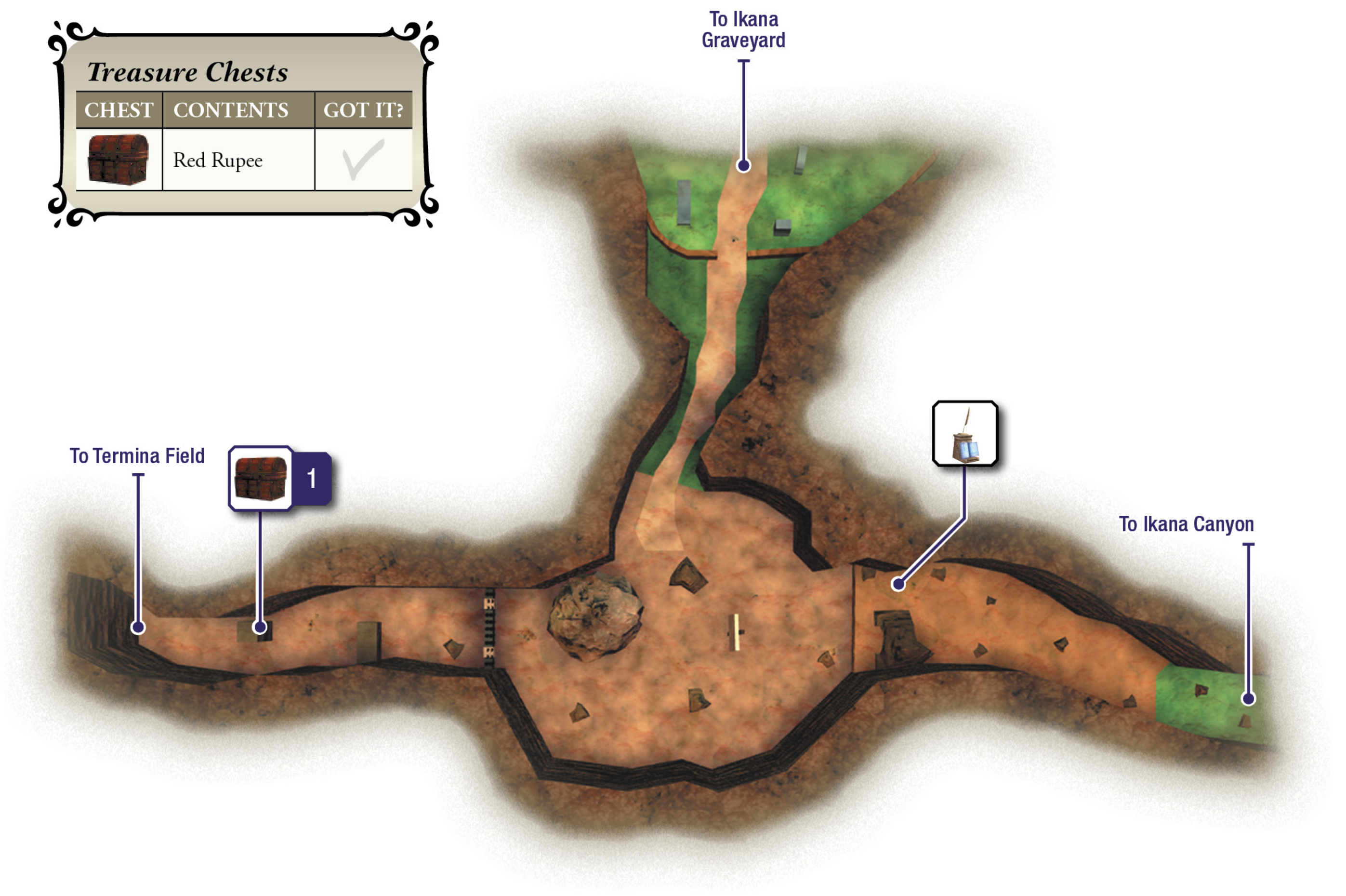
To Ikana Road!

A
Faster
B
30
8:46

With the Ocean Title Deed in your possession, soar back to Clock Town, and leave town through the east gate. Play Epona's Song to call for Link's trusty steed, and then ride east into Ikana Road.



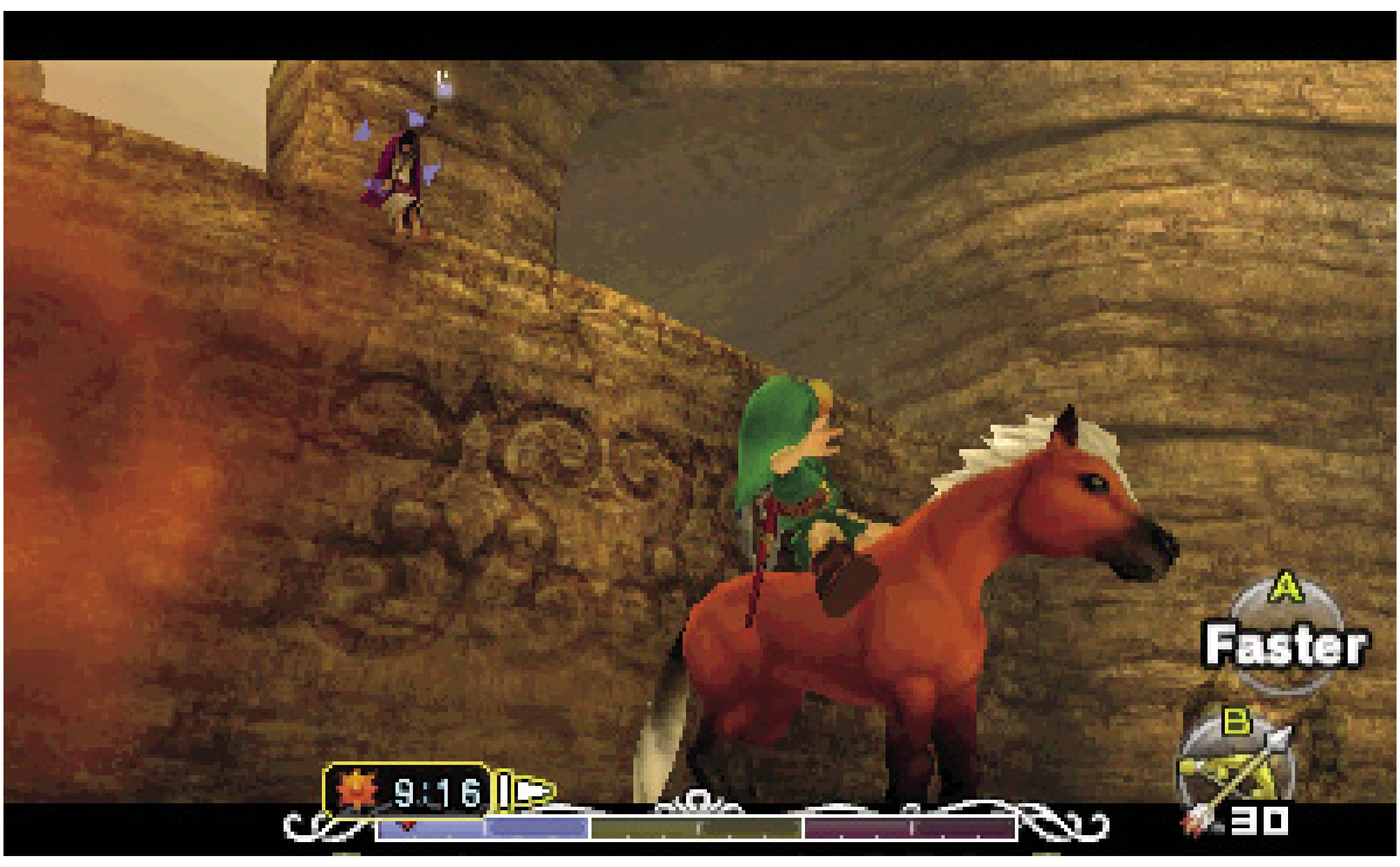
Ikana Road



Treasure Chests

CHEST	CONTENTS	GOT IT?
	Red Rupee	✓

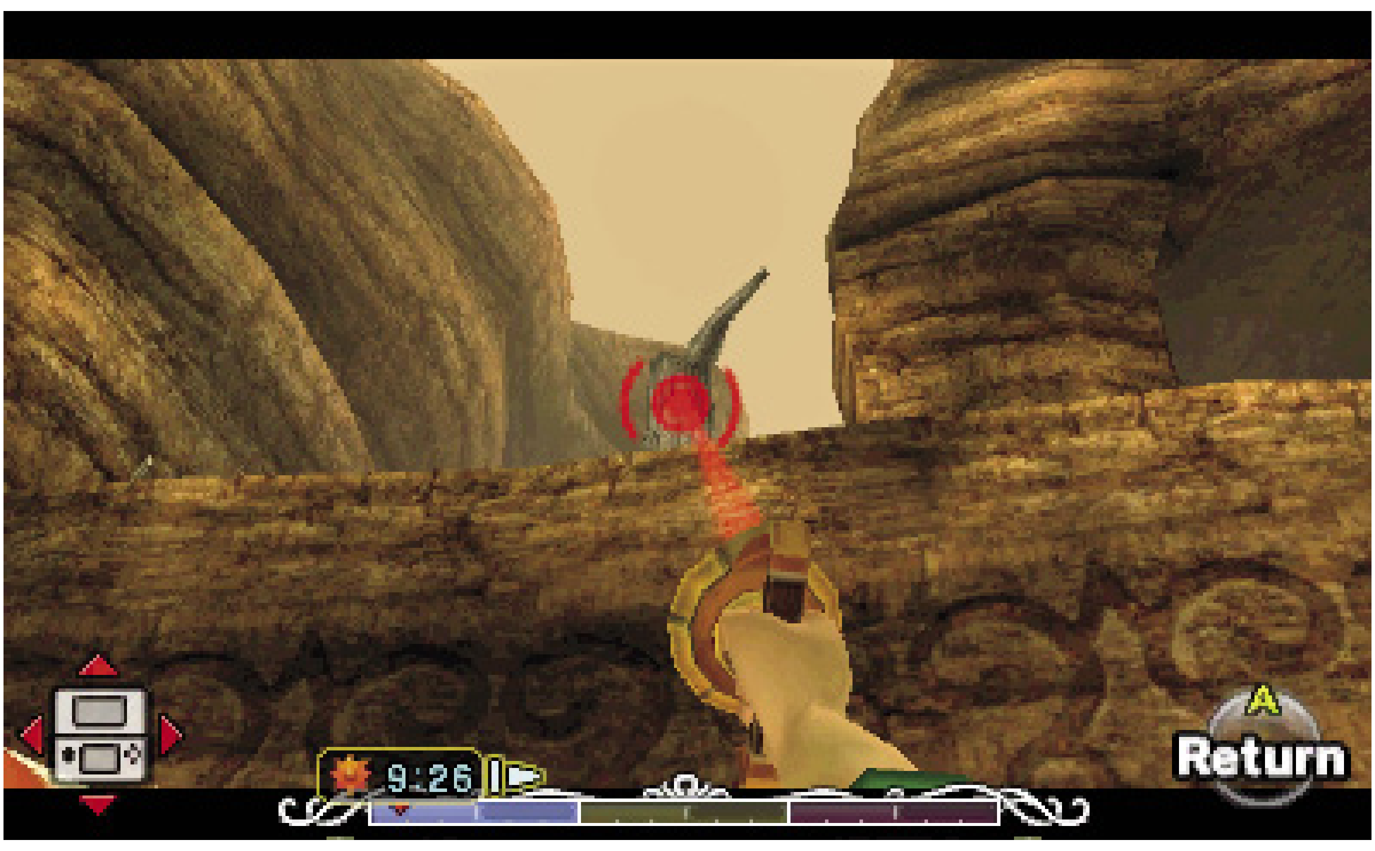
Exploring Eastward



Hop Ikana Road's two fences with the help of Epona. When you reach the high east wall, put on the Garo's Mask, and speak to the stranger who sits atop the cliff. (You obtained the Garo's Mask earlier in the adventure by beating the Gorman Brothers in a horse race around the Gorman Track near Milk Road.)

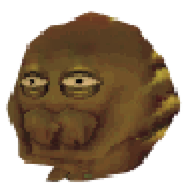
The stranger likes your mask and tells you a little about its history, which is rooted in this ancient land. The stranger then vanishes, leaving behind a small, bare tree.

Hookshot the tree to zip up to the cliff, then continue journeying east to reach Ikana Canyon. Beware the rolling boulders and Nejirons that pop up from the path as you go. (The Stone Mask helps you avoid the Nejirons.)

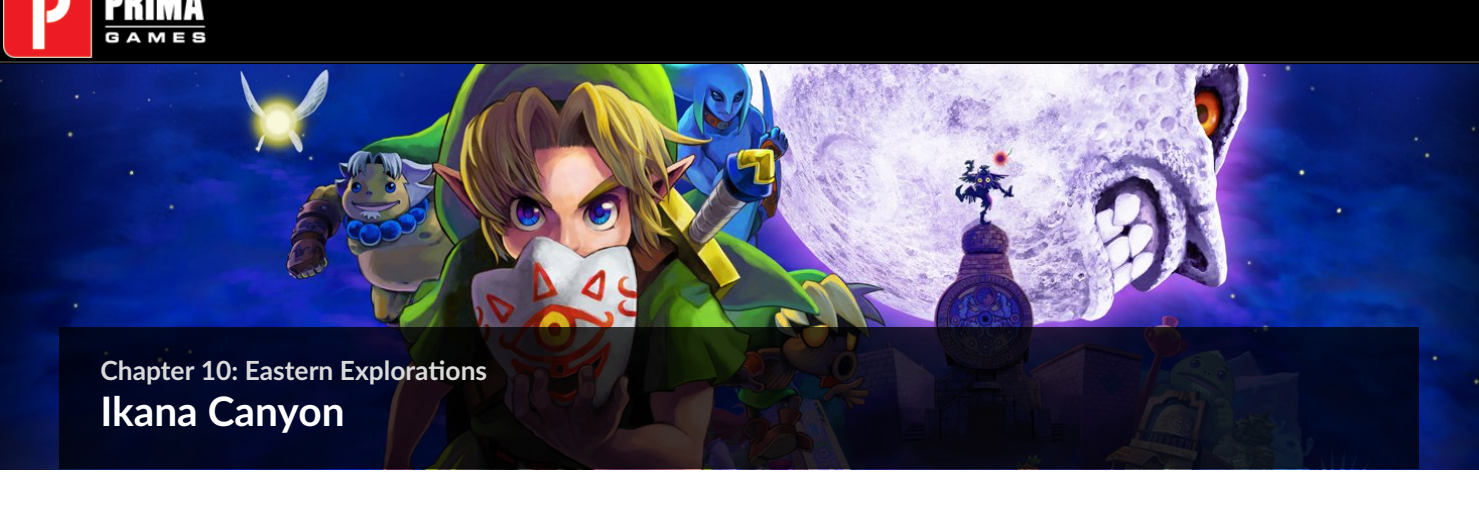


Nejiron

Damage: 1/4 Heart

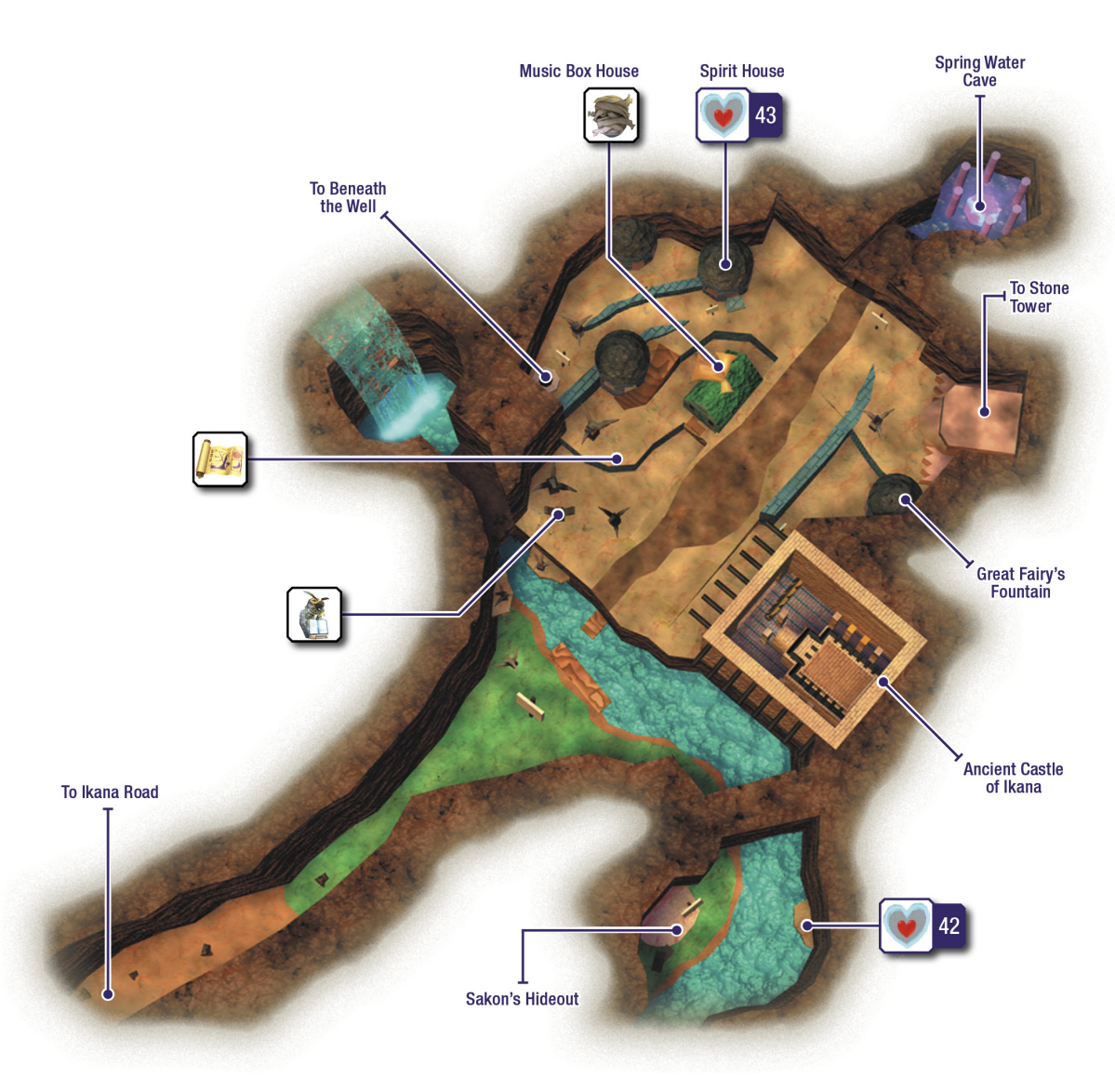


Beware these rolling foes! Though easily defeated, Nejirons give off a big blast when beaten, harming Link if he's too close. The Hookshot can set off Nejirons from a safe distance, but they're best left alone unless you're in need of bombs, which these volatile villains commonly drop.

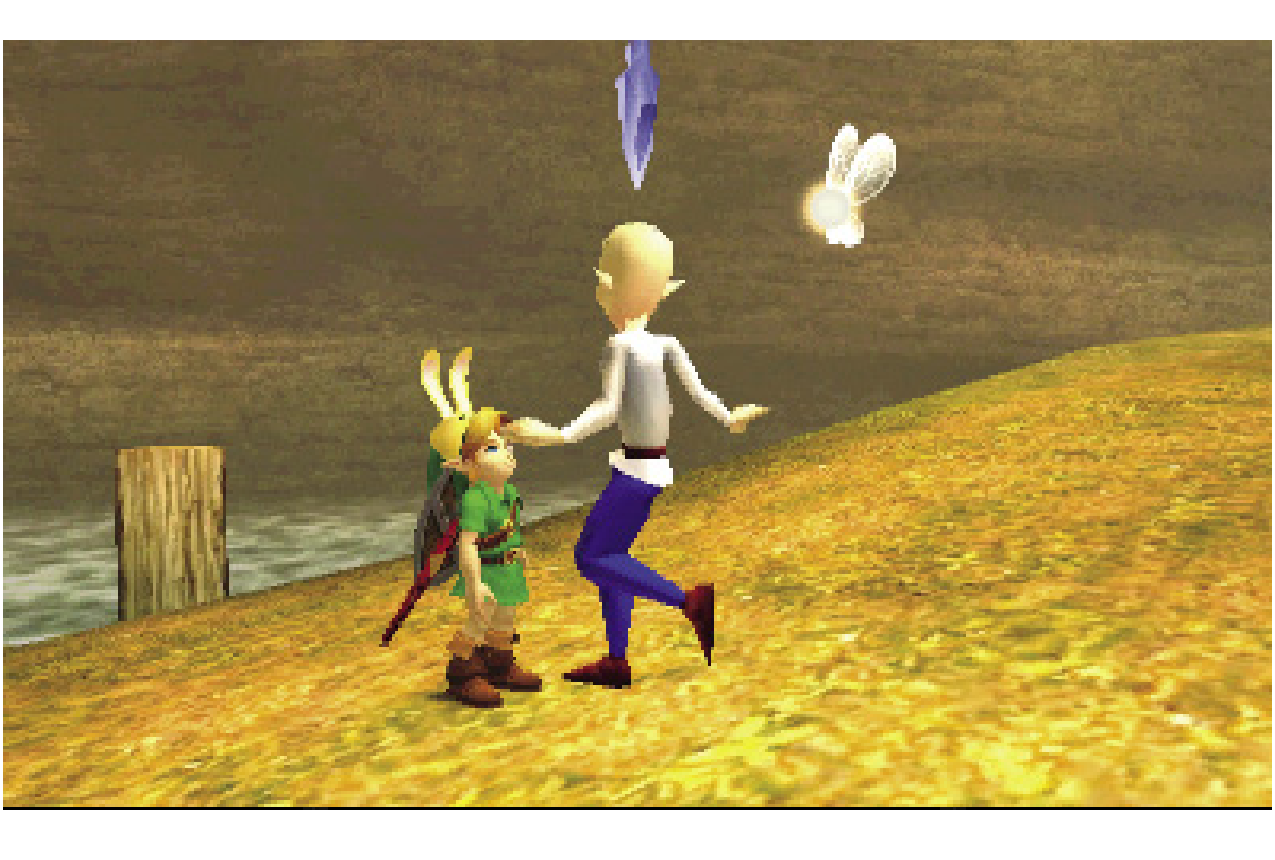


Chapter 10: Eastern Explorations

Ikana Canyon



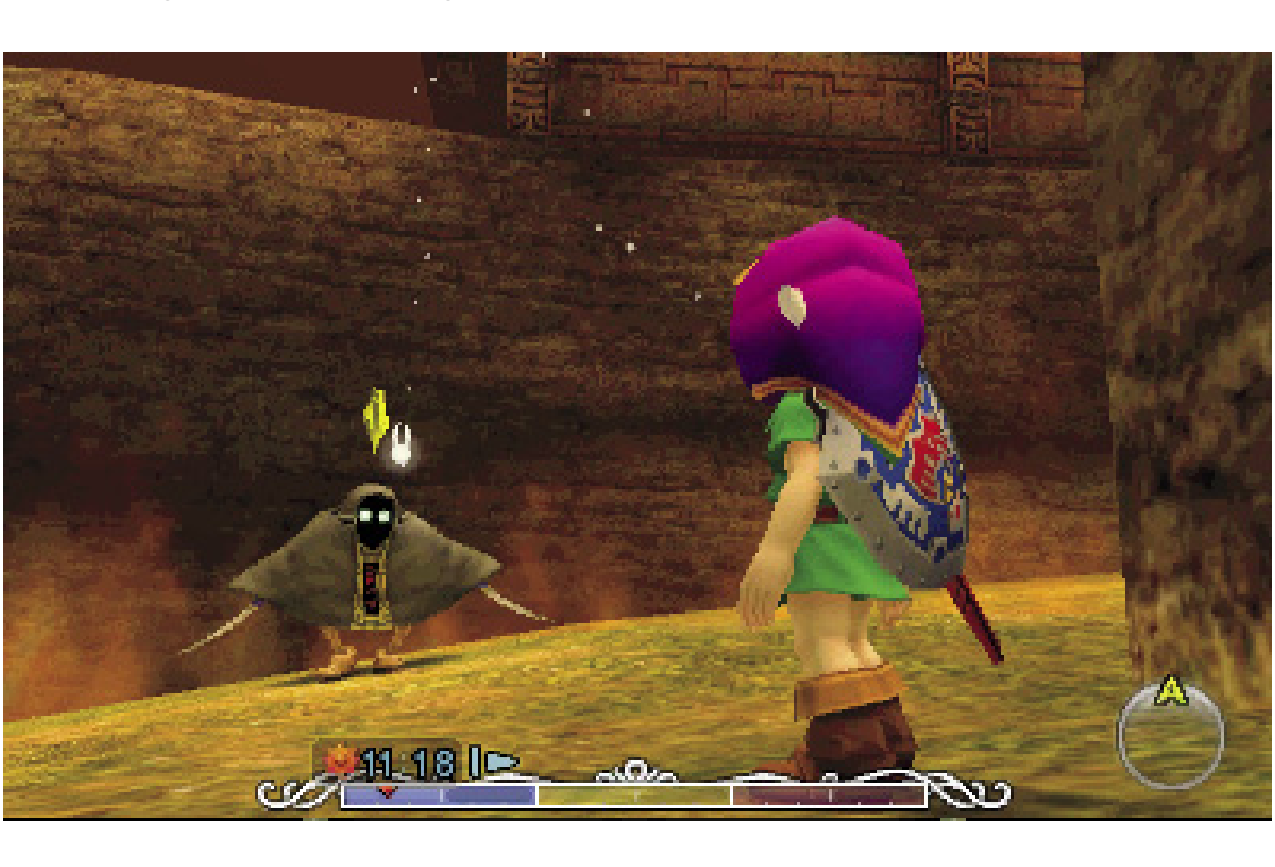
Ghosts in the Canyon



A familiar hoodlum runs around near Ikana Canyon's river. It's the despicable thief from Clock Town. Speak with the thief to learn that frightening ghosts have been appearing in swarms across the river, in Ikana Village. The thief suspects that they're the ghosts of Ikana's Royal Family.

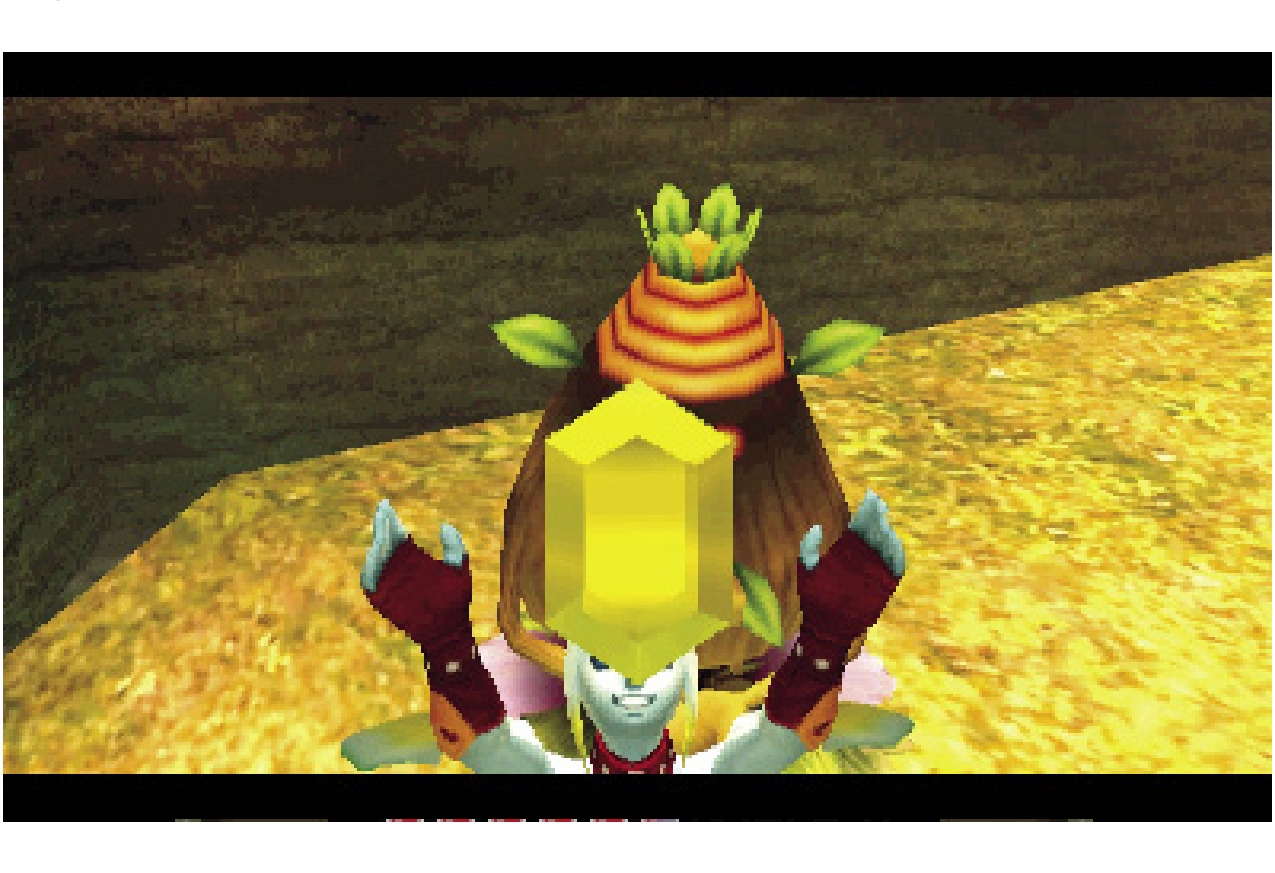
> **Save Your Sword**
>
> The thief really likes your sword and asks if he can see it for a second. Don't hand it over—you should know by now that you can't trust this unscrupulous huckster.

At various spots around the area, Tatl calls out to you, saying that she has a strange feeling. Put on the Garo's Mask, and you'll summon a Garo spirit. Block the Garo's attack, and then counter with your sword after it falls. Beaten, the Garo gives you some advice pertaining to the land you're exploring.

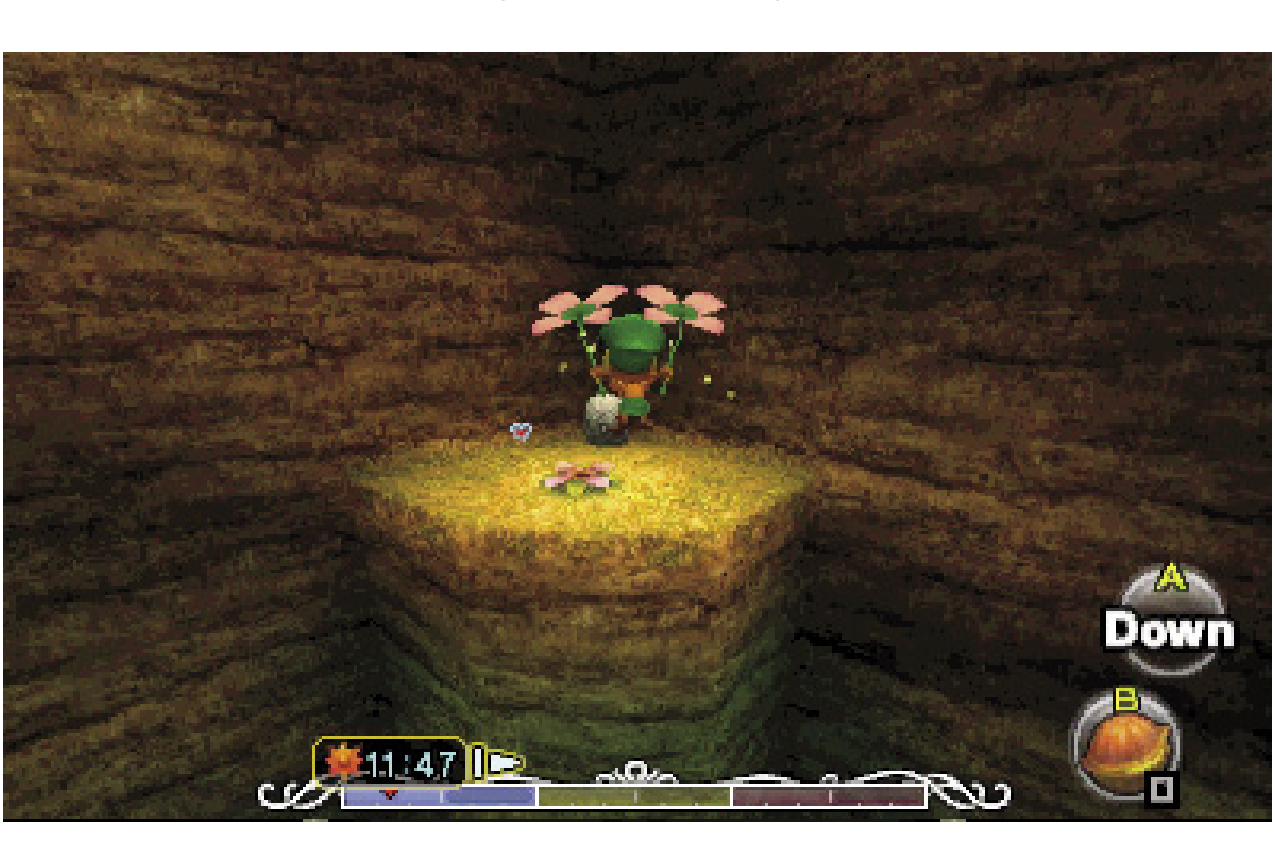


Scrub Salesman

After speaking with the thief, journey along the river's edge, and pass through a cave to locate a Business Scrub. He's selling Blue Potions for 100 Rupees, but if you speak to the Scrub as Zora Link, he'll tell you that he'd rather be doing business somewhere close to the sea breeze and waves. Give the Scrub your Ocean Title Deed, and he'll hand you a Huge Rupee before taking off for the coast.

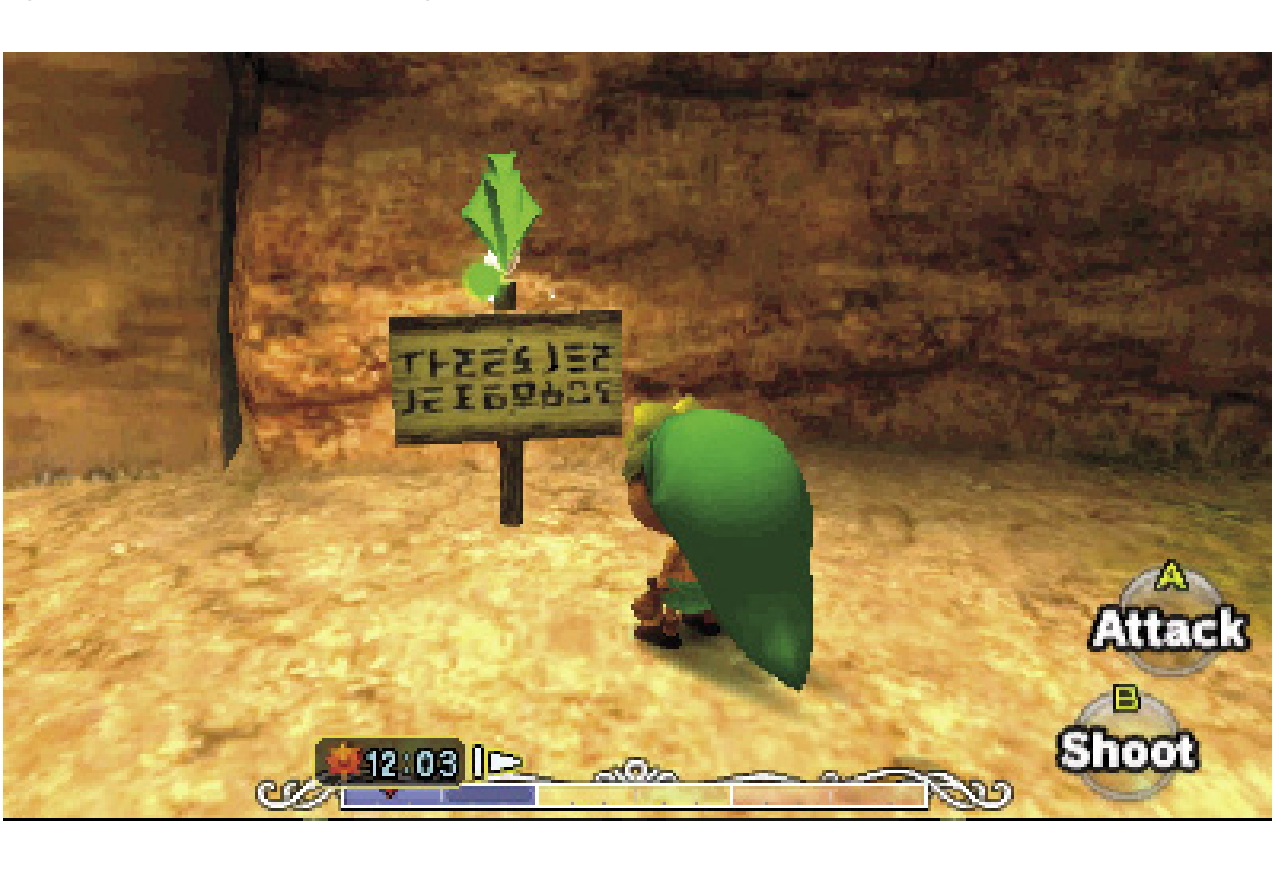


The Huge Rupee is nice, but something even better is now within your reach. Put on the Deku Mask and burrow into the Scrub's former Deku Flower, then launch out and glide over to the nearby ledge. Hey, there's a Piece of Heart over there!



Piece of Heart #42

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

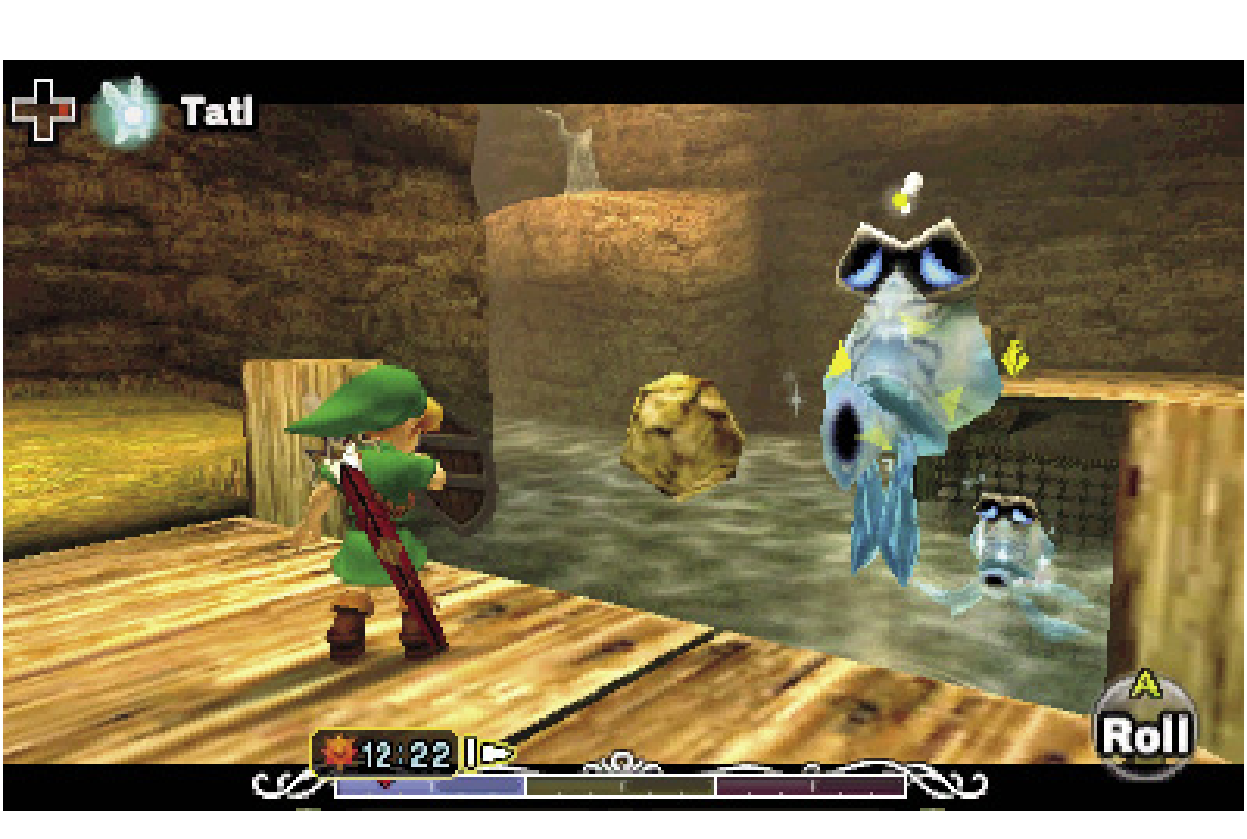


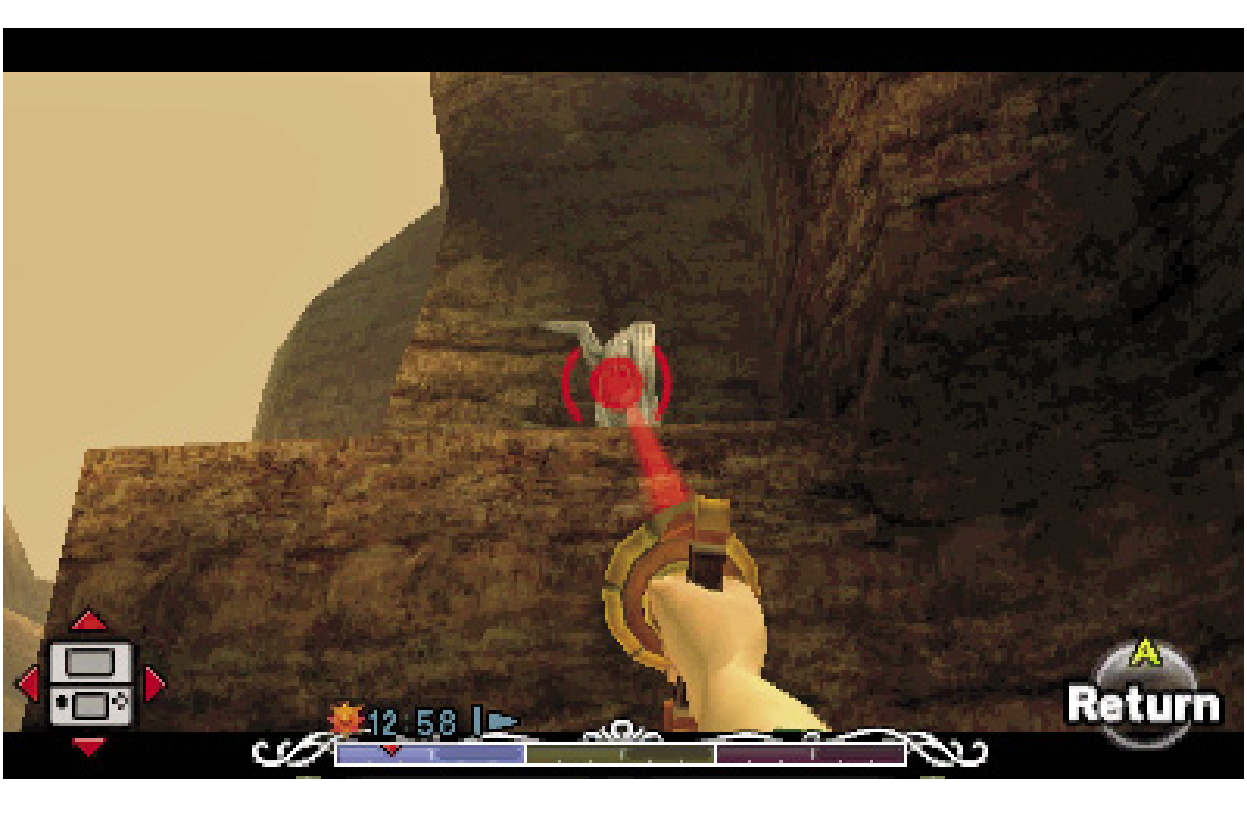
Glide back across the river, and inspect the nearby sign to learn that a place called Sakon's Hideout is nearby. You can't enter Sakon's Hideout at the moment, so simply backtrack along the river's edge, returning to the dock near the thief.

Crossing the River

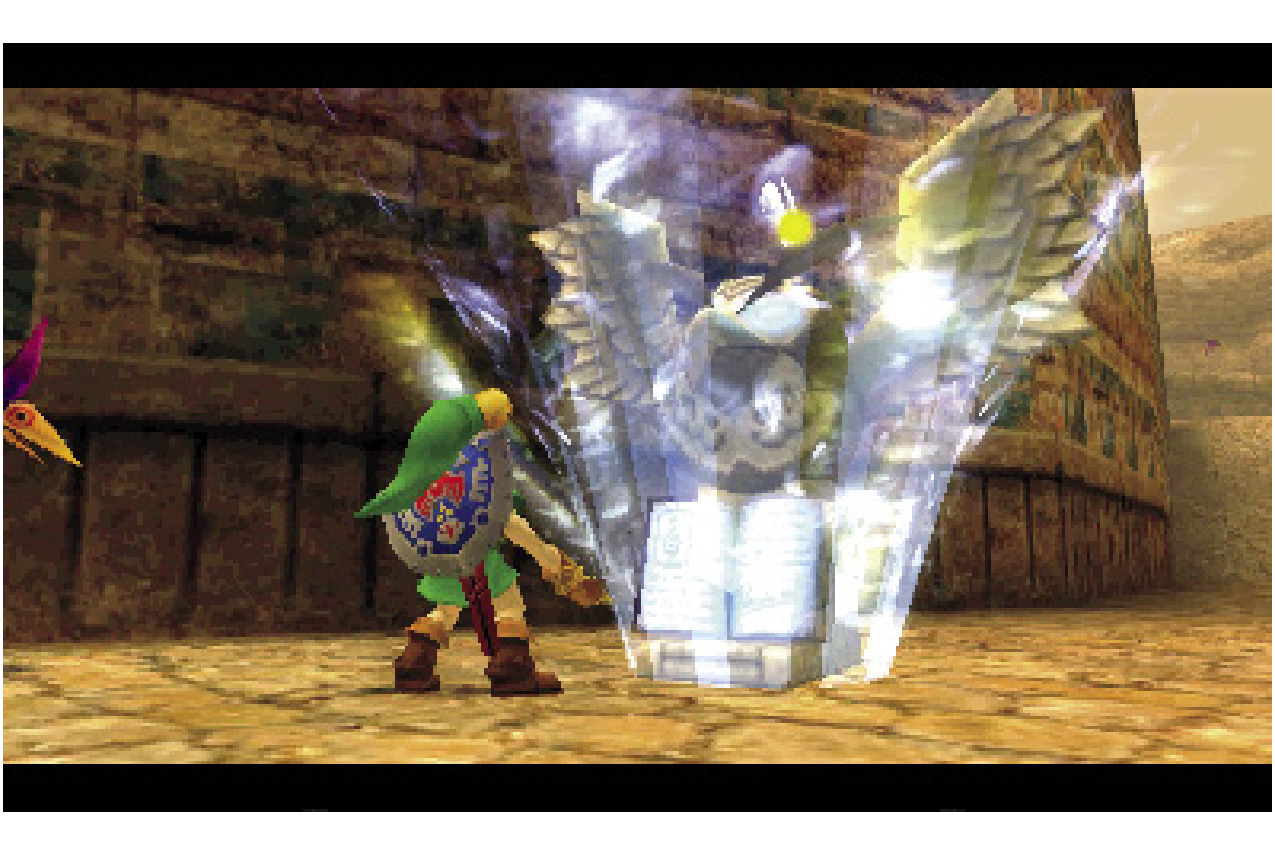
Two Octoroks hop up from the water near the dock. Lock on, and use Ice Arrows to turn them both into floating ice cubes. Then, leap across the two frozen Octoroks to reach the far dock.

When you reach the far dock, look to your left and spot a ledge with a small, bare tree. Hookshot the tree to zip over to the ledge, then turn and Hookshot the next tree to the left of you. Turn around and Hookshot a third tree behind you, which grows from the top of the cliff.



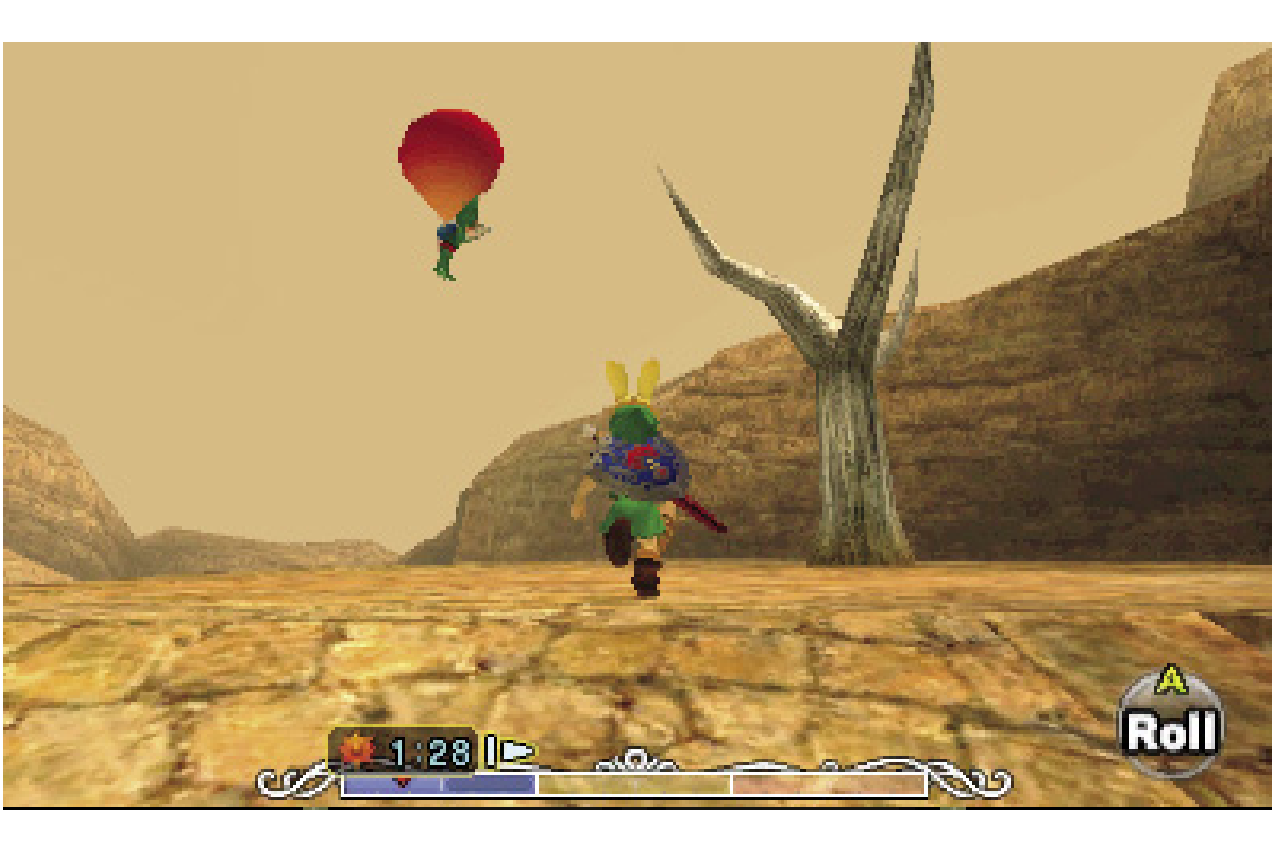


Ikana Canyon Owl Statue



An owl statue awaits you atop the cliff. Activate it to unlock a new Song of Soaring warp point. Now you'll never need to deal with those pesky Octoroks again.

Mapping the Canyon

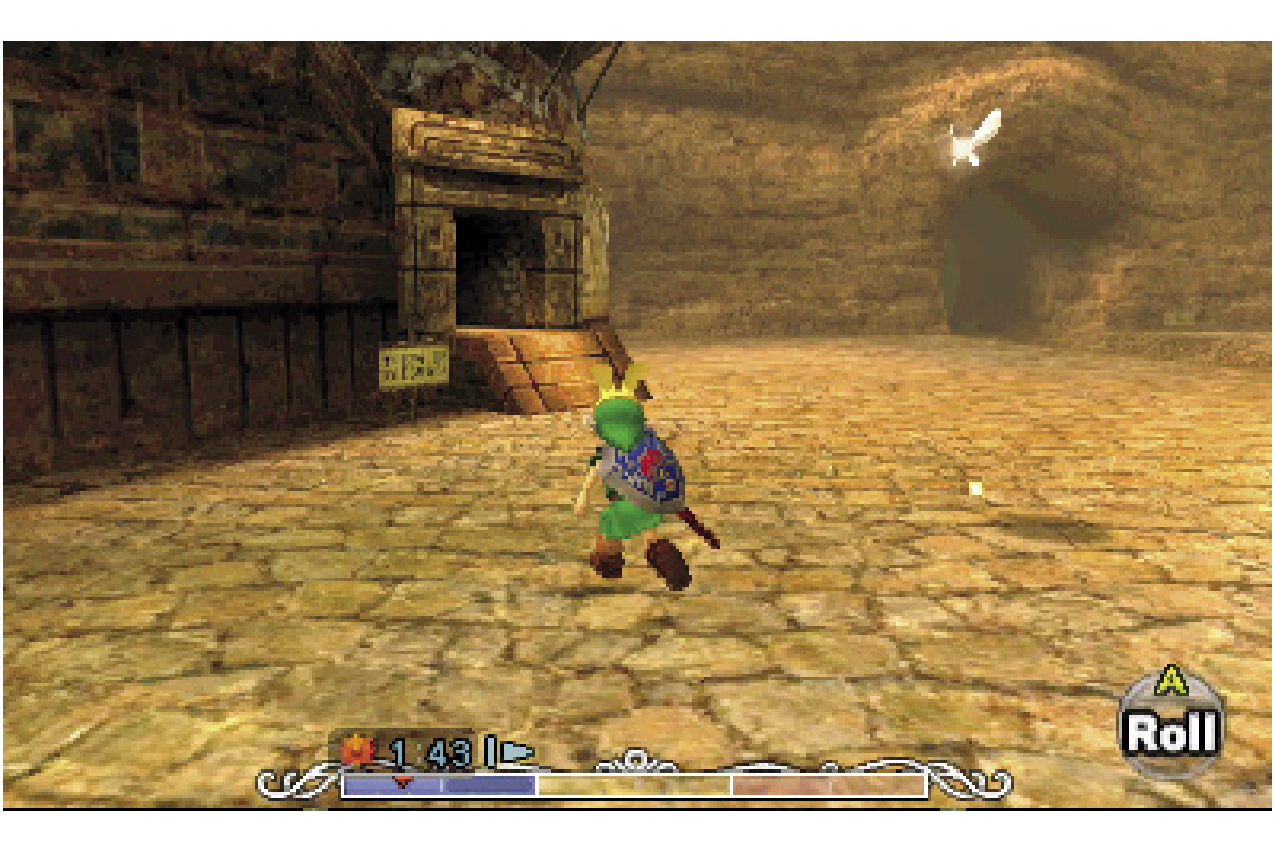


After activating the owl statue, look up and spy Tingle floating high above you on his red balloon. Go up the nearby slope and make a u-turn, scaling a higher slope as you double-back toward Tingle. Pop his balloon with an arrow or the Hookshot, then purchase his Stone Tower map for 20 Rupees.

Stone Tower Map

You got a map of Stone Tower! Now you can find your way around the canyon. The red arrow on the map shows where you entered, and the yellow arrow shows your current location.

Spirit House Haunts



Now that you've got a map, you can start using proper directions. Remain on the high ground (don't go down the slope), and head north to find a building with an open door. The sign out front reads "Spirit House." Sounds spooky! Why not head inside?

Gibdo

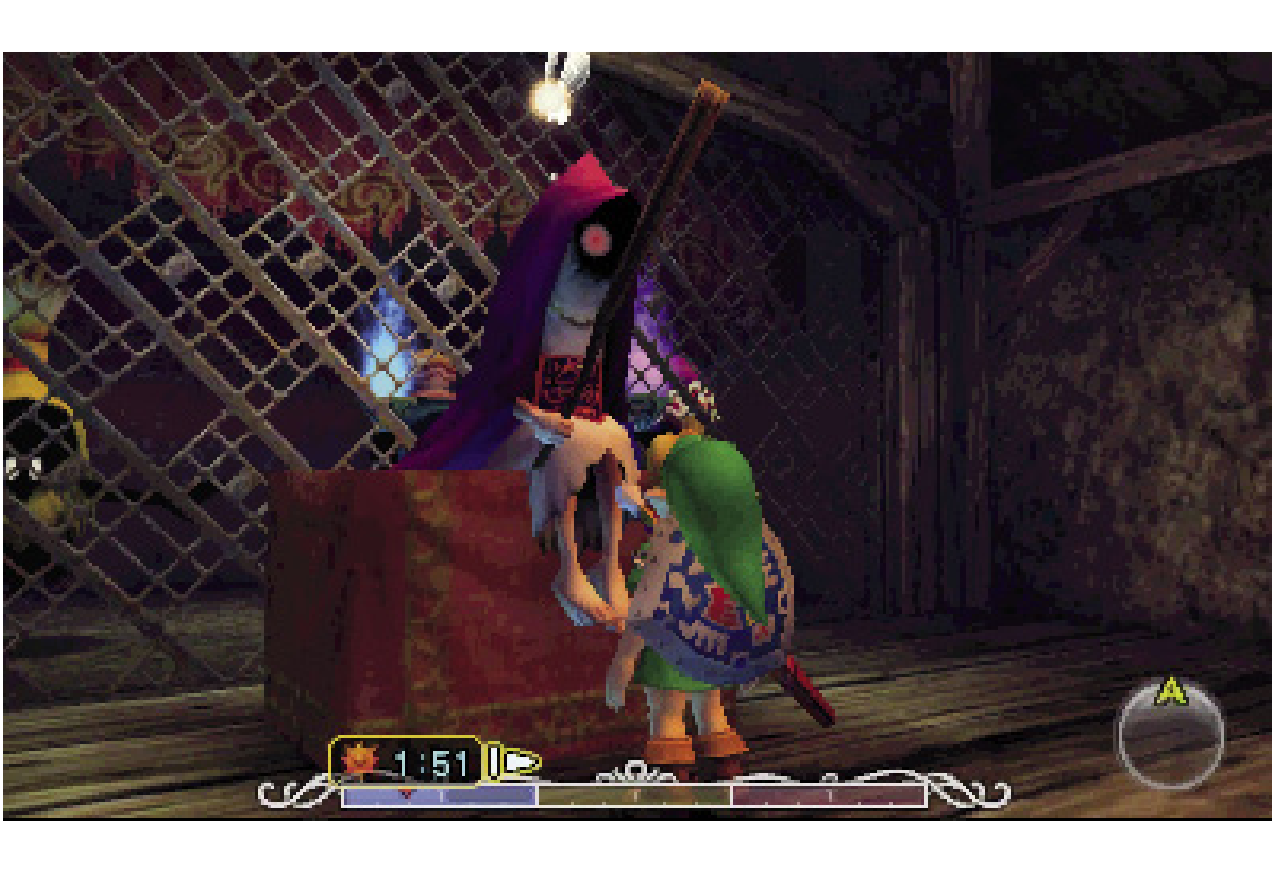
Damage: Varies

These mummy-like monsters move very slowly until they manage to freeze Link with their terrifying gaze. Once Link has been frozen in fear, a Gibdo quickly leaps onto his back, biting him for damage. Mash buttons to break free of a Gibdo's grasp, and use arrows or bombs to defeat Gibdos from a safe range. (Don't use the Hookshot, or you'll be pulled toward these heavy foes!) The Stone Mask is not effective at fooling Gibdos. If you set a Gibdo ablaze with a Fire Arrow, its cloth wrapping burns away, changing the Gibdo into a similar enemy called a ReDead.

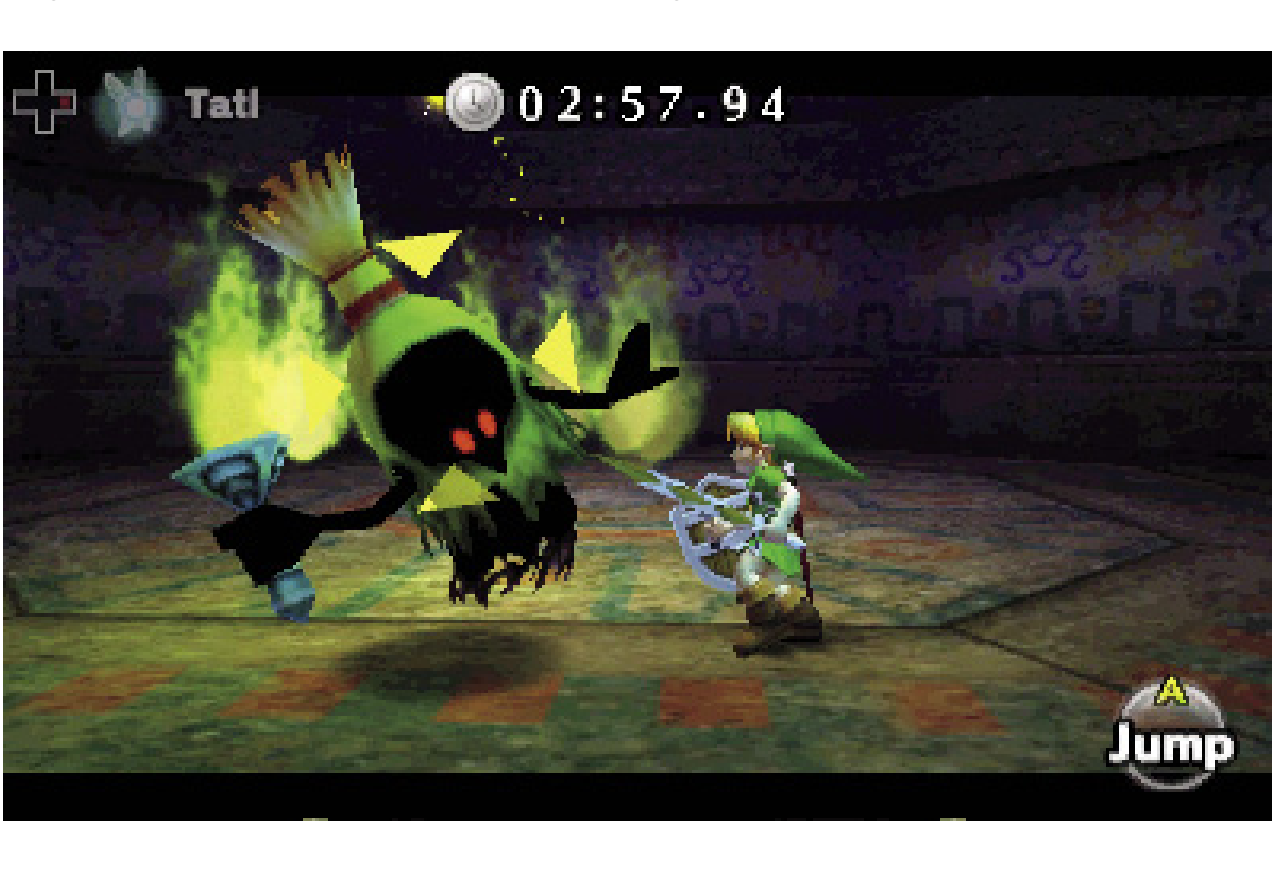
ReDead

Damage: Varies

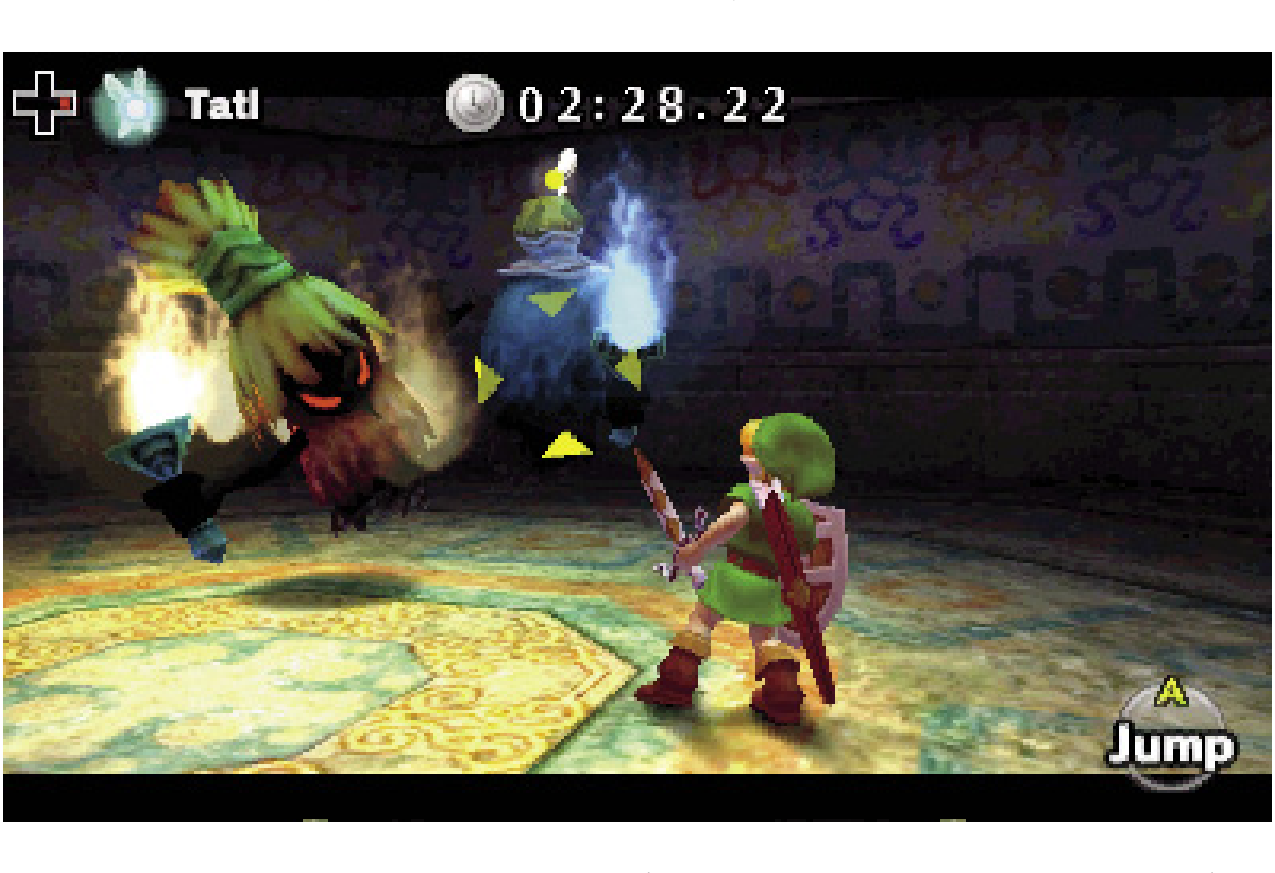
Burn away a Gibdo's bandages with a Fire Arrow, and you'll transform the sluggish mummy into a zombie-like ReDead. A ReDead is exactly the same as a Gibdo, only more frightening to behold. It paralyzes Link with its terrifying glare if he gets too close, then it leaps onto Link's back and bites him for damage. Mash buttons to break free of a ReDead's clutches, then use ranged weapons, such as bombs or arrows, to slay them from range. Avoid using the Hookshot against ReDeads, which draws you toward them. The Stone Mask won't fool these keen-eyed monsters.



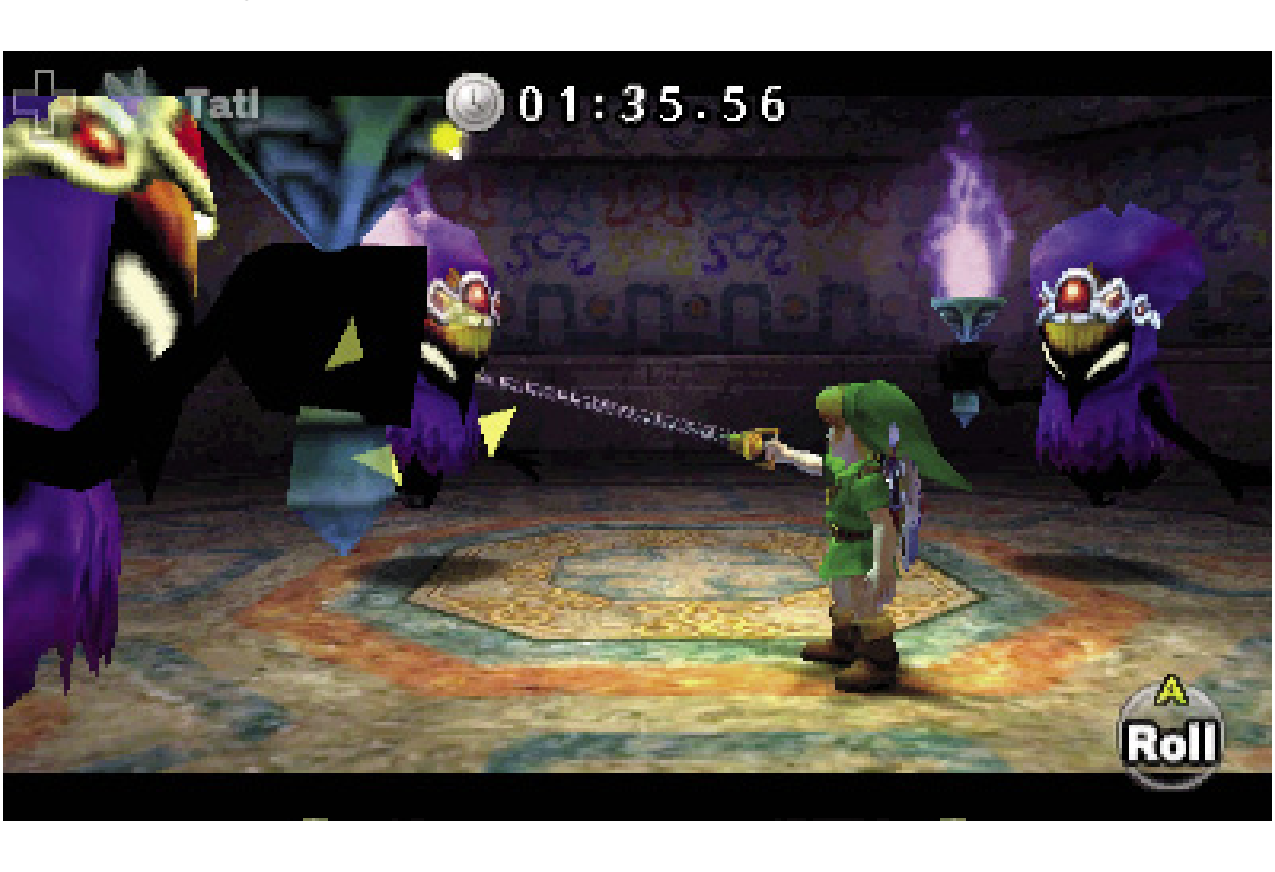
The Spirit House is the site of a challenging mini-game. Speak to the Garo that runs the game, and pay 30 Rupees to try it. The Garo challenges you to defeat four wicked Poe Sisters within three minutes. The game ends if time runs out or if your life energy drops below three Hearts, so keep an eye on Link's life energy



The first round features one Poe Sister. She starts spinning and then flies toward you in an effort to ram you, an attack that can be blocked. Lock on, keep your distance, and strike the Poe Sister with Link's sword each time she stops spinning. (She's invincible while spinning and can't be harmed while invisible.) Hit the Poe Sister twice with Link's sword to defeat her. (You can also use arrows or the Hookshot, but that takes three hits instead of two.)



The second round pits you against two Poe Sisters at once. They're just like the first Poe Sister, so use the same tactics. It's easy to lose time battling these two if you aren't careful, so stay alert, and try to hit each Poe Sister at every opportunity.



The third and final round features one big, bad Poe Sister. She mixes you up by summoning clones that surround you. Only one of the clones is the real Poe Sister—the one that spins in place when the clones first appear. You can't reach this Poe Sister with your sword, so lock on to the real one, and use arrows or the Hookshot to damage her.

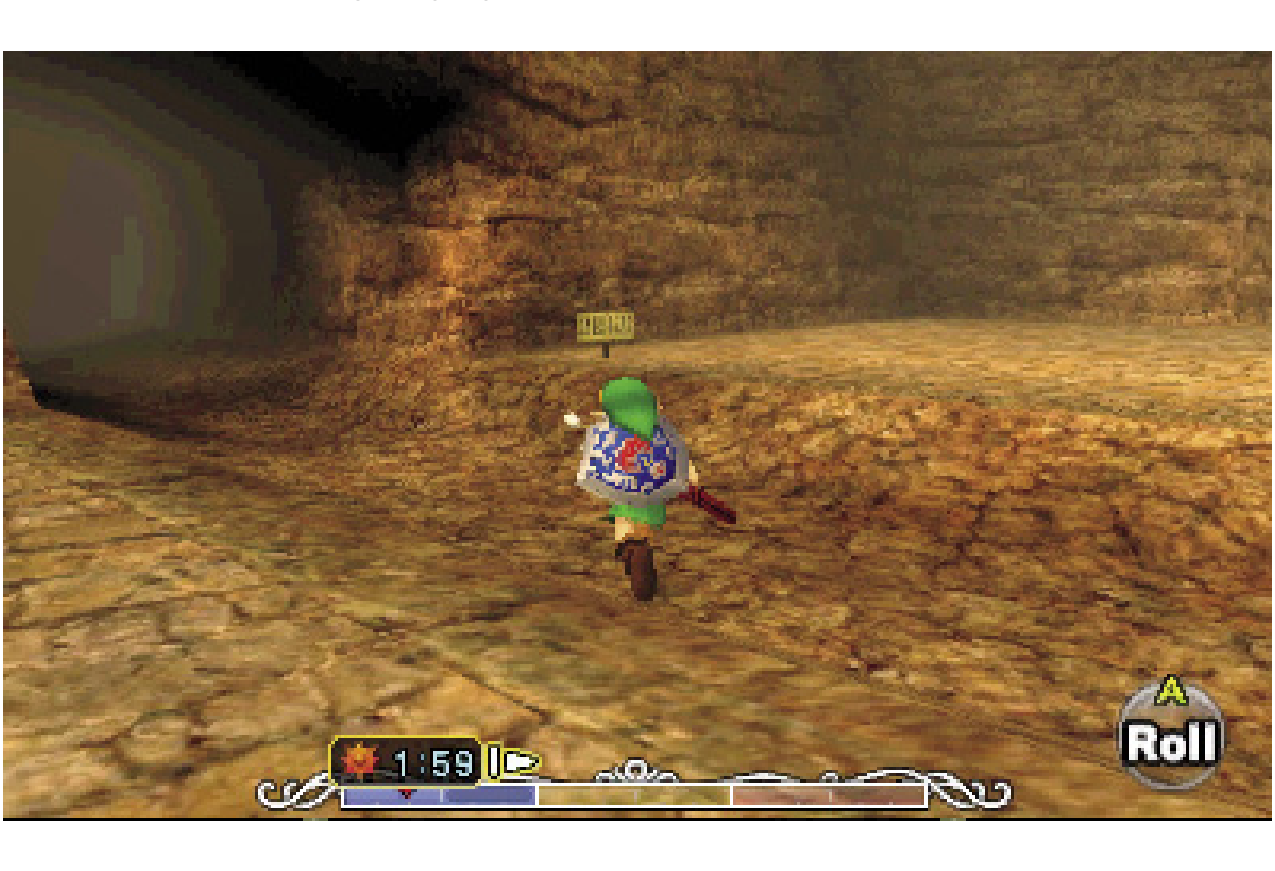
It takes several hits (four hits with the Hookshot) to defeat the final Poe Sister. Keep it up, and defeat her within the time limit to claim your worthy reward: a Piece of Heart.

Piece of Heart #43

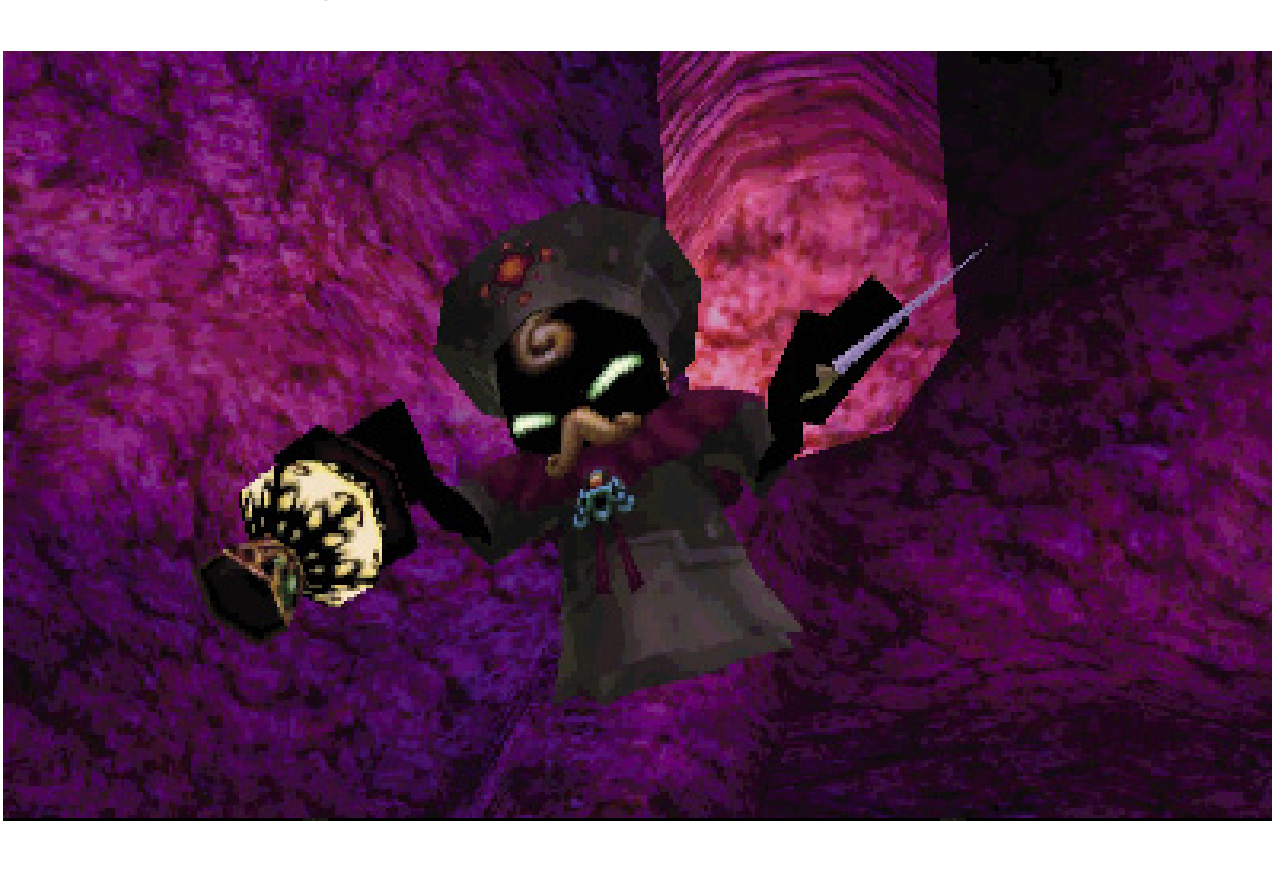
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Flattening Sharp

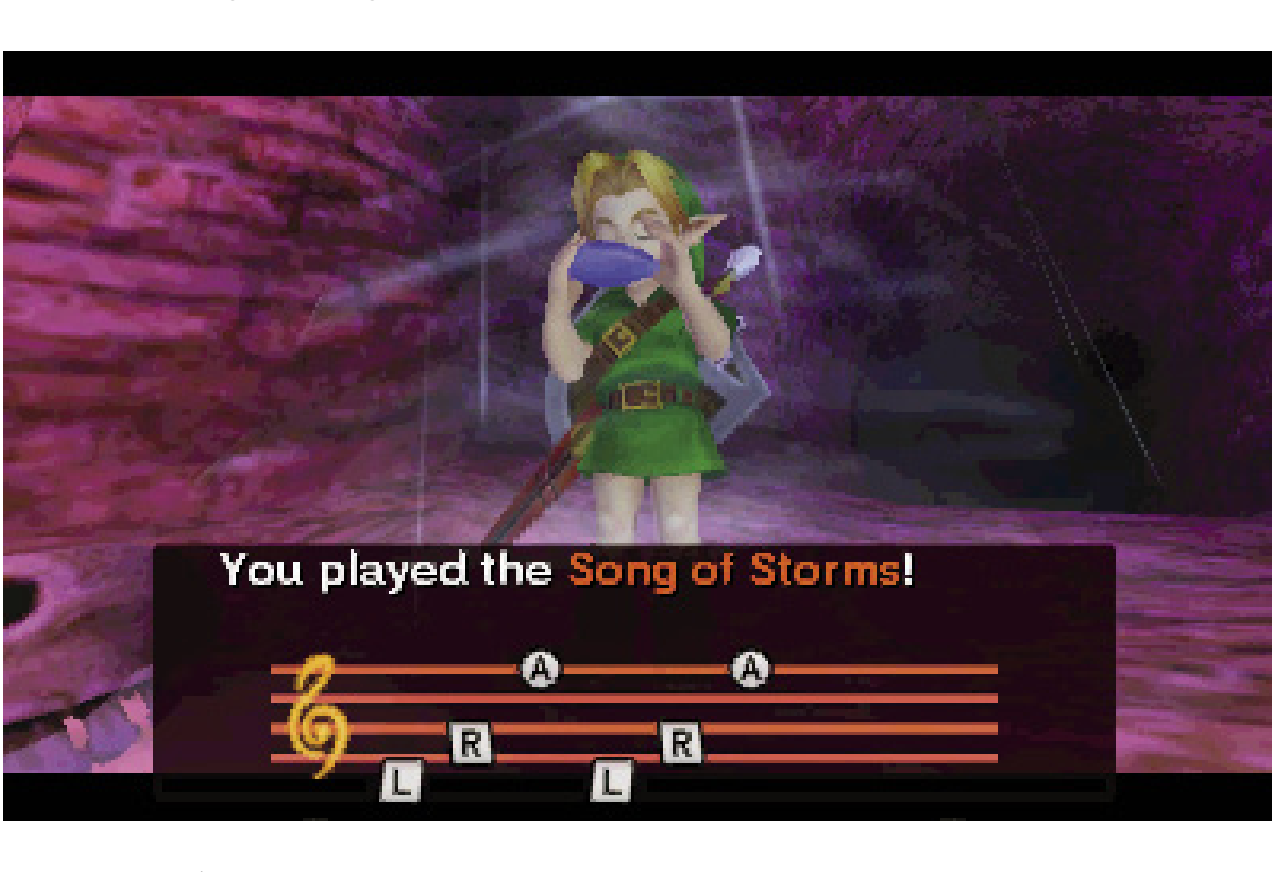
Leave the Spirit Hut, and go north to find a nearby cave. The sign out front indicates that this is a Spring Water Cave but warns that entry is prohibited because of ghost sightings. Have no fear! Enter the cave.



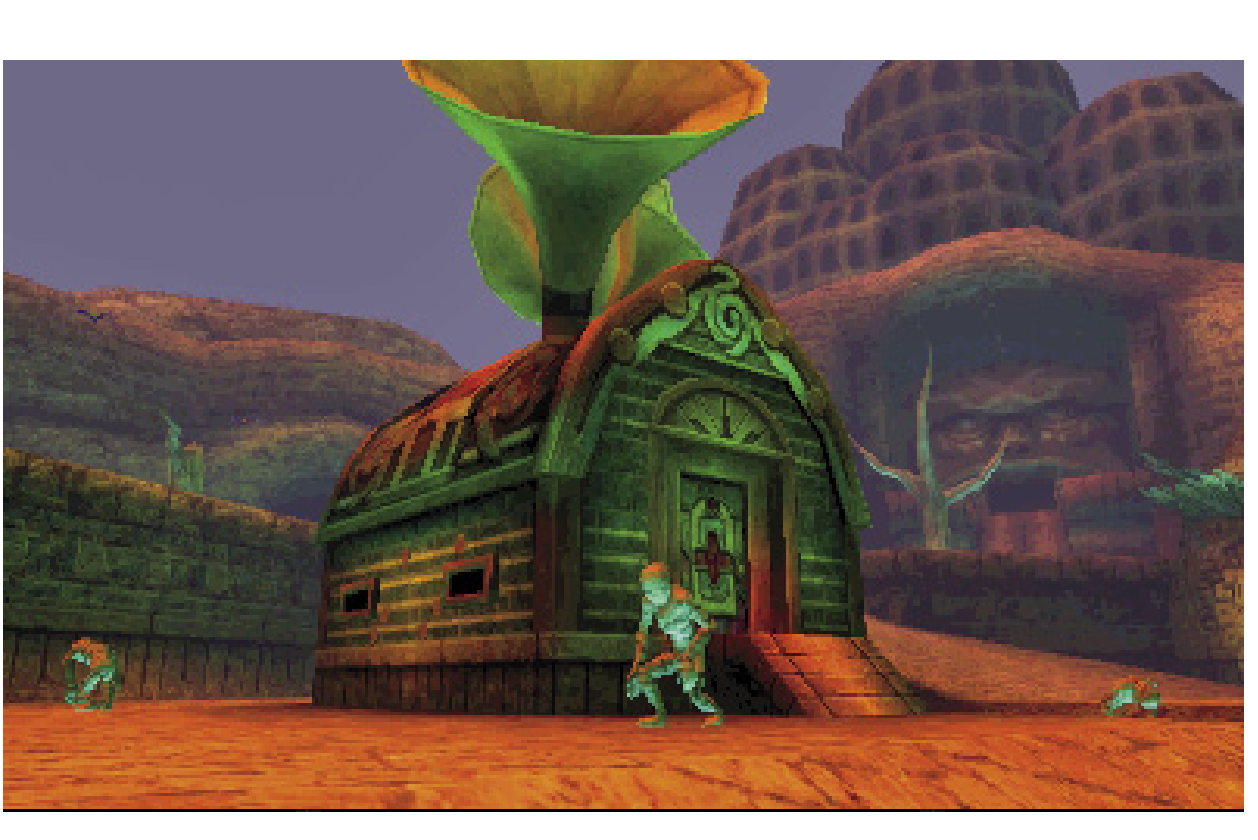
Bones litter the cave's floor, and a mysterious voice calls out from the darkness. A ghost soon appears—it's Sharp! This is the evil brother of Flat, the friendly ghost that you met in the tomb beneath Ikana Graveyard.



Sharp begins to play a haunting tune that saps the life energy out of Link. Counter his evil melody by playing the Song of Storms. This is the song that Flat taught you after you helped his spirit find peace.

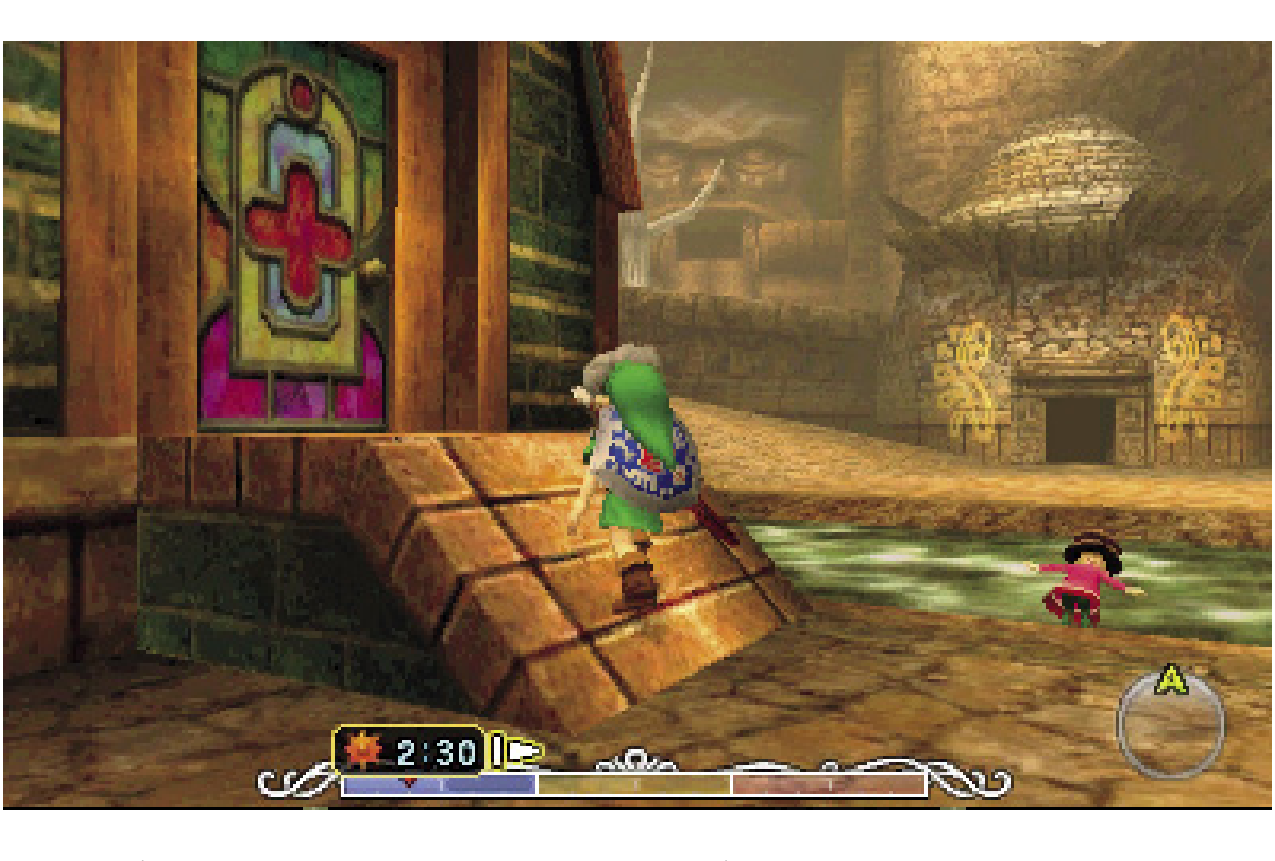


The Song of Storms' soothing melody sends Sharp reeling and causes it to rain inside the cave. Water begins to flow from the cave, creating a river that spins the waterwheel of the nearby Music Box House. This causes music to play from the speakers on the Music Box House's roof, and it also banishes the evil Gibdos that surround the house. Nice work!



Relieved to have his curse undone, Sharp thanks Link for his help. He asks Link to brave the temple in this land and break the curse that haunts the dead that reside there. Sharp goes on to say that, when the time is right, he will direct Link to the King who resides in the ruins of Ikana Castle.

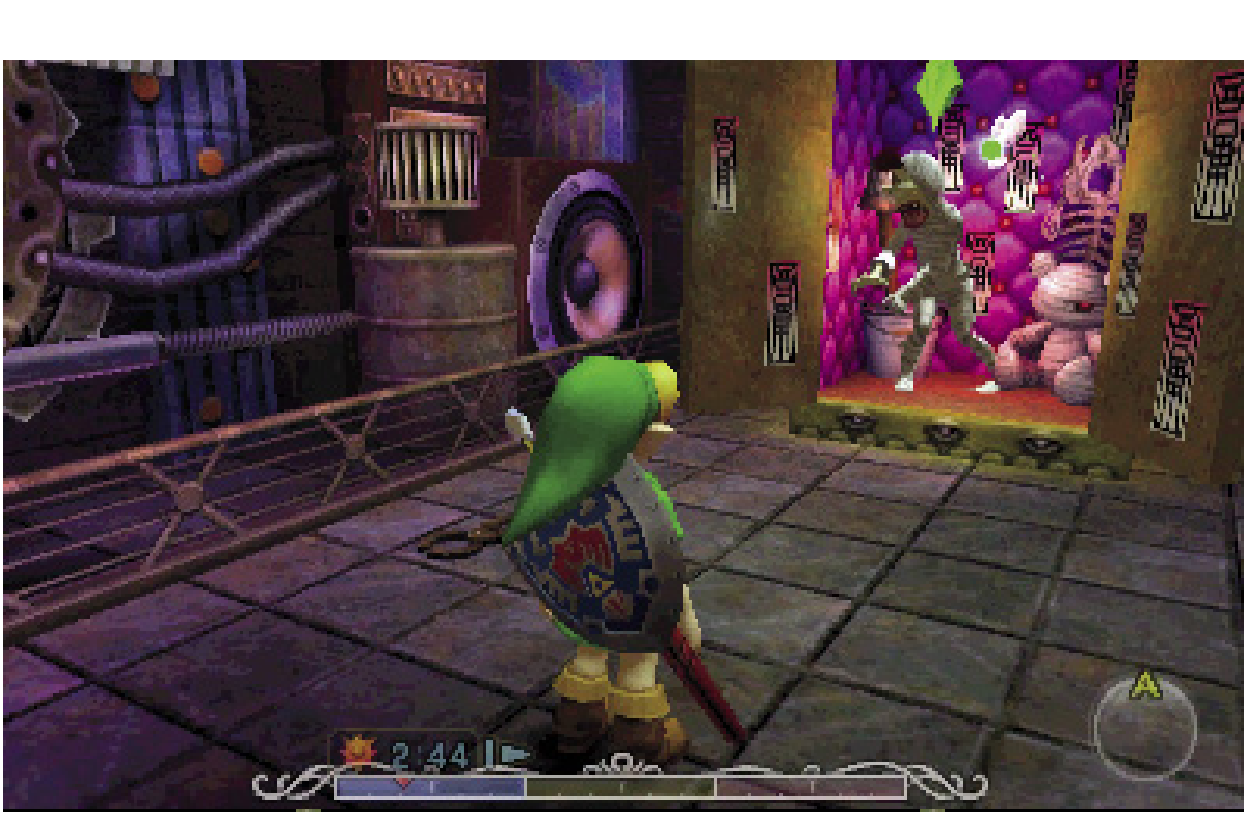
Music Box House Mysteries

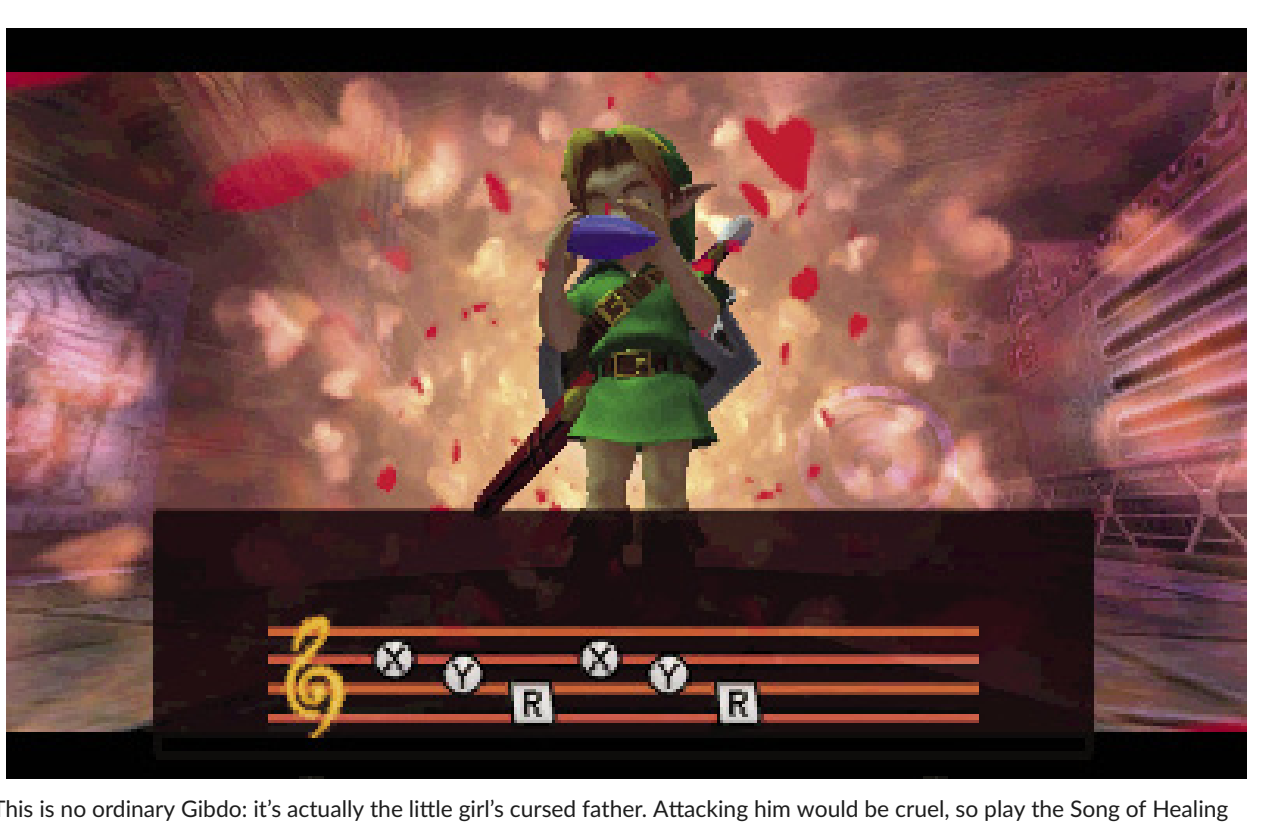


Now that you've banished the Gibdos around the Music Box House, you're able to go inside. Put on the Stone Mask, and exit Sharp's cave. Follow the river down to the Music Box House, but steer clear of the little girl who stands near the river just outside the house. You can't let her notice you, or else she'll flee inside the house and lock the door. The Stone Mask ensures that she'll take no notice of you.

> **Sneaking In**
>
> If you don't have the Stone Mask, you can still sneak behind the Music Box House and enter it unseen by avoiding the river. Just make sure you don't alert the little girl.

The Music Box House seems normal enough on the inside, but go downstairs, and you'll get a shock. A hideous Gibdo bursts out of a closet and staggers toward you.





This is no ordinary Gibdo: it's actually the little girl's cursed father. Attacking him would be cruel, so play the Song of Healing instead to break his curse and obtain the Gibdo Mask that he drops.

Gibdo Mask

You got the Gibdo Mask! This mask was once the hideous face of Pamela's father. This mask looks so real that even a Gibdo would mistake you as one of its own.

Gearing Up

The little girl and her father have suffered enough. Let them enjoy their tender moment, and head back outside with your Gibdo Mask tucked away. You need several items to help you with the next part of your explorations. Here's the complete shopping list:

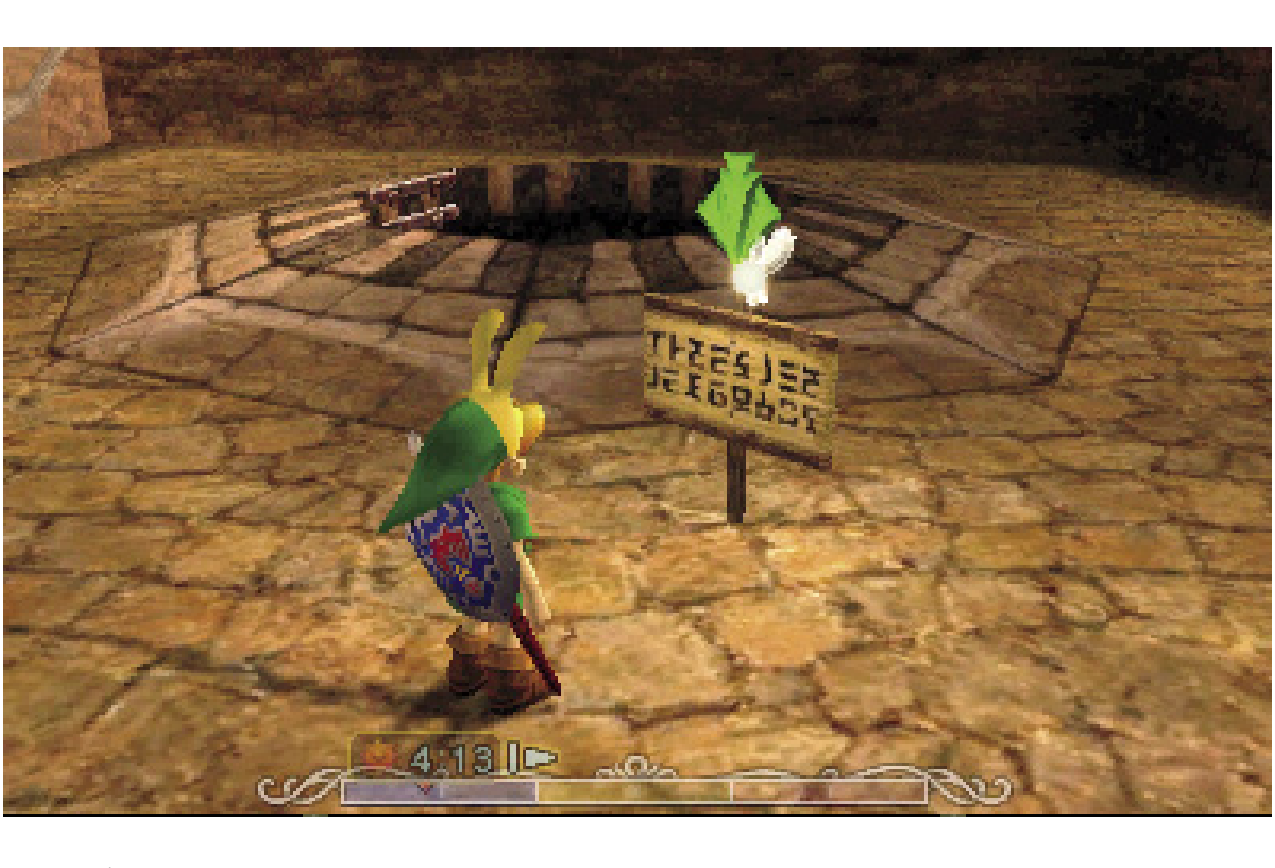
Red Potion: Buy one in Clock Town for 30 Rupees.

Magic Bean: If you've been following this walkthrough, the Business Scrub that normally sells Magic Beans near the Swamp Tourist Center has relocated to Clock Town. Buy a Magic Bean from the Scrub near the Clock Tower for 10 Rupees. (You may need to put on the Deku Mask.)

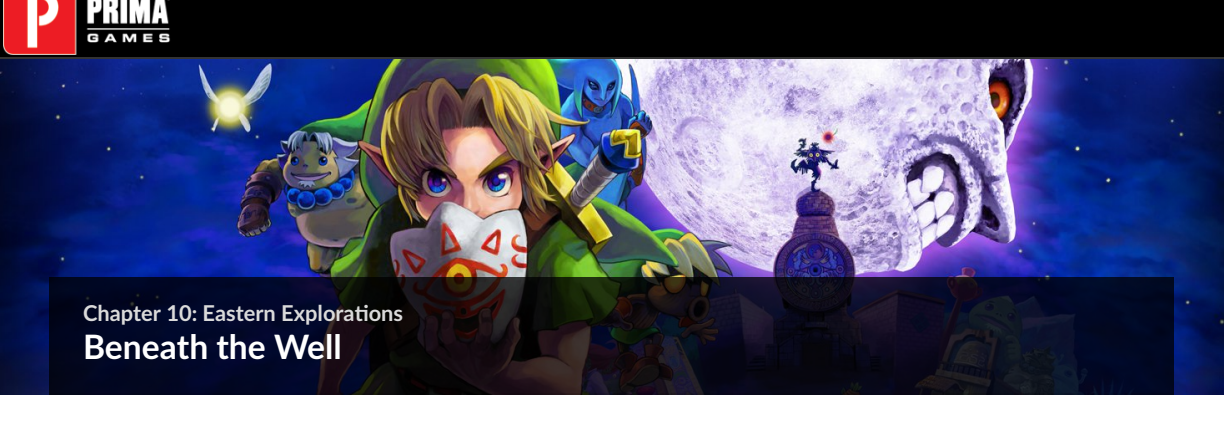
Deku Nut: You're going to need a Deku Nut, as well. You can buy 10 at the Trading Post in West Clock Town for 30 Rupees.

Bombs: Lastly, you need at least one bomb. Soar to Mountain Village, and slash through the little snowballs near the owl statue to find some.

West Well



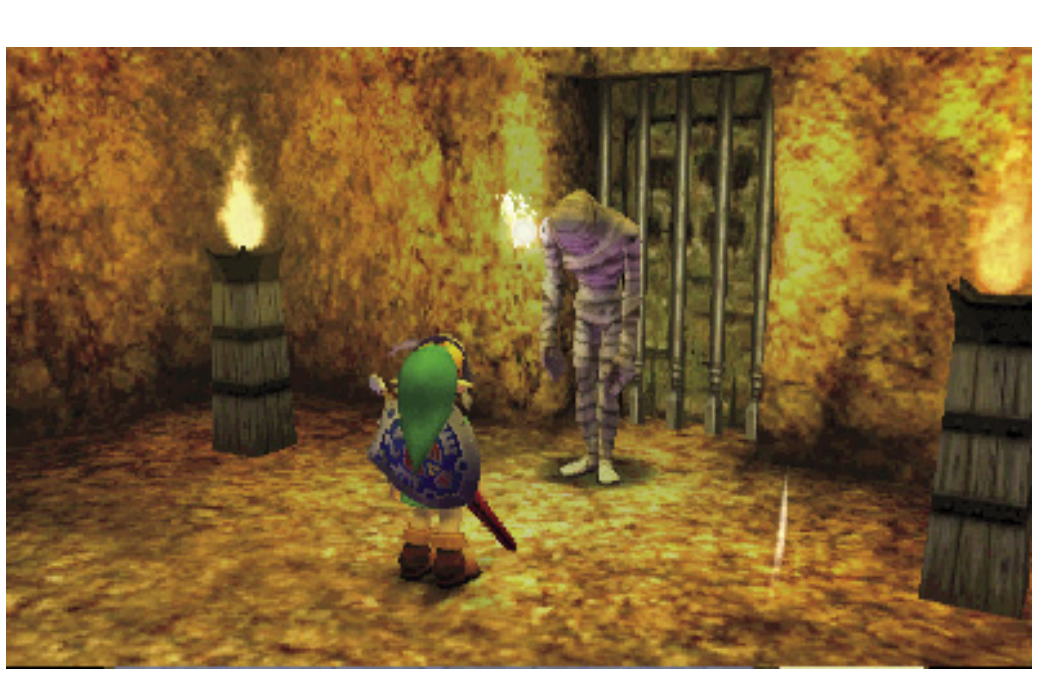
When you're ready to go, soar back to Ikana Canyon and scale the north slope as if you were heading back to the Spirit House. Keep working your way up the winding slopes, heading to the west to find a well on the canyon's west side. Climb down the long ladder on one side of the well, and enter the cave at the bottom to reach an ancient ruin.

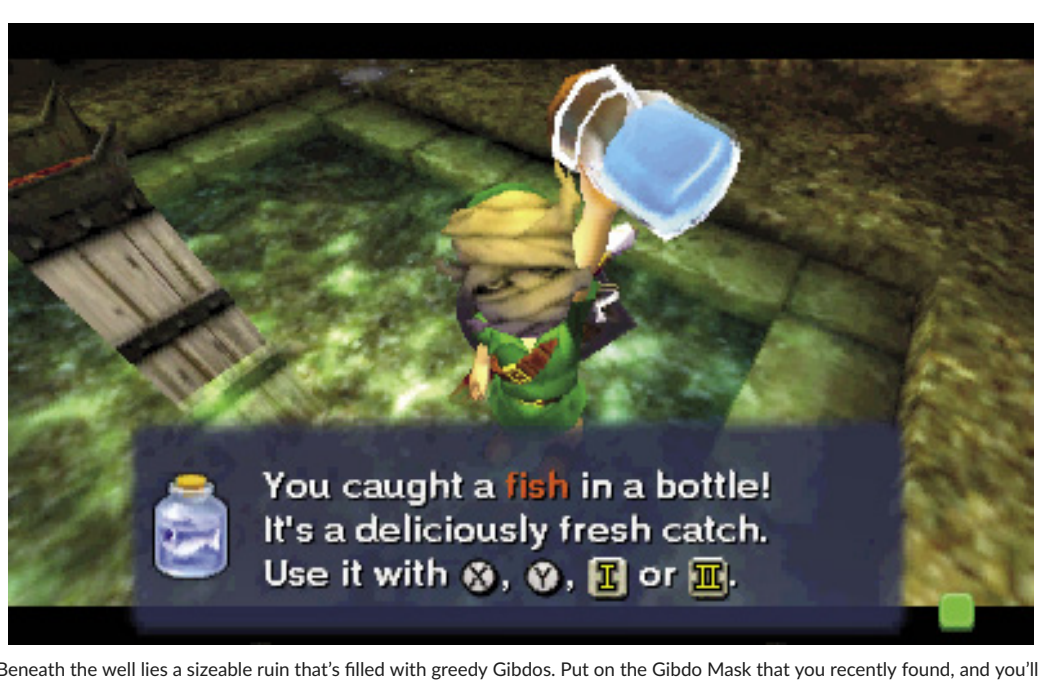


Chapter 10: Eastern Explorations

Beneath the Well

Greedy Gibdos

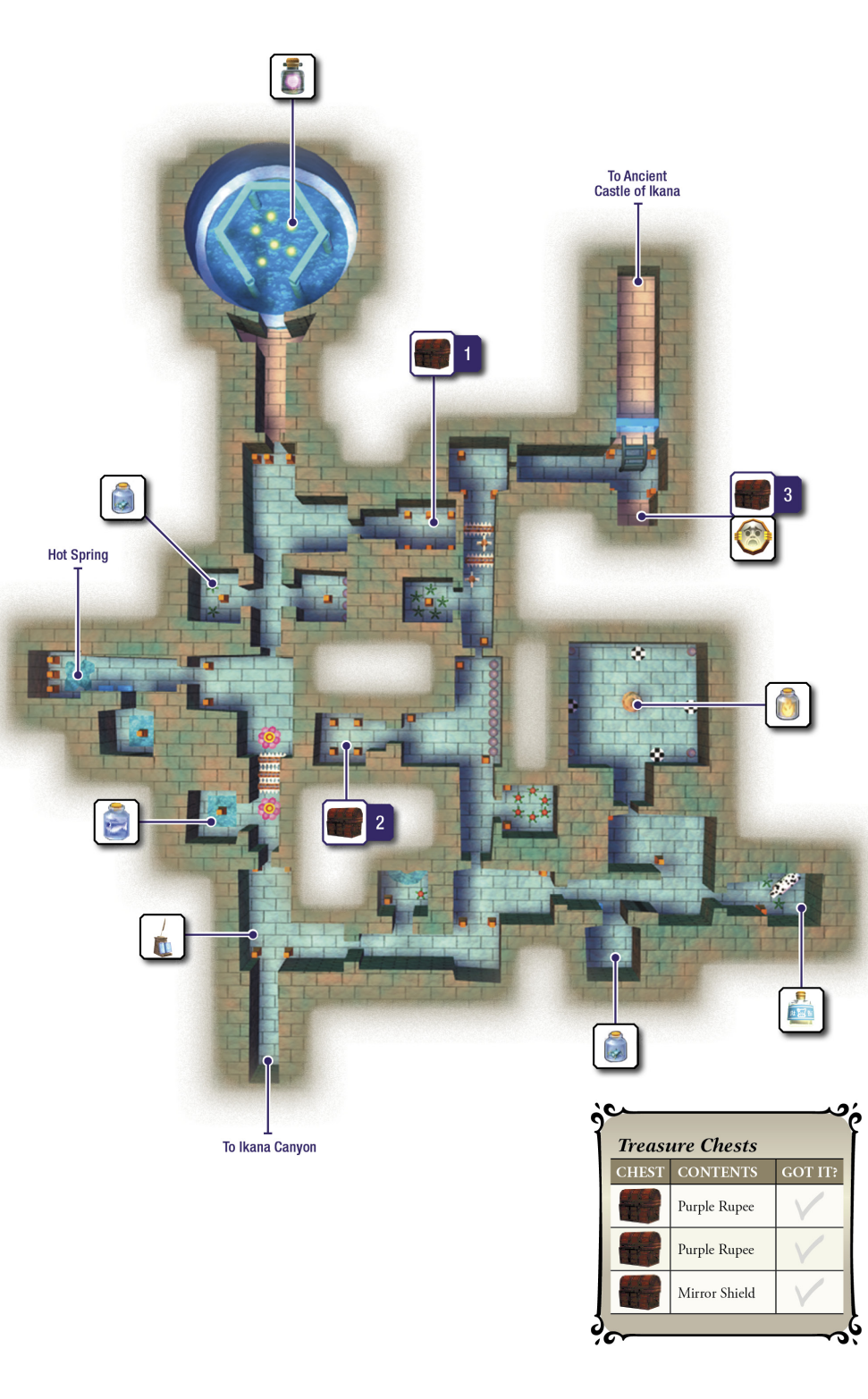




You caught a fish in a bottle!
It's a deliciously fresh catch.
Use it with Ⓧ, Ⓨ, Ⅰ or Ⅱ.

Beneath the well lies a sizeable ruin that's filled with greedy Gibdos. Put on the Gibdo Mask that you recently found, and you'll be able to speak to the Gibdos. Have a chat with the Gibdo to the north. It hints that it wants some medicine that bestows health. Give it the Red Potion that you bought from the Trading Post, and the Gibdo vanishes, letting you open the door it was guarding and explore more of the ruin.

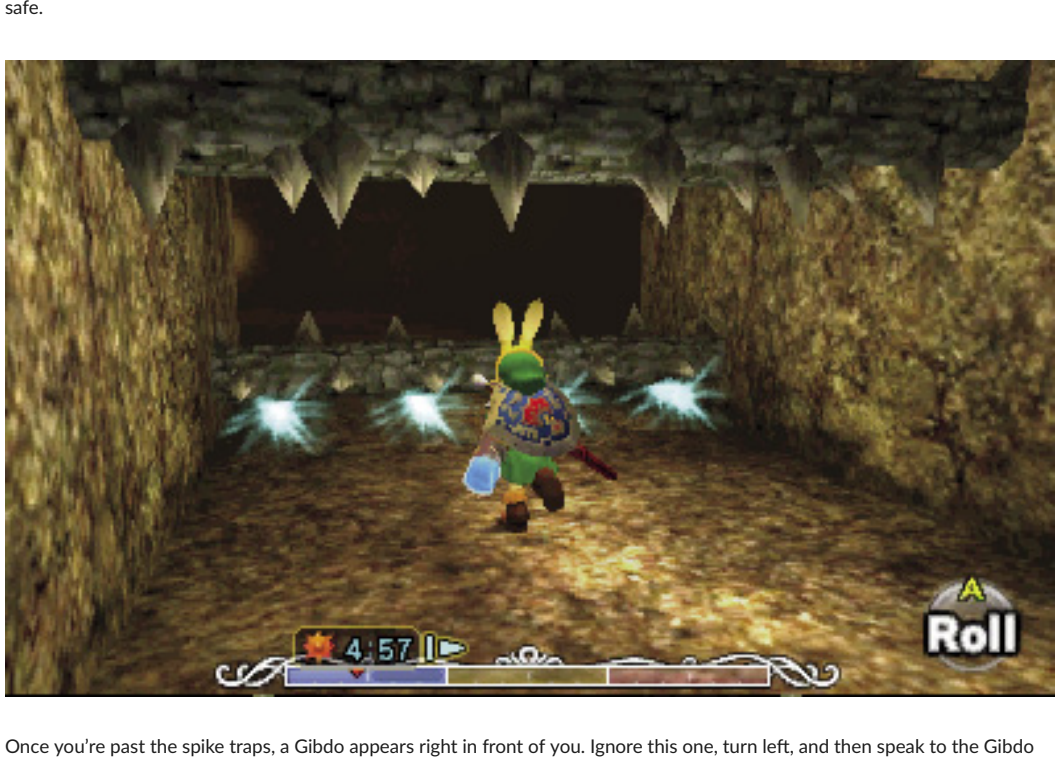
Two spike traps lie beyond the north door. Before bolting past the traps, enter the west alcove, and scoop the fish in the water into an Empty Bottle.



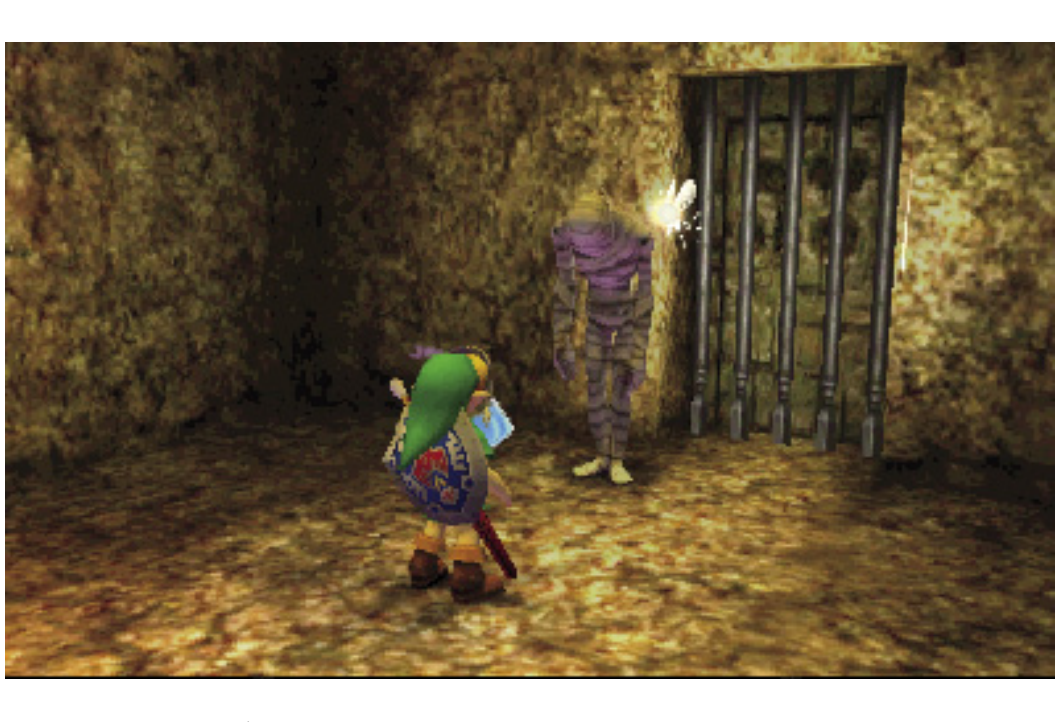
Treasure Chests

CHEST	CONTENTS	GOT IT?
	Purple Rupee	✓
	Purple Rupee	✓
	Mirror Shield	✓

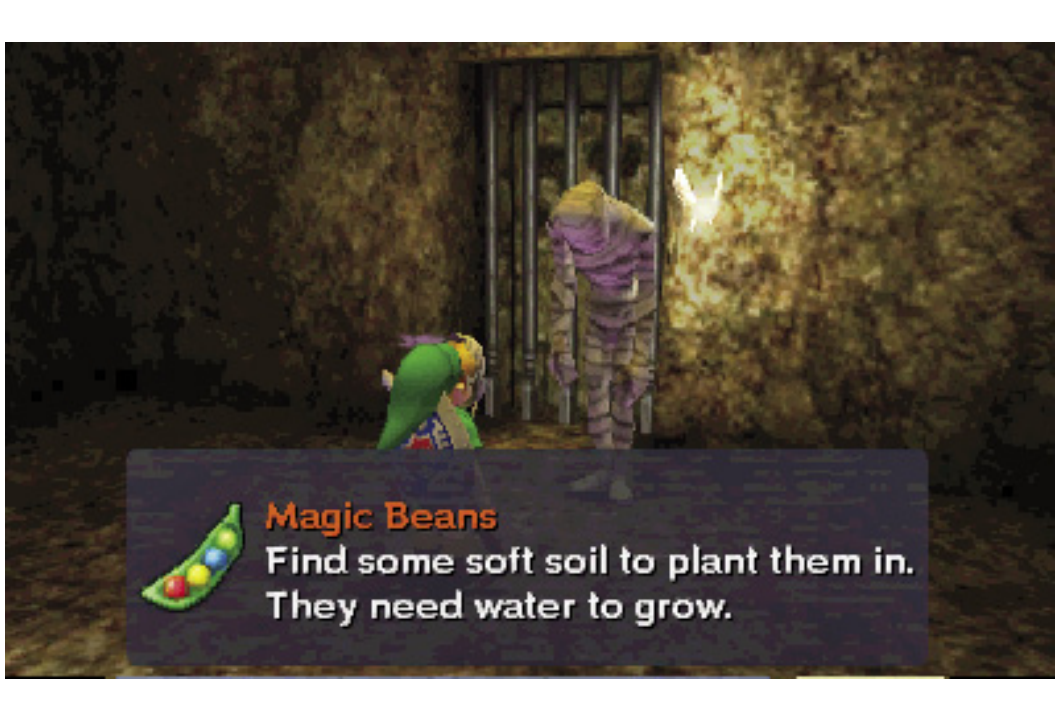
Now for the spike traps, which spin before moving up or down. Watch for them to spin, and make your way past when it's safe.



Once you're past the spike traps, a Gibdo appears right in front of you. Ignore this one, turn left, and then speak to the Gibdo to the west. Give the Gibdo the fish that you've just caught, but don't go through the door it had been guarding. The door merely leads to a hot spring that you don't need to visit yet.

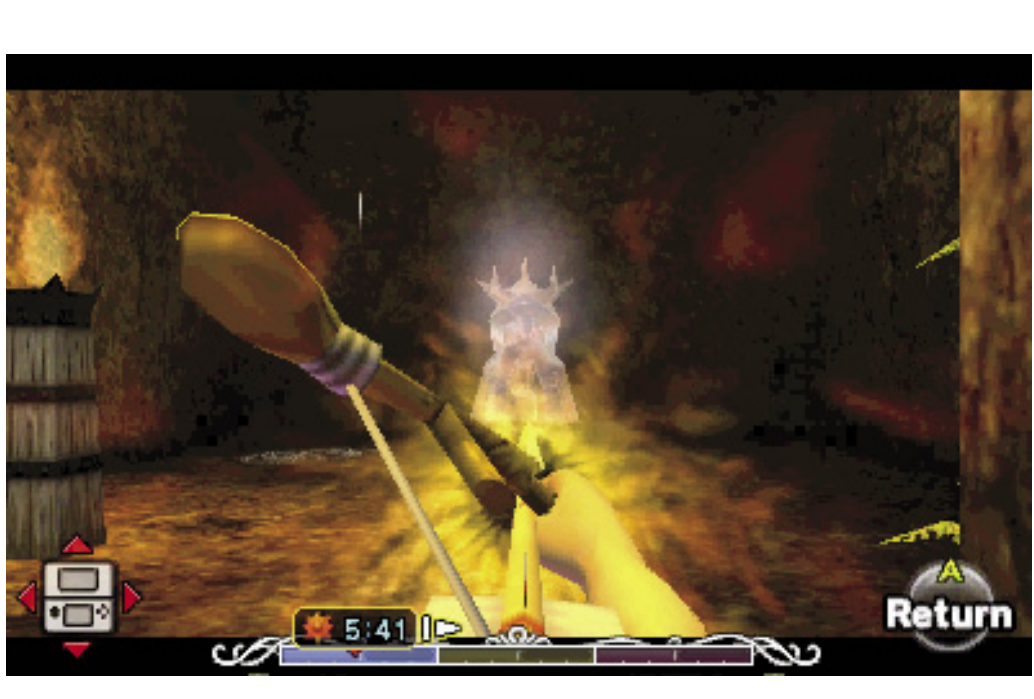


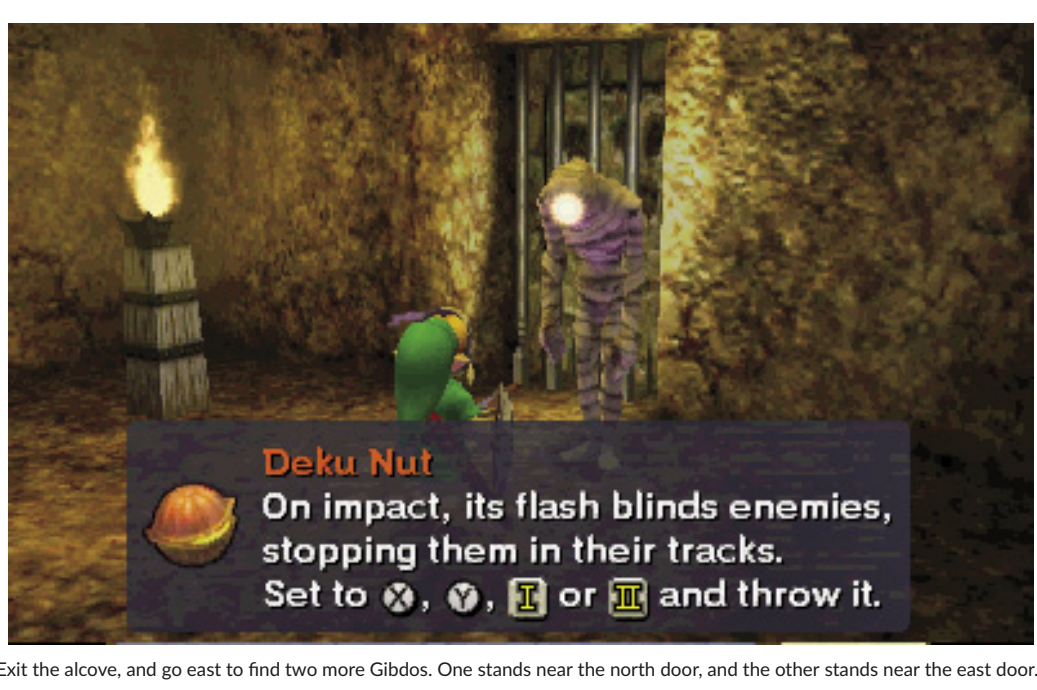
Instead, backtrack to the ruin's entrance. This time, speak to the Gibdo that guards the east door. Give this Gibdo the Magic Bean that you're carrying, and it lets you pass. Go through the door to explore the ruin's east passages.



Magic Beans
Find some soft soil to plant them in.
They need water to grow.

After passing through the door, duck into the north alcove, and melt down the Freezard with a Fire Arrow. Cut down the circling Keese and the Deku Babas in the corner, as well, making sure to collect the Deku Sticks that the Deku Babas drop. Lastly, fill an Empty Bottle with Spring Water from the nearby pool.

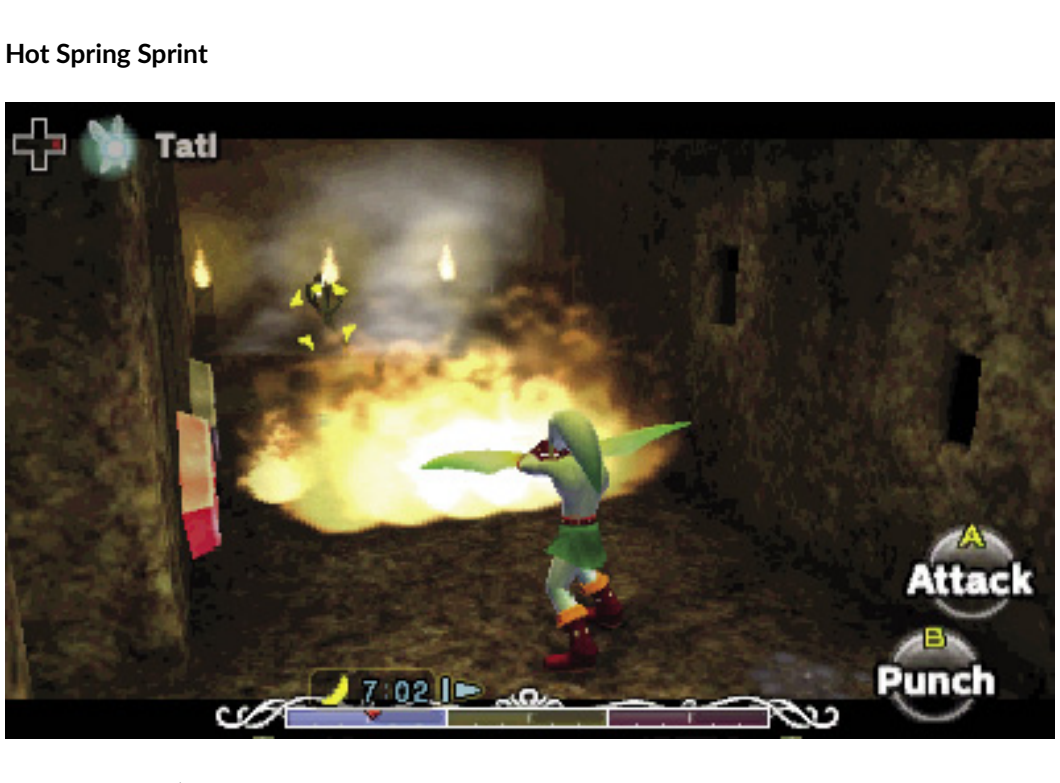




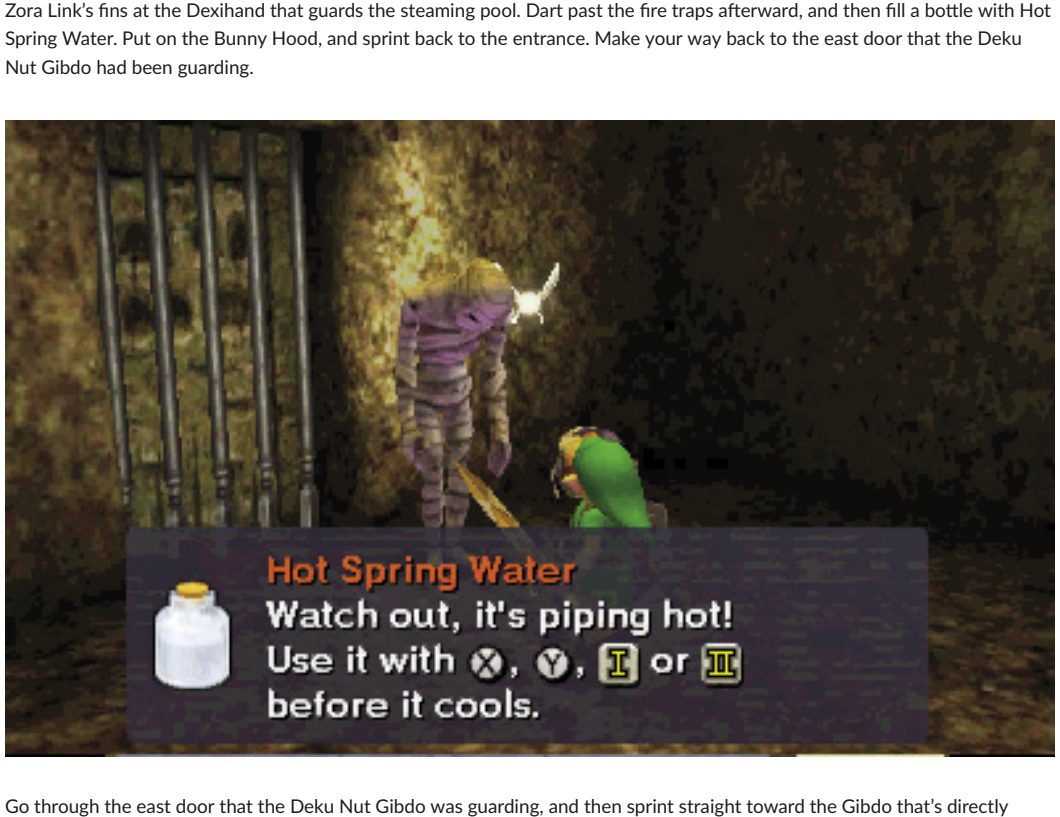
Deku Nut
On impact, its flash blinds enemies,
stopping them in their tracks.
Set to Ⓧ, Ⓨ, Ⅰ or Ⅱ and throw it.

Exit the alcove, and go east to find two more Gibdos. One stands near the north door, and the other stands near the east door. Beware the Wallmaster that drops from the ceiling as you head for the east Gibdo. Give the east Gibdo a Deku Nut to gain access to the east door, but don't go through it just yet.

Hot Spring Sprint



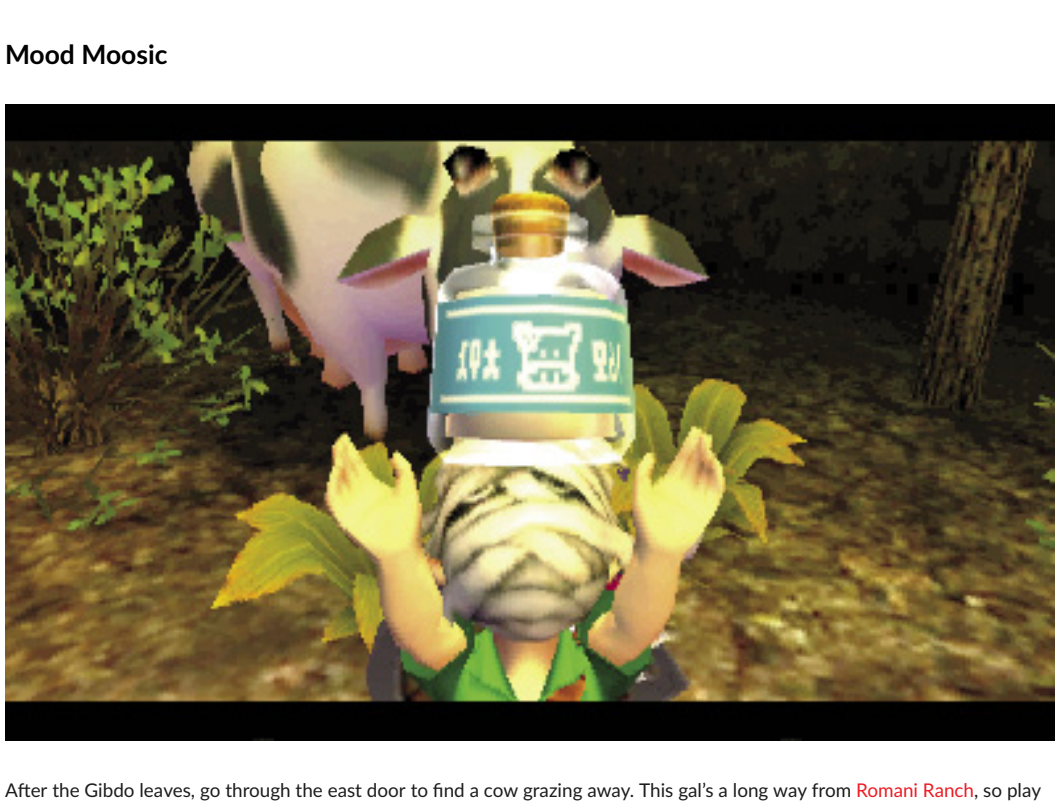
Backtrack to the ruin's entry and return to the hot spring up north, beyond the spike traps. Stand near the fire traps, and throw Zora Link's fins at the Dexihand that guards the steaming pool. Dart past the fire traps afterward, and then fill a bottle with Hot Spring Water. Put on the Bunny Hood, and sprint back to the entrance. Make your way back to the east door that the Deku Nut Gibdo had been guarding.



Hot Spring Water
Watch out, it's piping hot!
Use it with Ⓧ, Ⓨ, Ⅰ or Ⅱ
before it cools.

Go through the east door that the Deku Nut Gibdo was guarding, and then sprint straight toward the Gibdo that's directly ahead of you (to the east). Put on the Gibdo Mask as you draw near, and then give the Gibdo the Hot Spring Water that you're carrying. You've got to be quick, or the Hot Spring Water cools and turns into normal Spring Water.

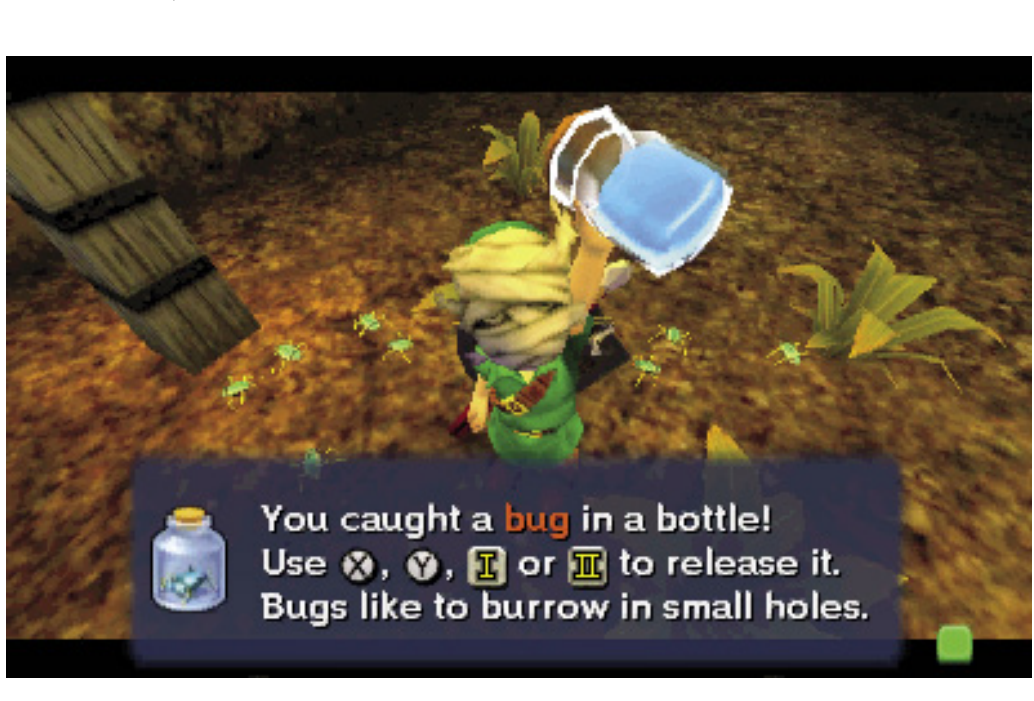
Mood Moosic



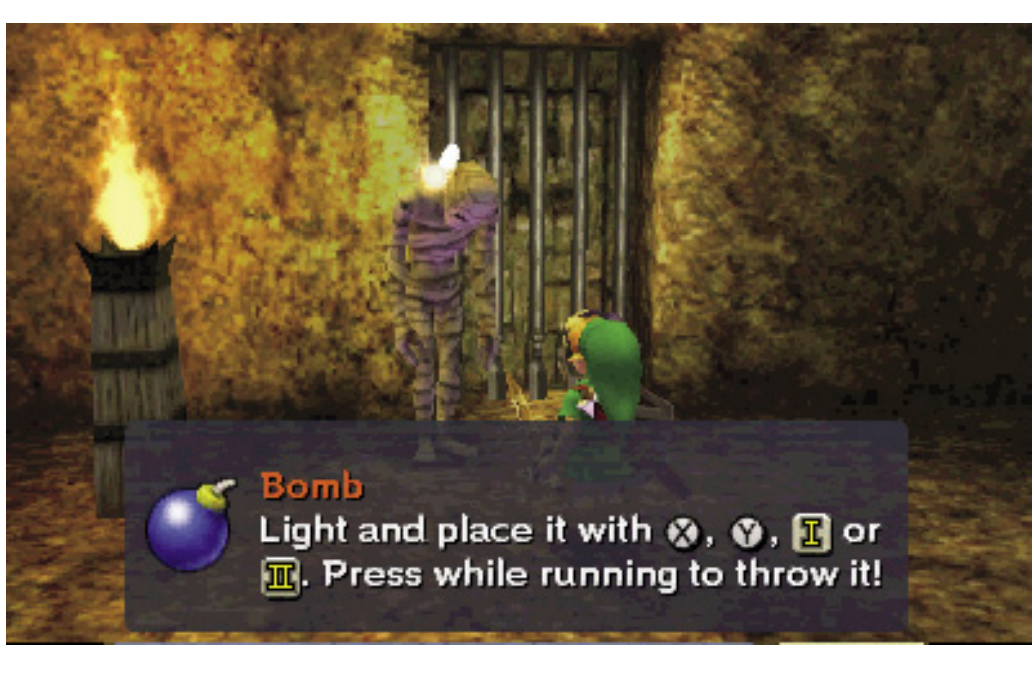
After the Gibdo leaves, go through the east door to find a cow grazing away. This gal's a long way from Romani Ranch, so play her Epona's Song to bring back memories of the pasture. Epona can't join you here, but the cow returns your kind gesture by filling one of your bottles with milk.

Leave the cow to her grazing, and backtrack down the previous passage. As you go, enter the south alcove to discover a bunch of bugs. Catch two bugs in two bottles.

Leave the bug alcove, and go east and then north to find another nearby Gibdo that guards the north door. This one wants a bomb. Hand one over, and then enter the north door.



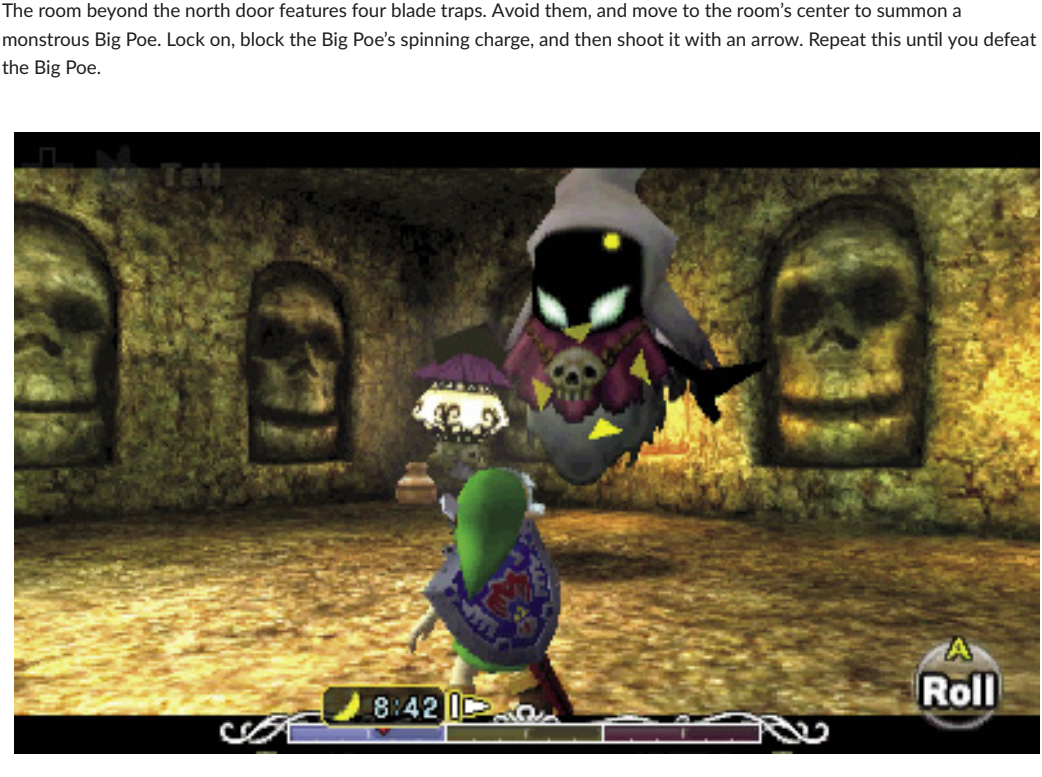
You caught a bug in a bottle!
Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to release it.
Bugs like to burrow in small holes.

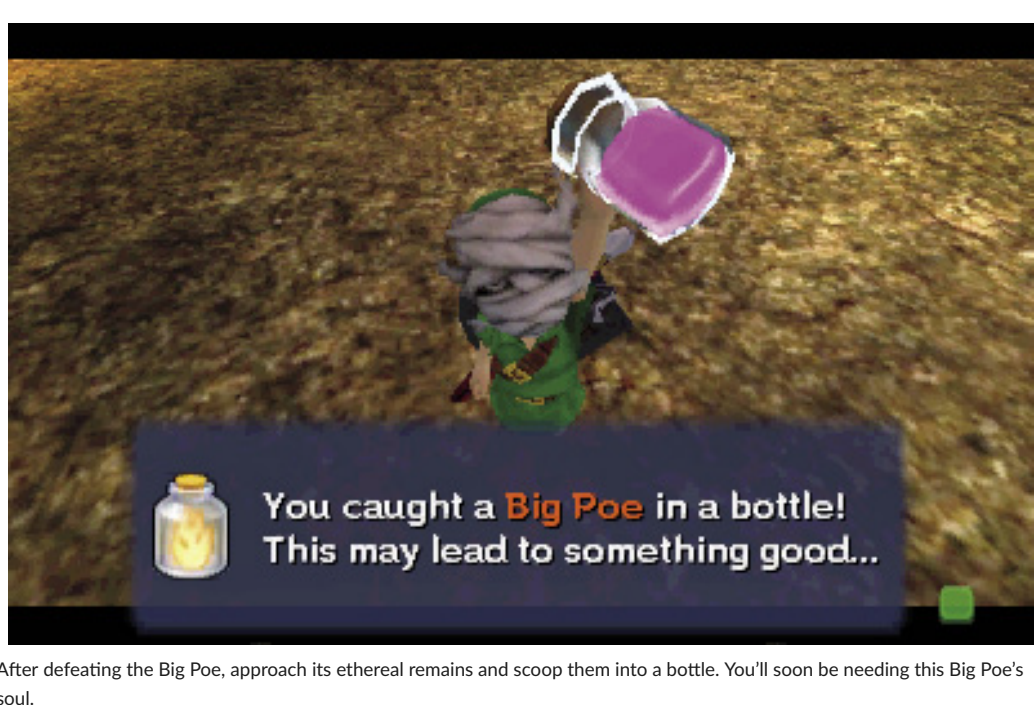


Bomb
Light and place it with Ⓧ, Ⓨ, Ⅰ or
Ⅱ. Press while running to throw it!

Big Poe Battle

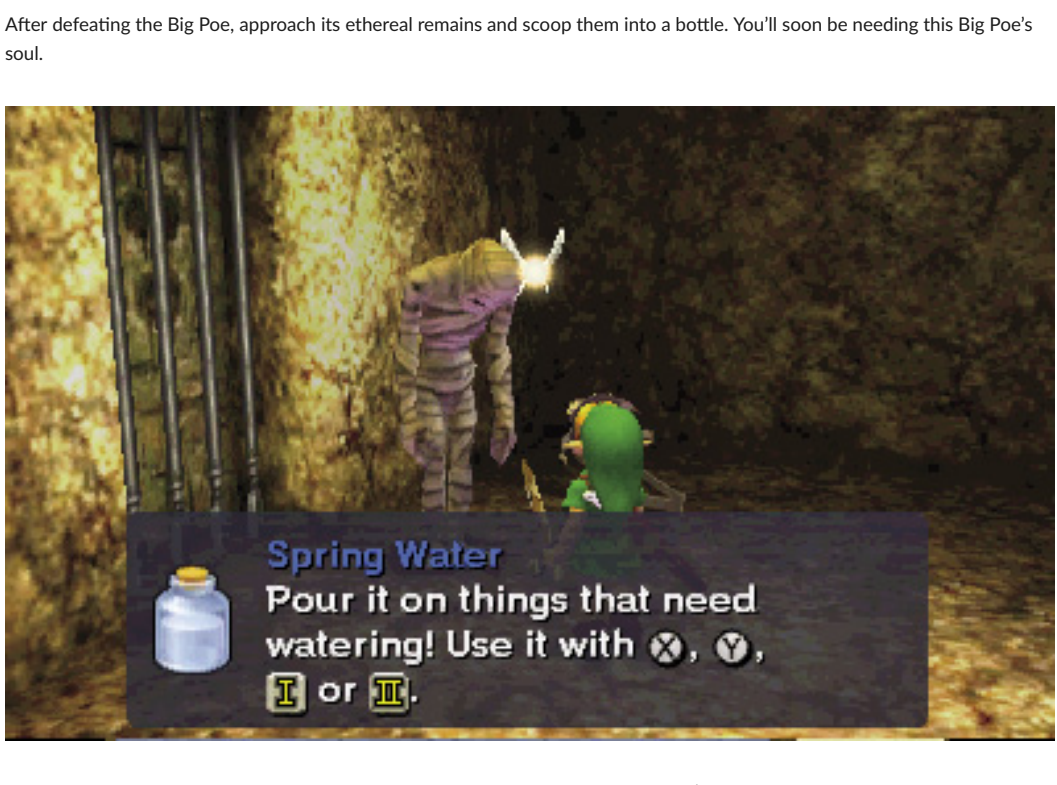
The room beyond the north door features four blade traps. Avoid them, and move to the room's center to summon a monstrous Big Poe. Lock on, block the Big Poe's spinning charge, and then shoot it with an arrow. Repeat this until you defeat the Big Poe.





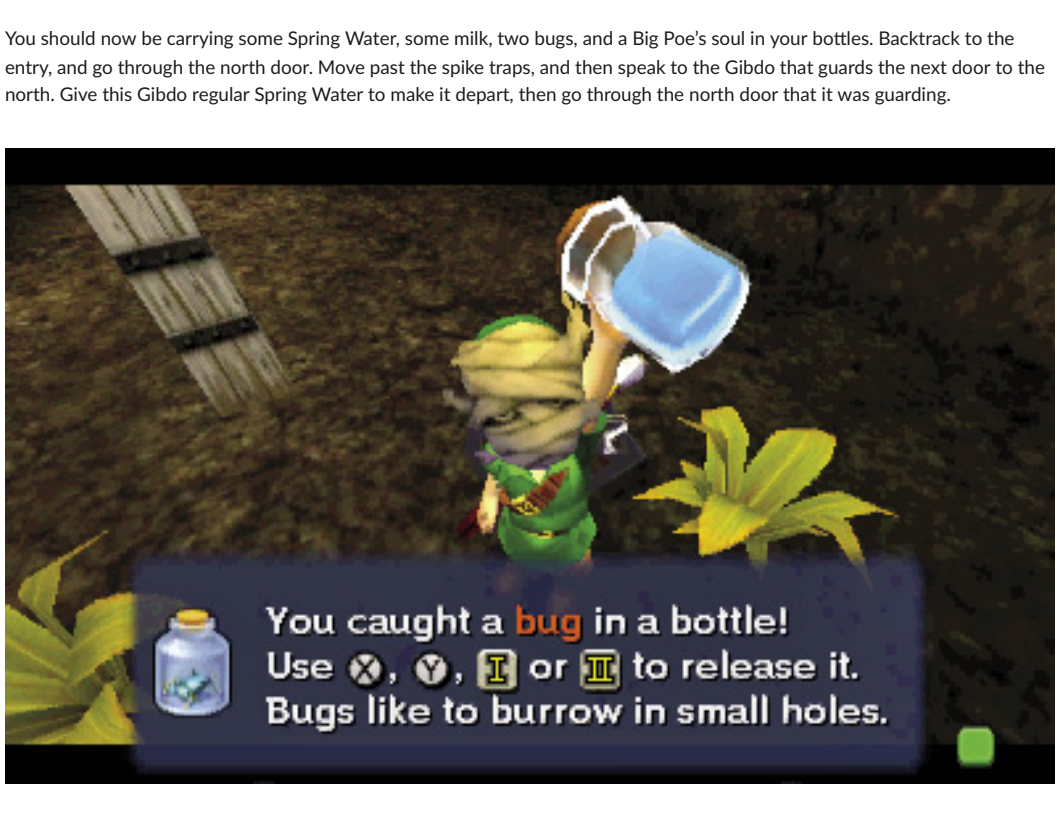
You caught a Big Poe in a bottle!
This may lead to something good...

After defeating the Big Poe, approach its ethereal remains and scoop them into a bottle. You'll soon be needing this Big Poe's soul.



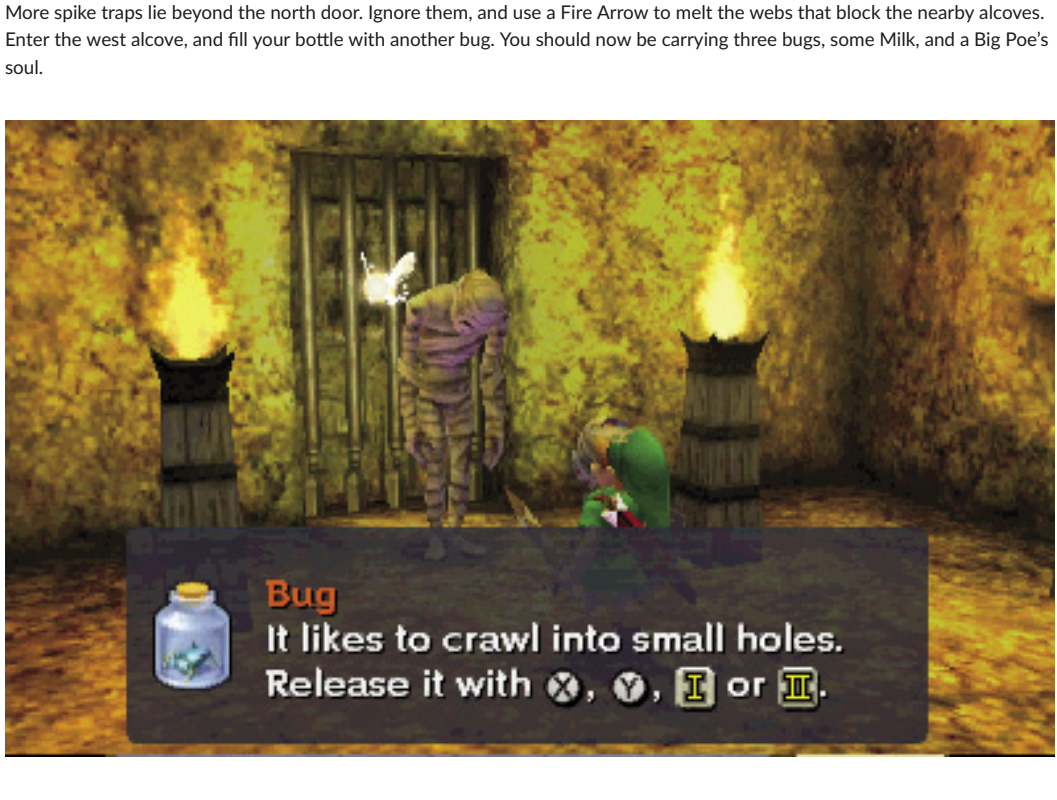
Spring Water
Pour it on things that need
watering! Use it with Ⓧ, Ⓨ,
Ⅰ or Ⅱ.

You should now be carrying some Spring Water, some milk, two bugs, and a Big Poe's soul in your bottles. Backtrack to the entry, and go through the north door. Move past the spike traps, and then speak to the Gibdo that guards the next door to the north. Give this Gibdo regular Spring Water to make it depart, then go through the north door that it was guarding.



You caught a bug in a bottle!
Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to release it.
Bugs like to burrow in small holes.

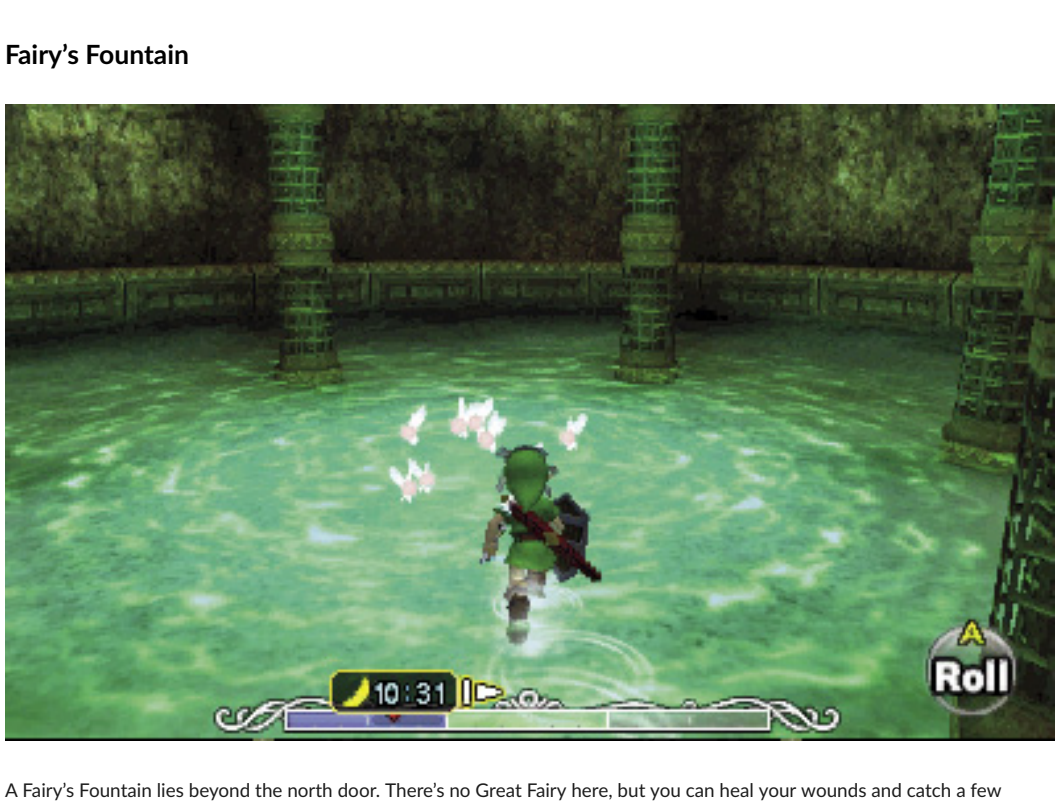
More spike traps lie beyond the north door. Ignore them, and use a Fire Arrow to melt the webs that block the nearby alcoves. Enter the west alcove, and fill your bottle with another bug. You should now be carrying three bugs, some Milk, and a Big Poe's soul.



Bug
It likes to crawl into small holes.
Release it with Ⓧ, Ⓨ, Ⅰ or Ⅱ.

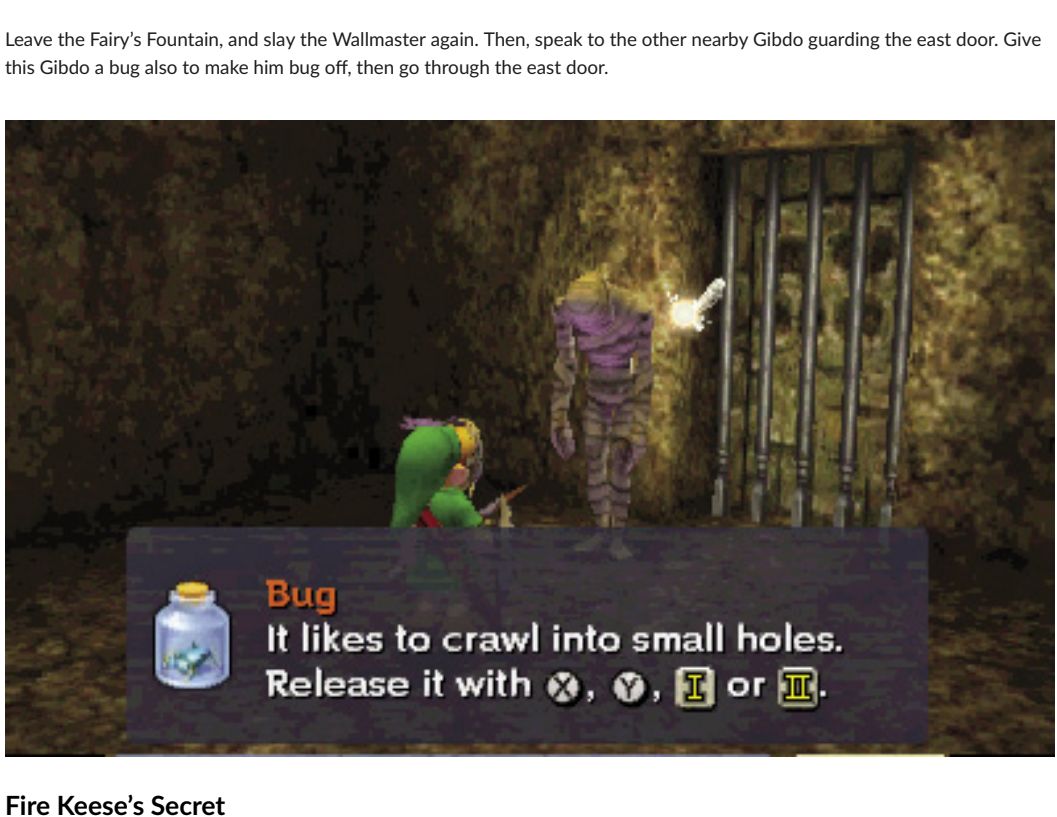
Slip past the spike traps, watching out for a Wallmaster that drops from the ceiling beyond them. Slay it if you can, then speak to the north Gibdo. Give the Gibdo a bug to make it depart, then go through the north door.

Fairy's Fountain



A Fairy's Fountain lies beyond the north door. There's no Great Fairy here, but you can heal your wounds and catch a few Fairies, if you like.

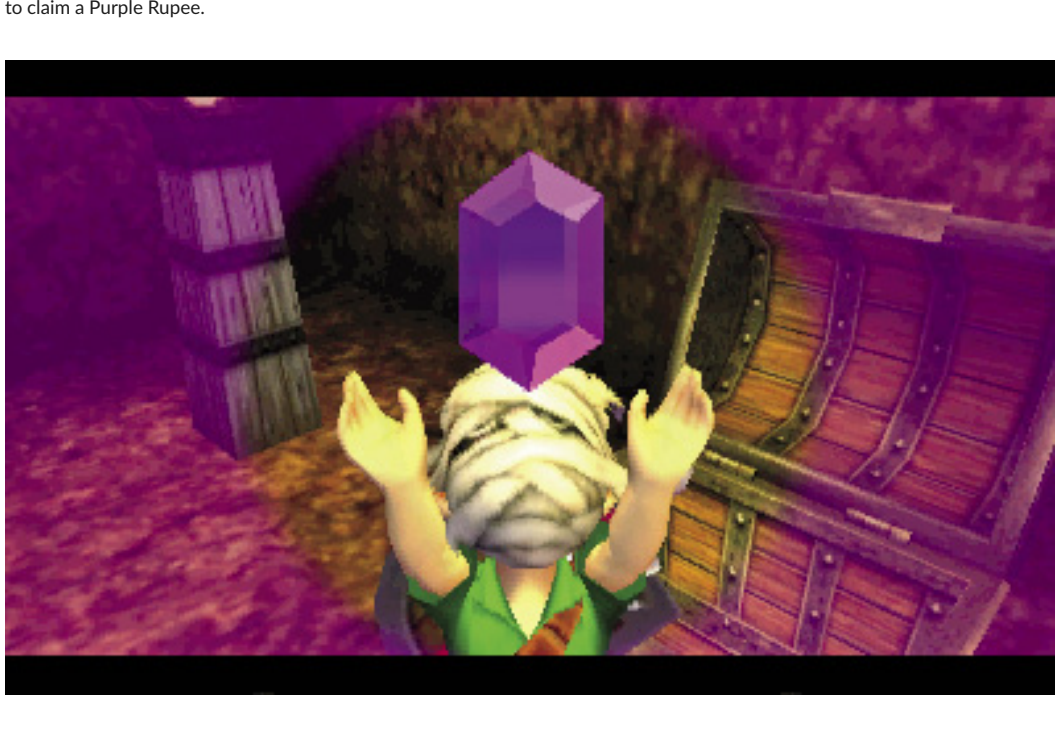
Leave the Fairy's Fountain, and slay the Wallmaster again. Then, speak to the other nearby Gibdo guarding the east door. Give this Gibdo a bug also to make him bug off, then go through the east door.



Bug
It likes to crawl into small holes.
Release it with Ⓧ, Ⓨ, Ⅰ or Ⅱ.

Fire Keese's Secret

Slay all of the Fire Keese in the small room beyond the east door, then use the Lens of Truth to spy an invisible chest. Open it to claim a Purple Rupee.



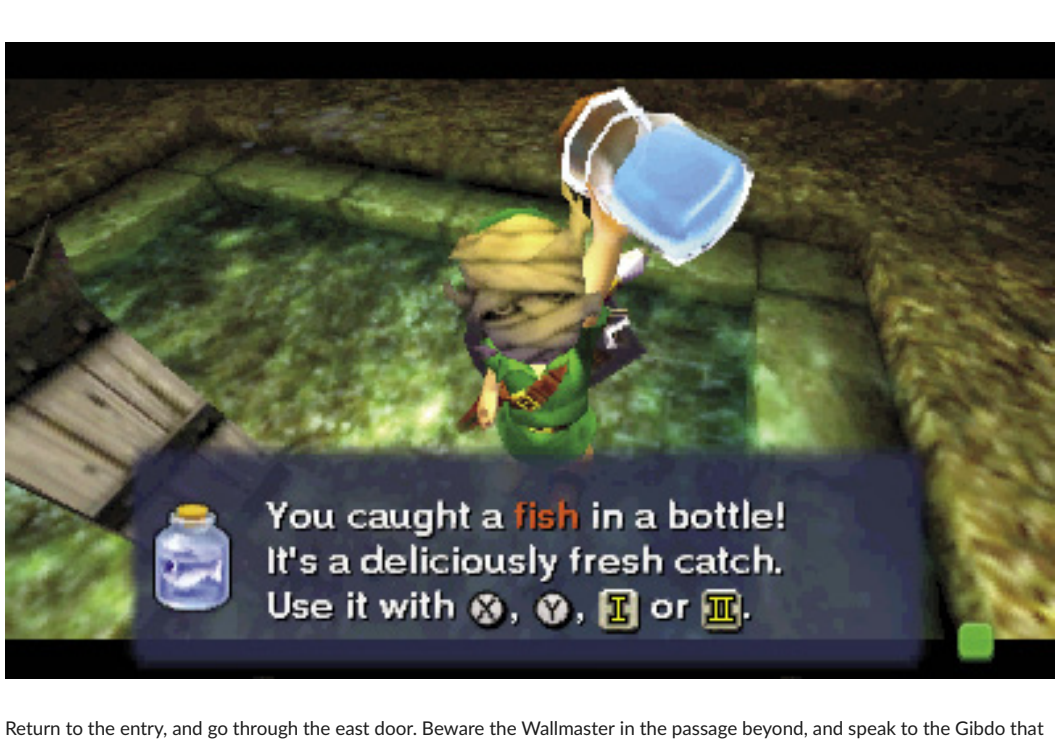
Beneath the Well Chest #1: Purple Rupee

Fire Keese

Damage: 1/2 Heart

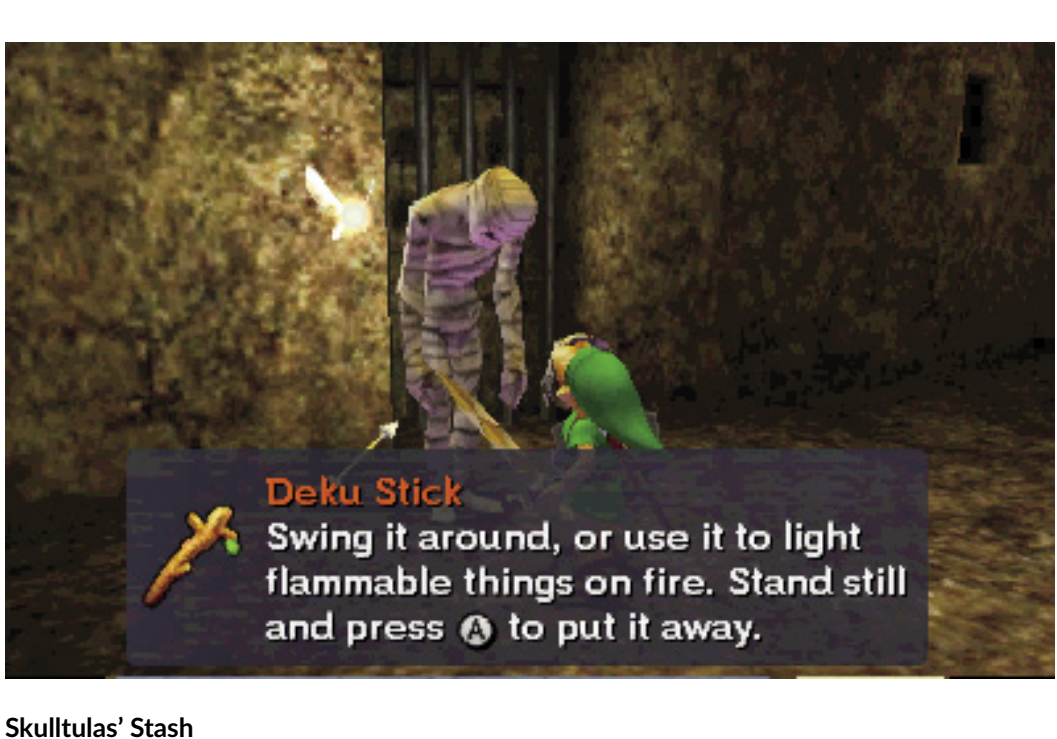
This brand of Keese flies about aflame, aiming to swoop down and scorch an unsuspecting Link. Like Ice Keese, Fire Keese lose their flame after they hit Link, reverting to normal Keese. However, Fire Keese can fly through open flame sources, such as lit torches, to reclaim their flames and burn Link once more. Slay these troublesome foes with Link's sword as they swoop close, or pick them off with arrows or the Hookshot from afar.

Backtrack out of the Fire Keese room, and slip past the spike traps. Go through the south door, get past the other set of spike traps, and then duck into the west alcove and scoop another fish into a bottle. You should now be carrying a fish, some milk, a bug, and a Big Poe's soul in your bottles (and perhaps a Fairy or two, as well).



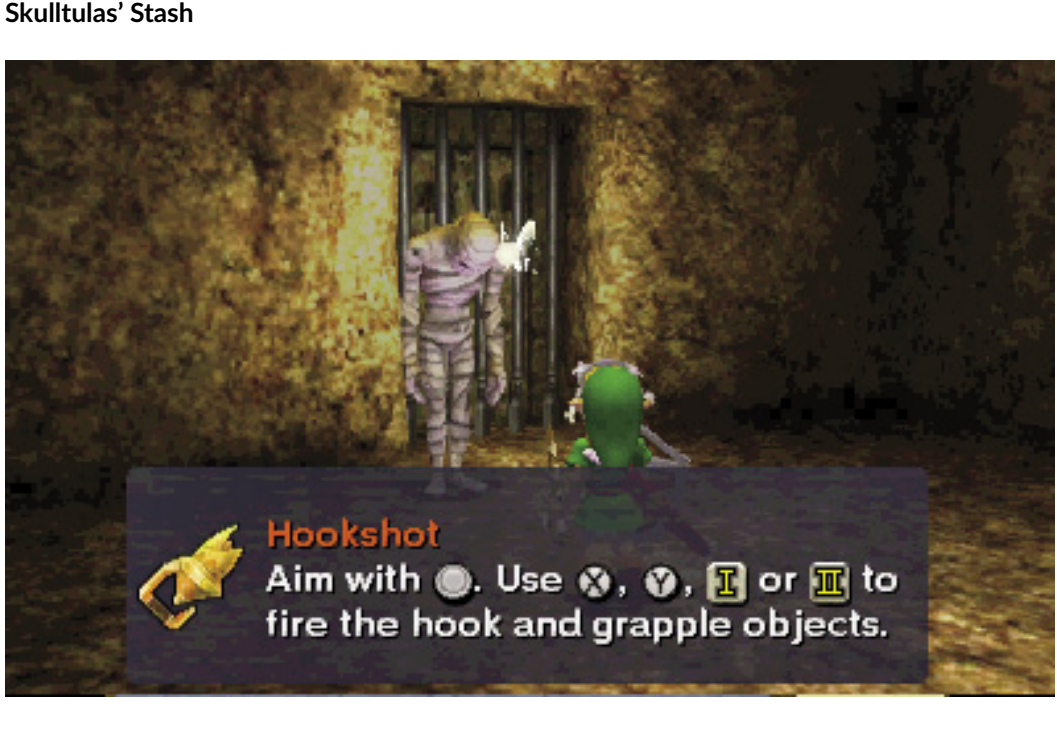
You caught a fish in a bottle!
It's a deliciously fresh catch.
Use it with Ⓧ, Ⓨ, Ⅰ or Ⅱ.

Return to the entry, and go through the east door. Beware the Wallmaster in the passage beyond, and speak to the Gibdo that guards the north door. Give this Gibdo the fish you've just caught, then go through the door he was guarding.



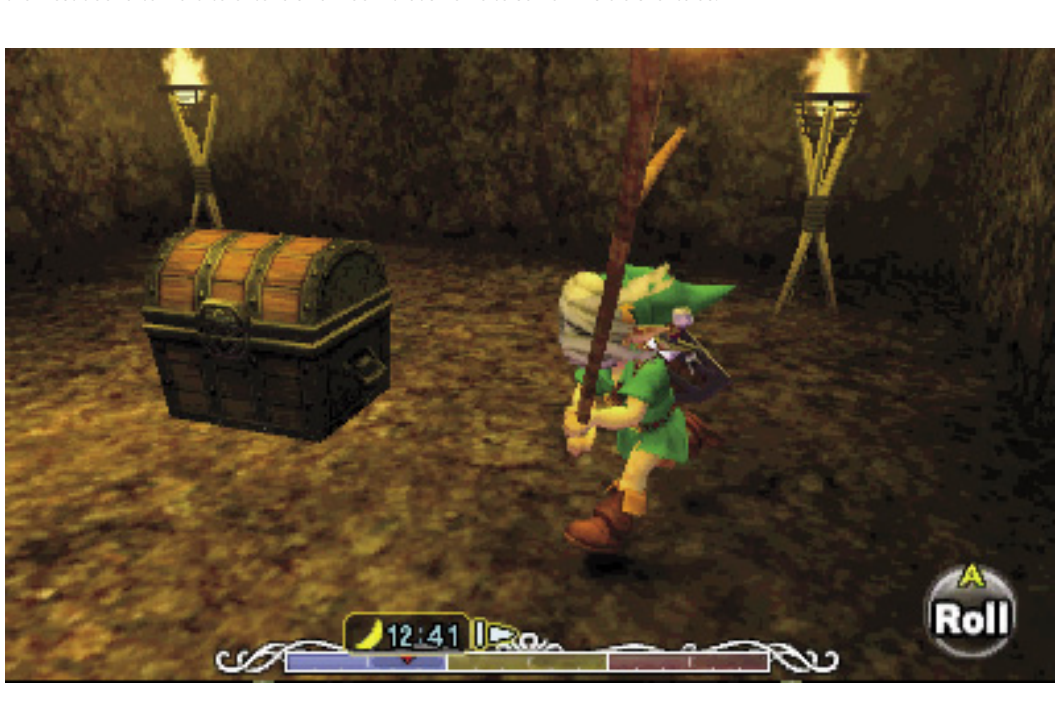
Deku Stick
Swing it around, or use it to light
flammable things on fire. Stand still
and press Ⓐ to put it away.

Skulltulas' Stash



Hookshot
Aim with ●. Use Ⓧ, Ⓨ, Ⅰ or Ⅱ to
fire the hook and grapple objects.

Two more Gibdos stand in the passage beyond the north door. Speak to the west Gibdo and give it your last bug. Go through the west door afterward to enter a small room that's home to some invisible Skulltulas.

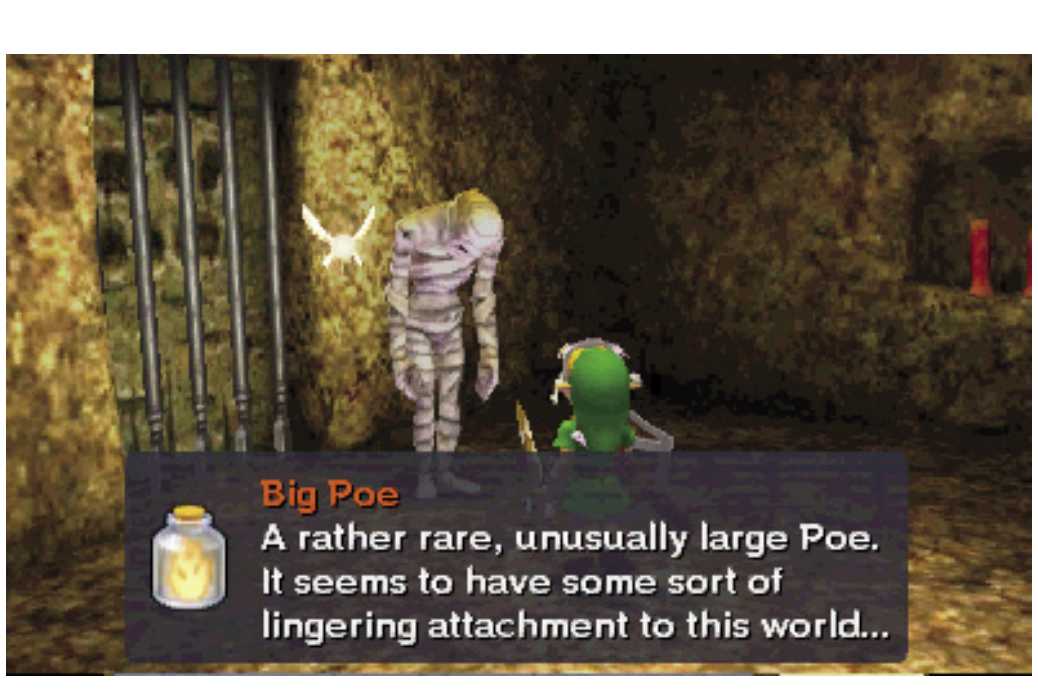


Use the Lens of Truth to help you slay the invisible Skulltulas (there are three of them), then use a Fire Arrow to light one of the room's torches. Whip out a Deku Stick and use it to light the rest, and then a chest appears. Open the chest to pocket another Purple Rupee.

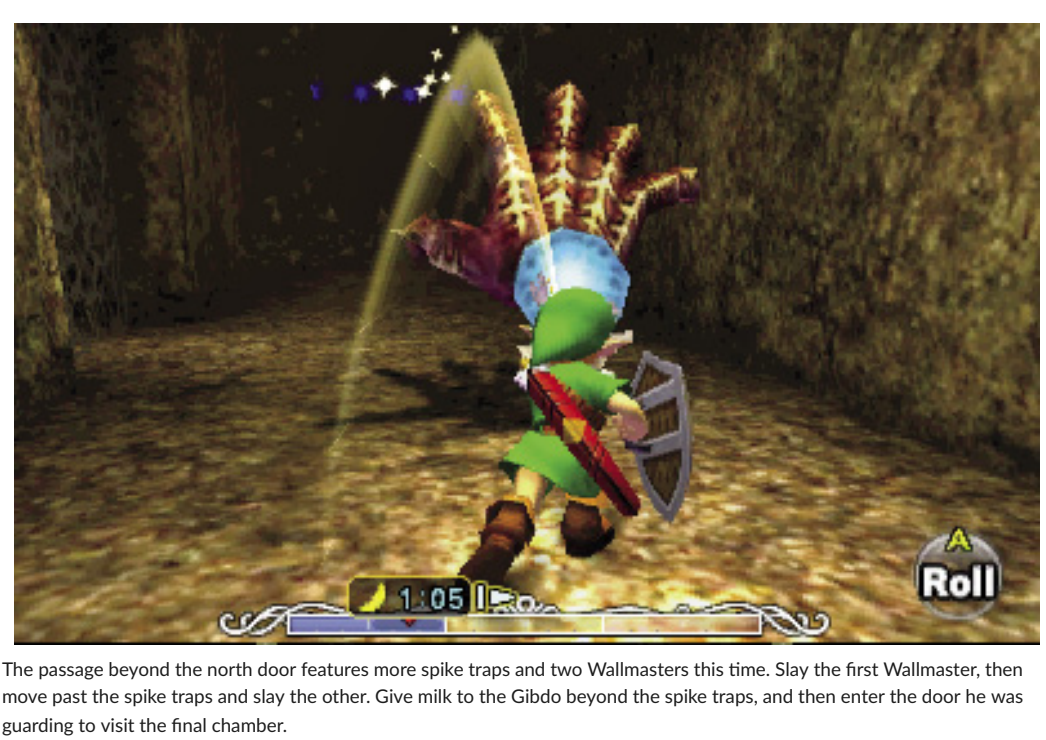
Beneath the Well Chest #2: Purple Rupee

Passage of Peril

Leave the Skulltulas' room, and speak to the other Gibdo up north. Give him the Big Poe's soul to make him leave, then go through the north door.



Big Poe
A rather rare, unusually large Poe.
It seems to have some sort of
lingering attachment to this world...

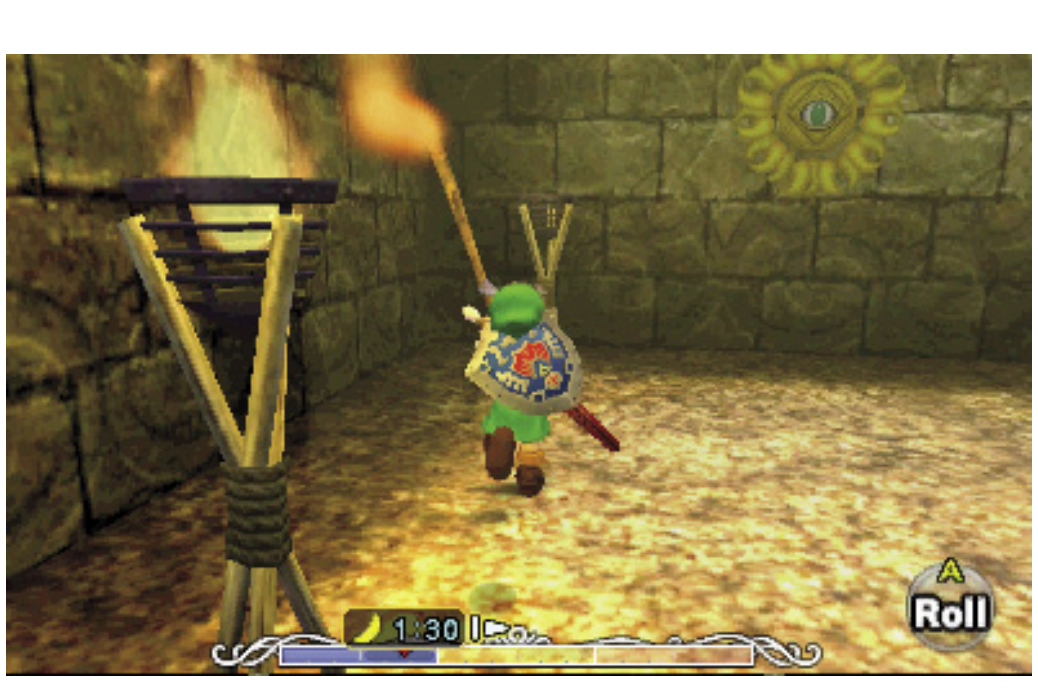


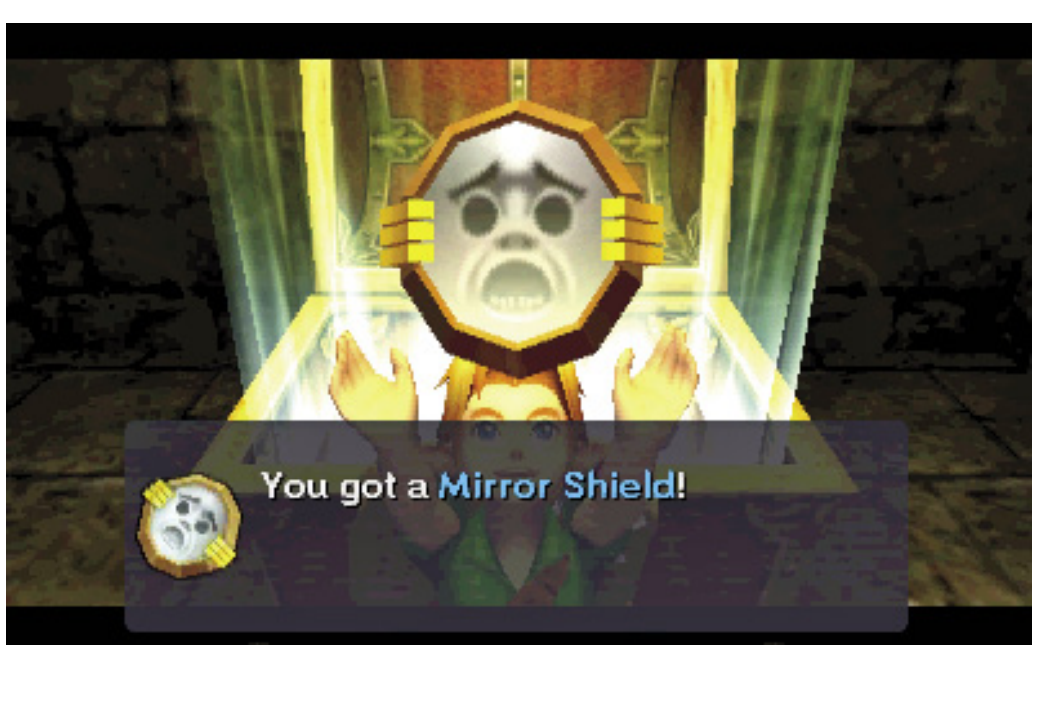
The passage beyond the north door features more spike traps and two Wallmasters this time. Slay the first Wallmaster, then move past the spike traps and slay the other. Give milk to the Gibdo beyond the spike traps, and then enter the door he was guarding to visit the final chamber.

Mirror, Mirror

Sunlight floods the final chamber, which is free of threats. Use a Fire Arrow to light one of the four torches here, then use a Deku Stick to light the rest.

With all four torches lit, a big treasure chest appears. Open it to claim a valuable new item: the Mirror Shield.



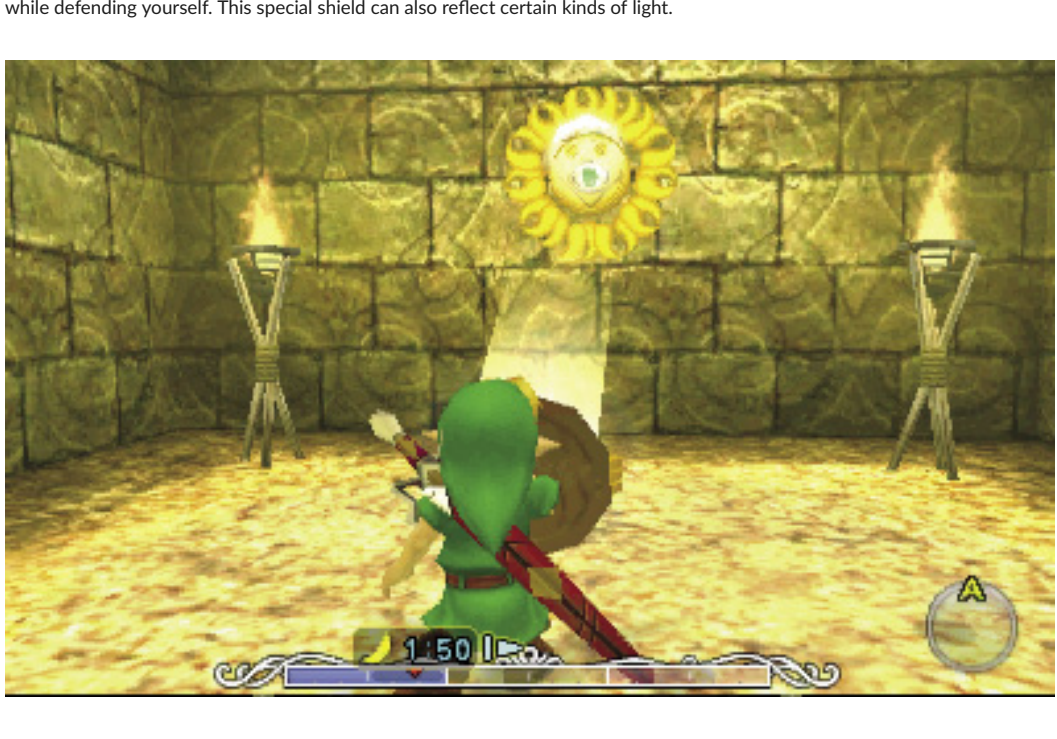


You got a Mirror Shield!

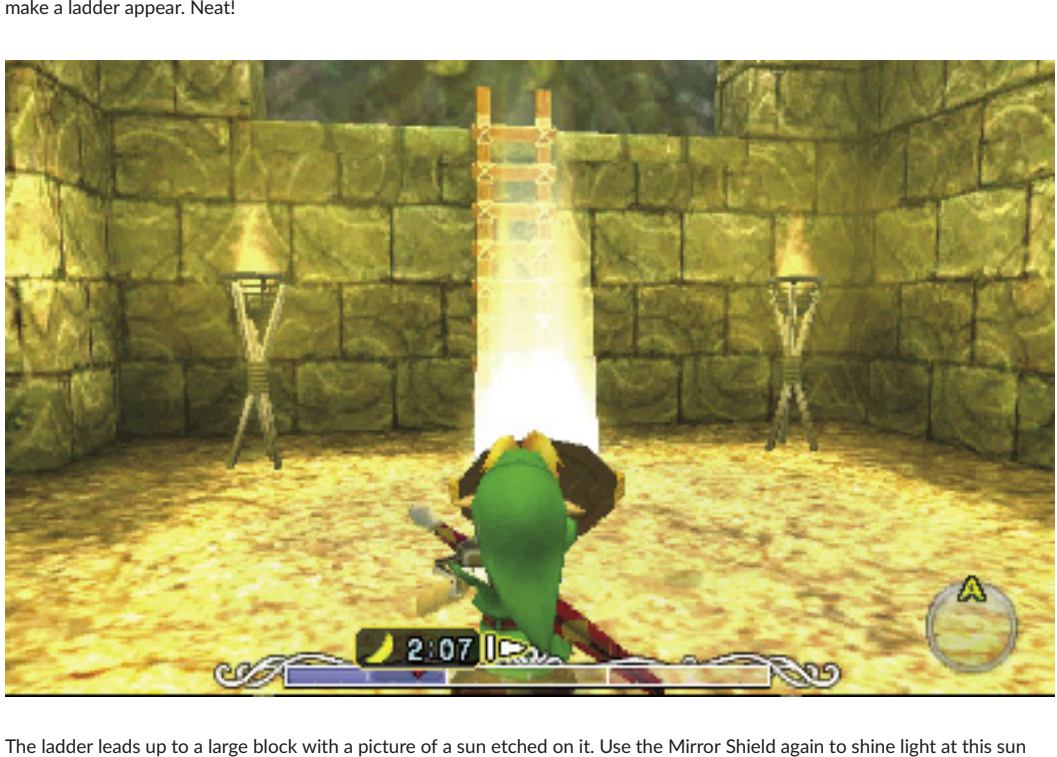
Beneath the Well Chest #3: Mirror Shield

Mirror Shield

You got a Mirror Shield! Press R to assume a defensive position. If you press R while L-Targeting, you can move while defending yourself. This special shield can also reflect certain kinds of light.

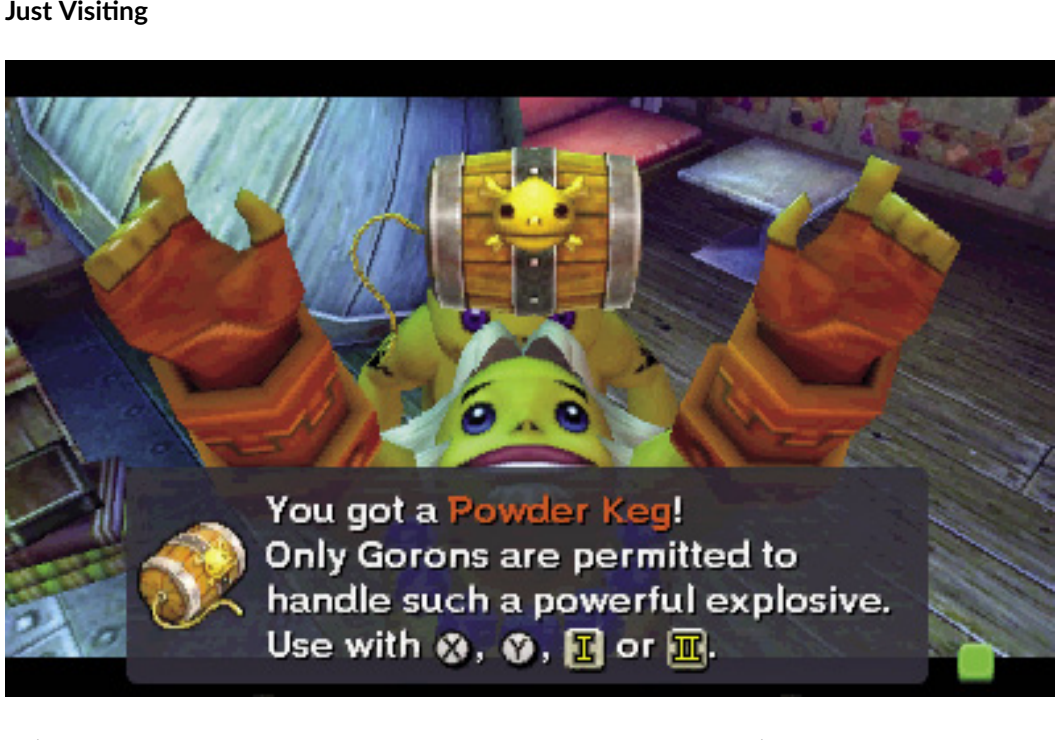


Step into the sunlight, and hold R to pull out your Mirror Shield. Direct a beam of light at the sun emblem on the wall to make a ladder appear. Neat!



The ladder leads up to a large block with a picture of a sun etched on it. Use the Mirror Shield again to shine light at this sun block, and it vanishes, revealing a passage. Climb the ladder and go down the passage to sneak into Ikana Castle.

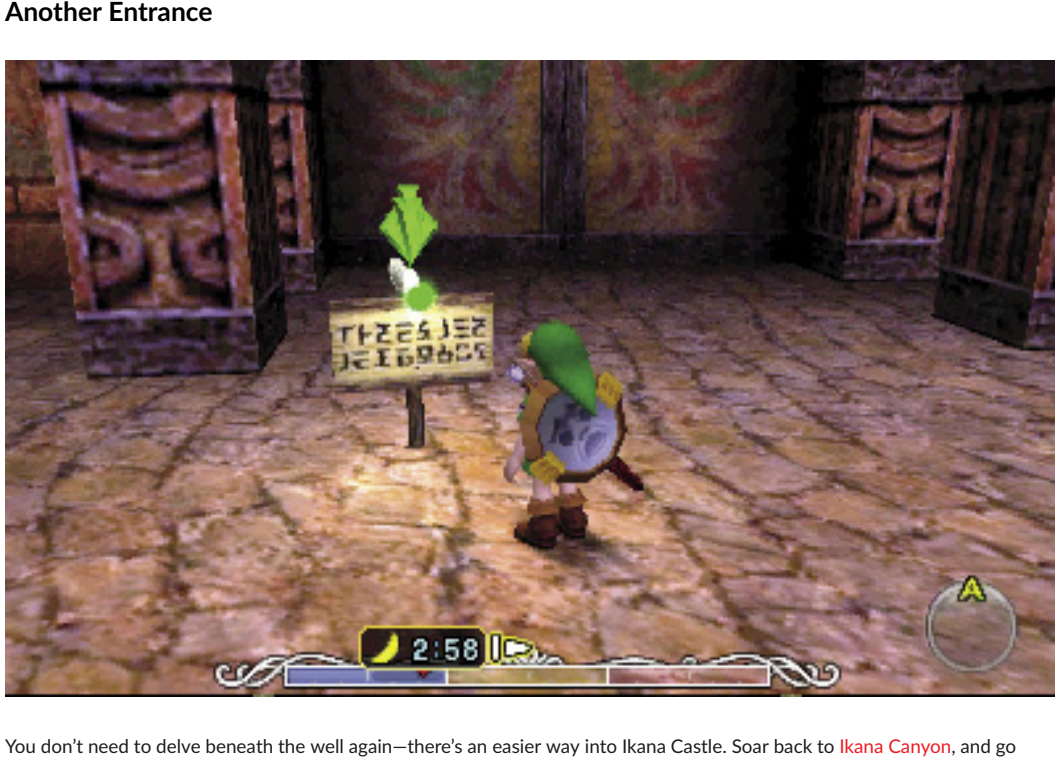
Just Visiting



You got a Powder Keg!
Only Gorons are permitted to
handle such a powerful explosive.
Use with Ⓧ, Ⓨ, Ⅰ or Ⅱ.

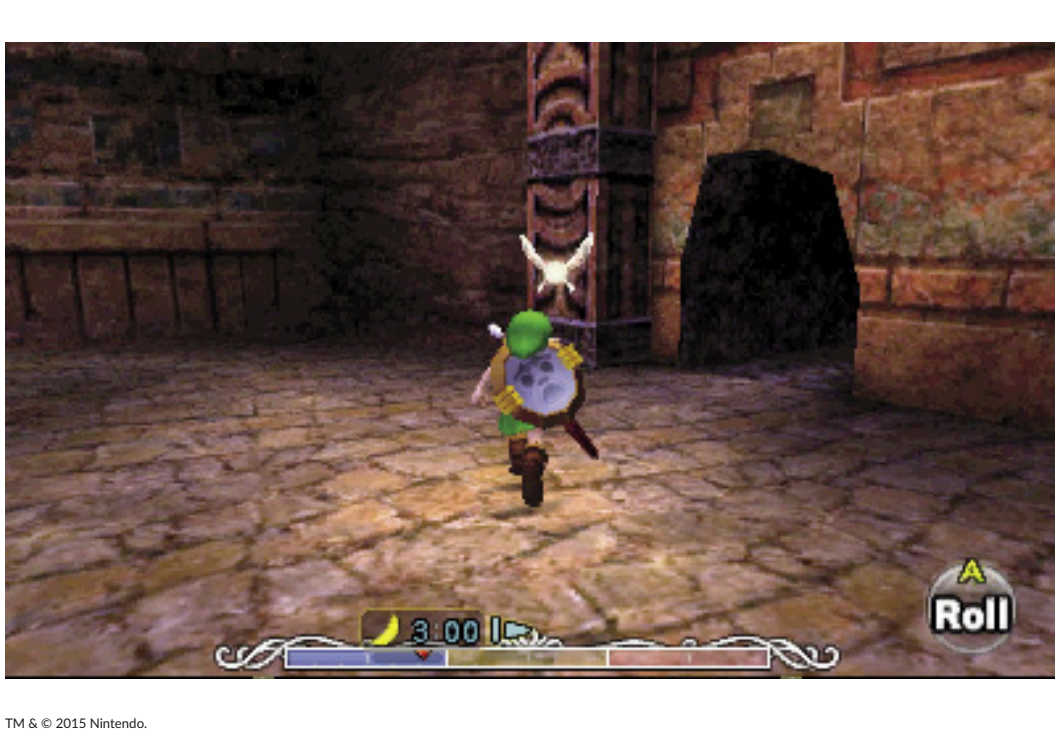
You'll be storming Ikana Castle momentarily, but first, you need to buy a Powder Keg. There's an easy way back into the castle, so don't worry about returning here. Soar to Clock Town and visit the Bomb Shop, then put on the Goron Mask and buy a Powder Keg from the shop's Goron for 50 Rupees.

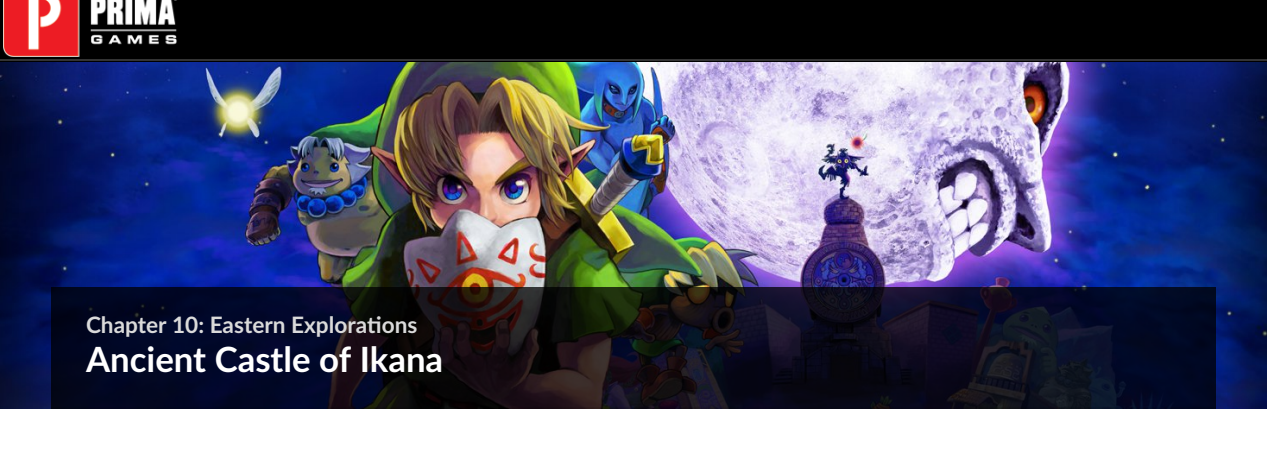
Another Entrance

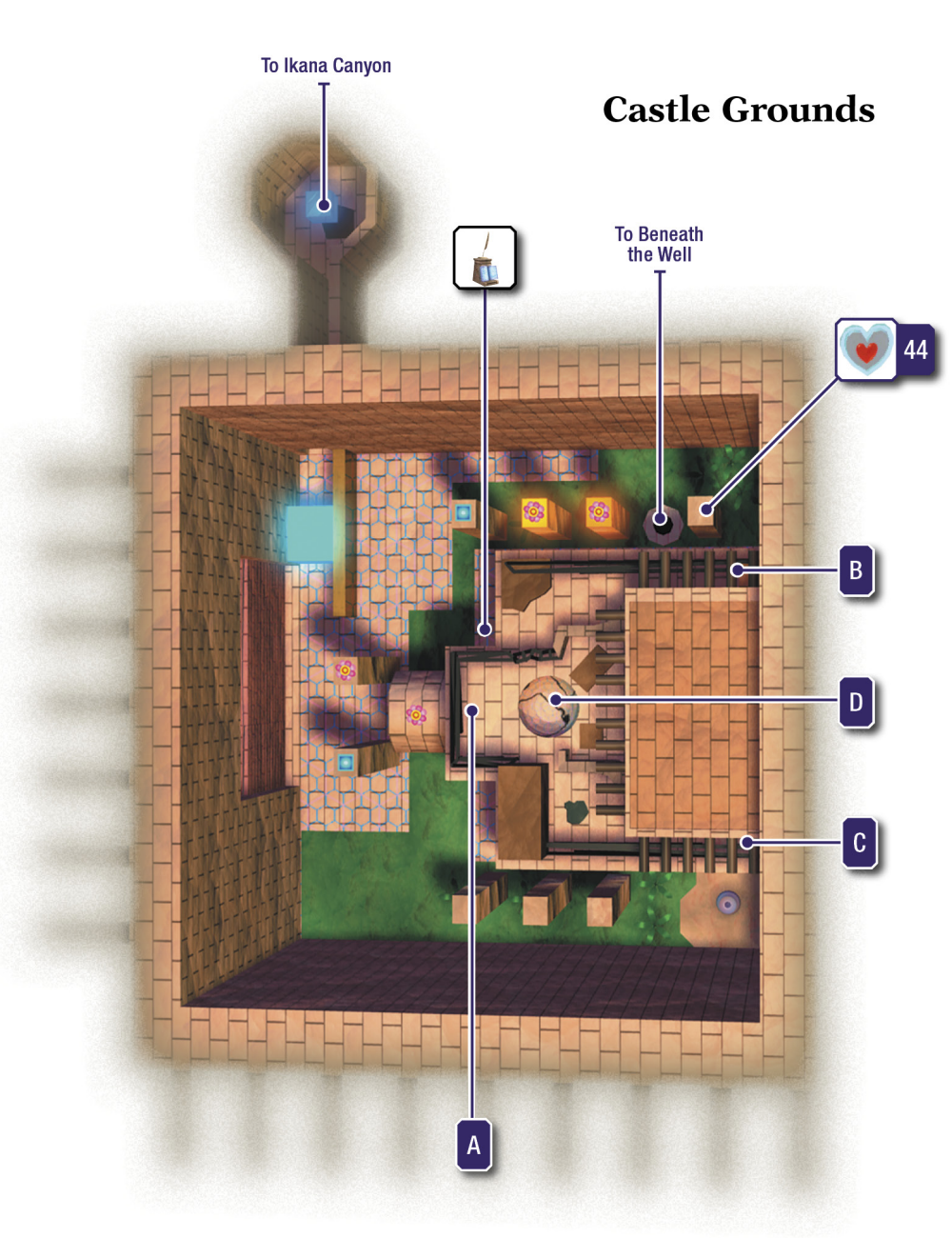


You don't need to delve beneath the well again—there's an easier way into Ikana Castle. Soar back to Ikana Canyon, and go east when you arrive. A nearby sign indicates that the large red gate to the east is Ikana Castle's front gate.

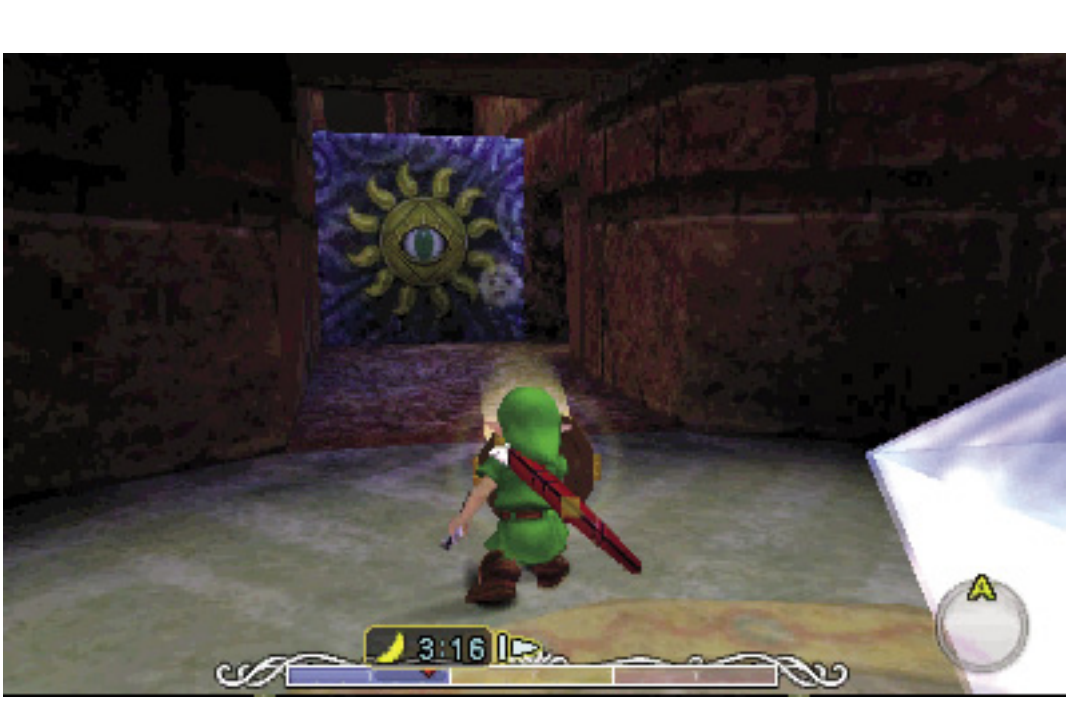
The castle's big front gate is shut tightly, but there's a Link-sized hole just to the left of it. Go through the hole to reenter the Ancient Castle of Ikana, not far from the spot where the well's secret passage delivered you.

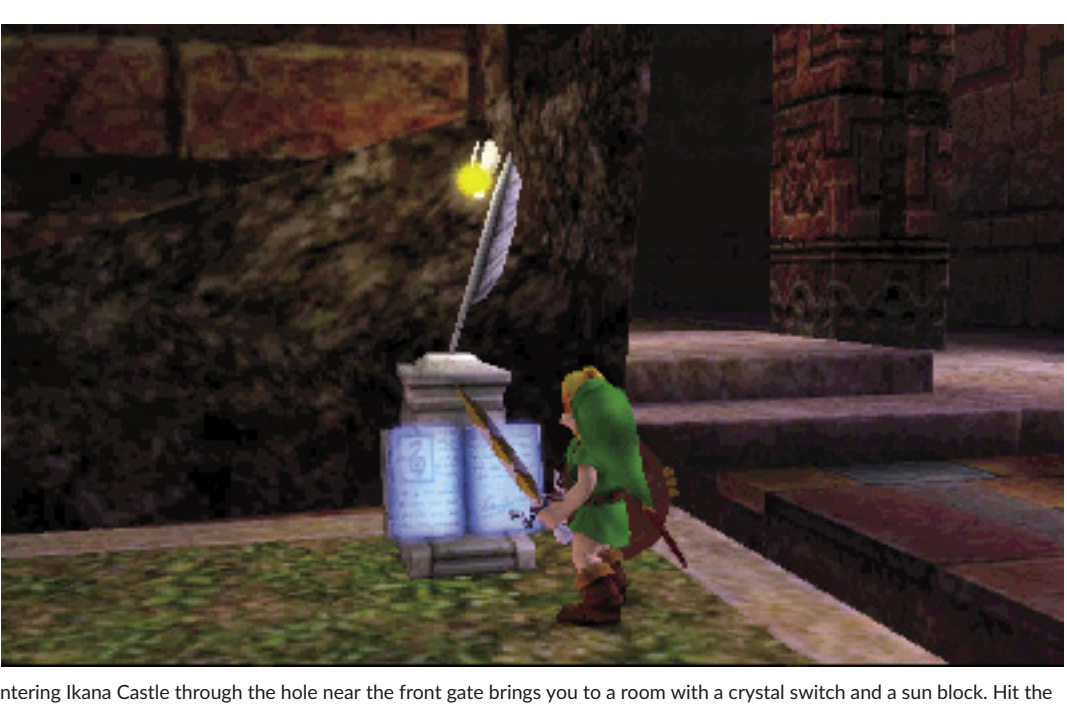






Let It Shine

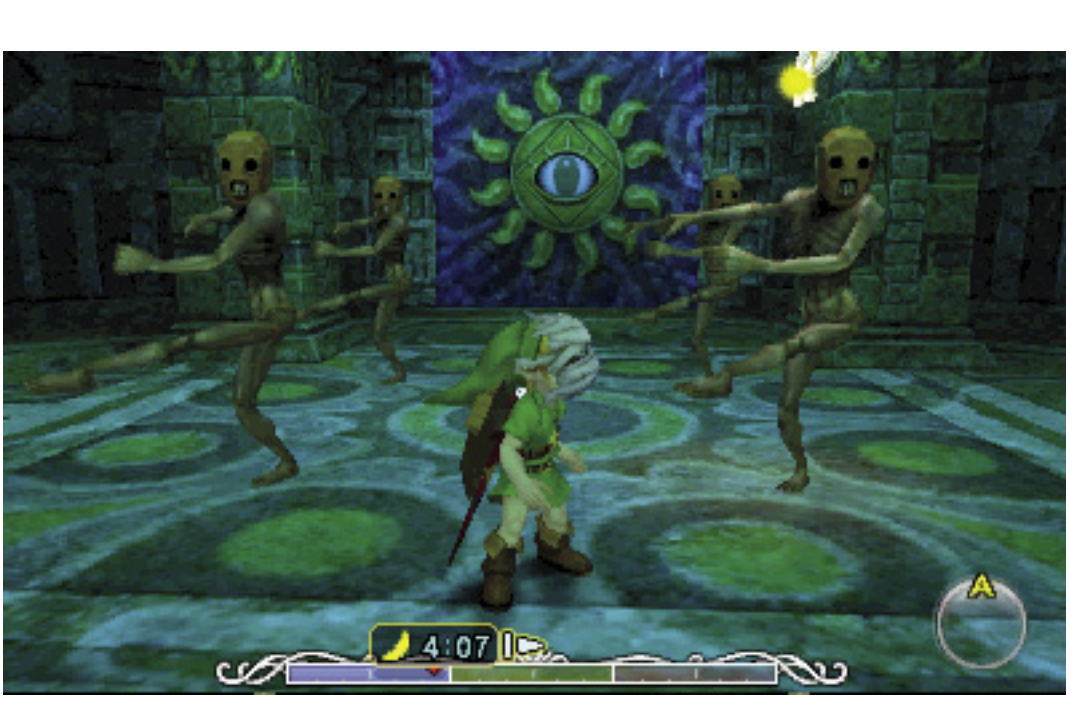


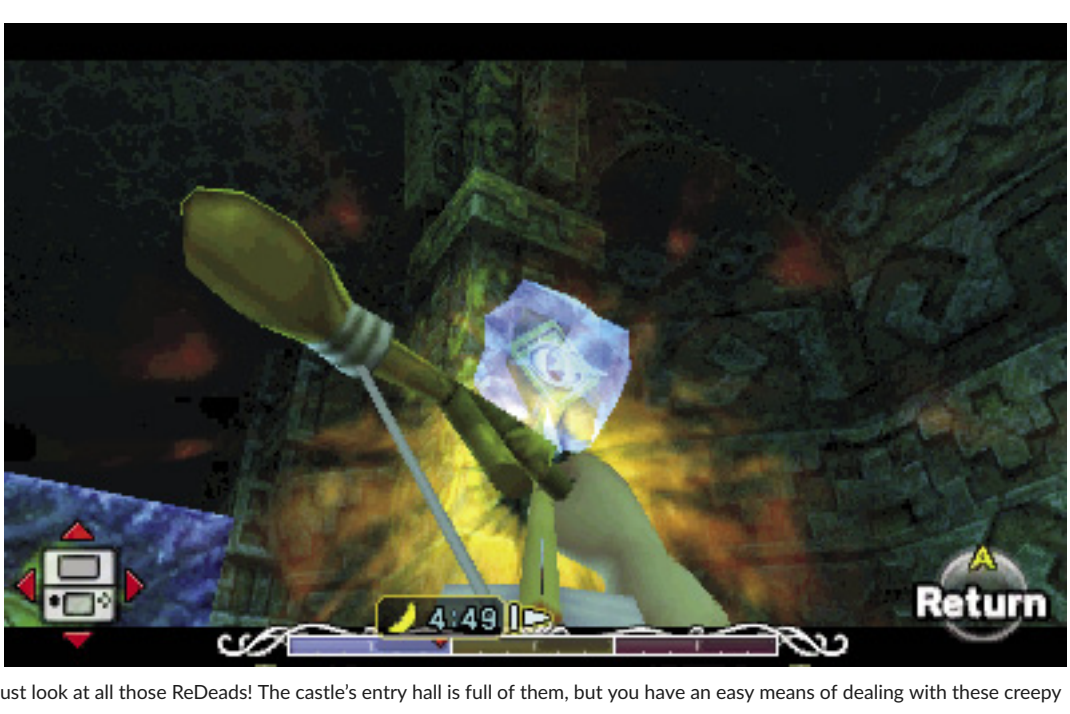


Entering Ikana Castle through the hole near the front gate brings you to a room with a crystal switch and a sun block. Hit the switch to make sunlight flood the room, then use the Mirror Shield to angle the light at the sun block. Keep shining light at the block until it vanishes, letting you progress.

Aside from a save statue, there's little of interest around the castle's exterior grounds. Save your progress, and then head directly into the castle to begin your explorations of this ancient stronghold.

Hall of the ReDead

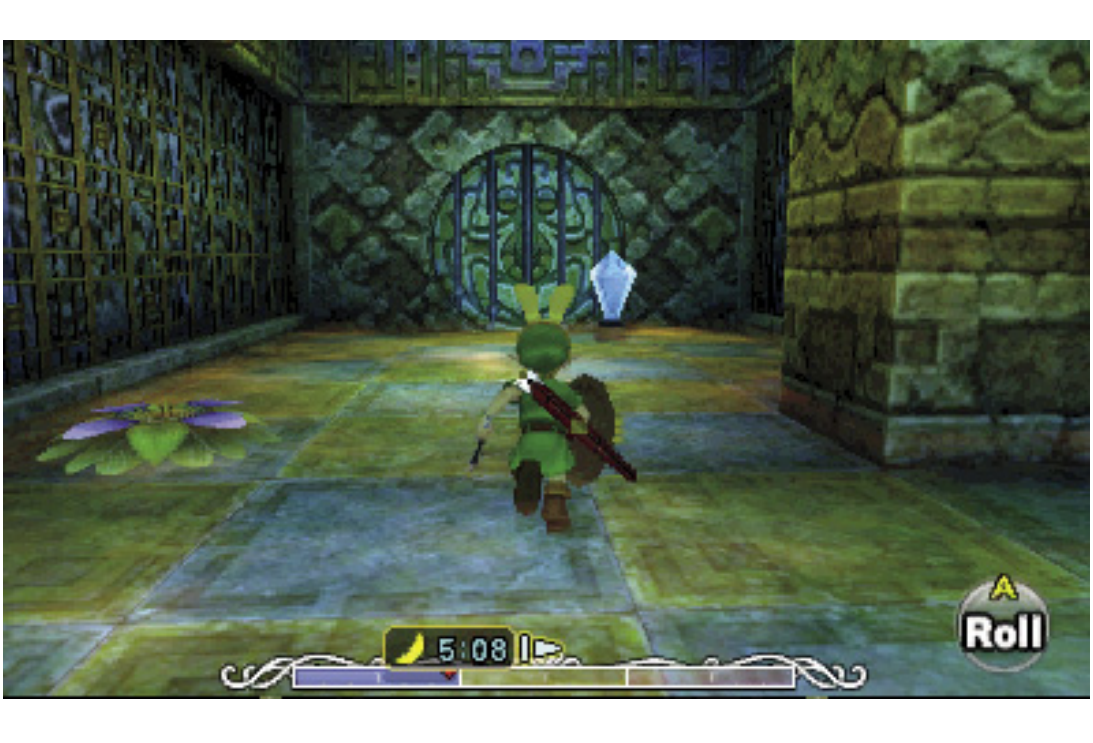




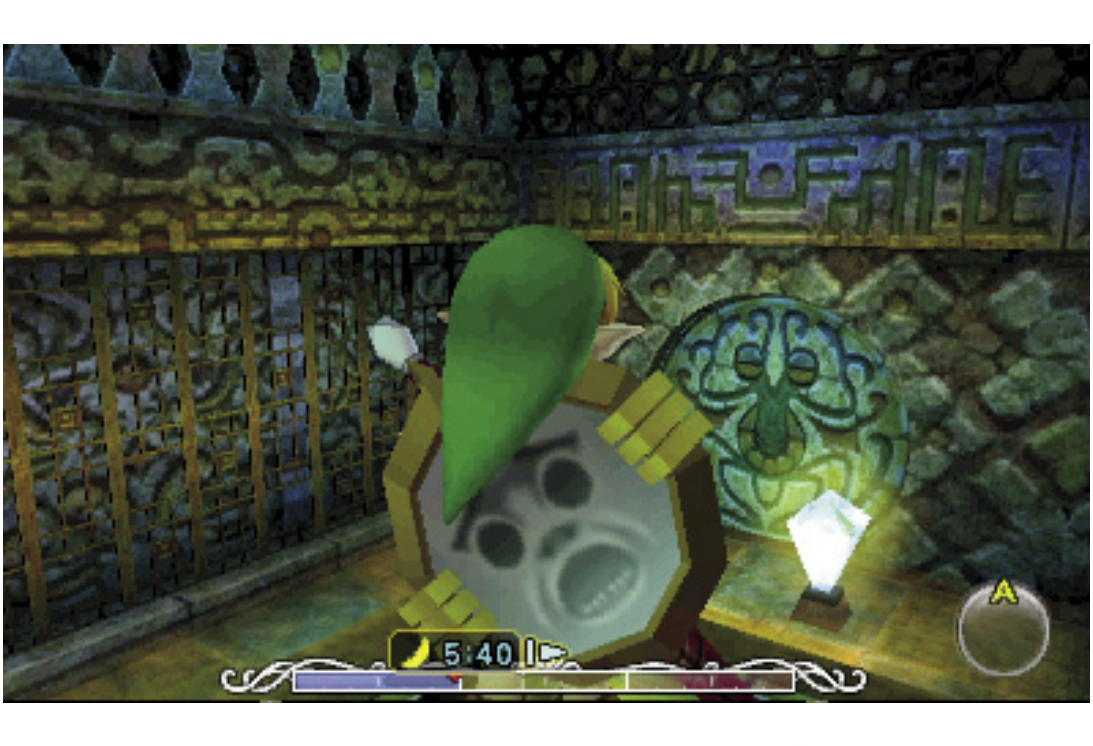
Just look at all those ReDeads! The castle's entry hall is full of them, but you have an easy means of dealing with these creepy foes now: put on the Gibdo Mask to make the ReDeads dance. They're harmless while dancing, so have at them with Link's blade.

After defeating the ReDeads, use a Fire Arrow to thaw out the two frozen eye switches on the room's pillars. This unseals the north and south doors. Go through the north door to visit the castle's north wing.

North Hall

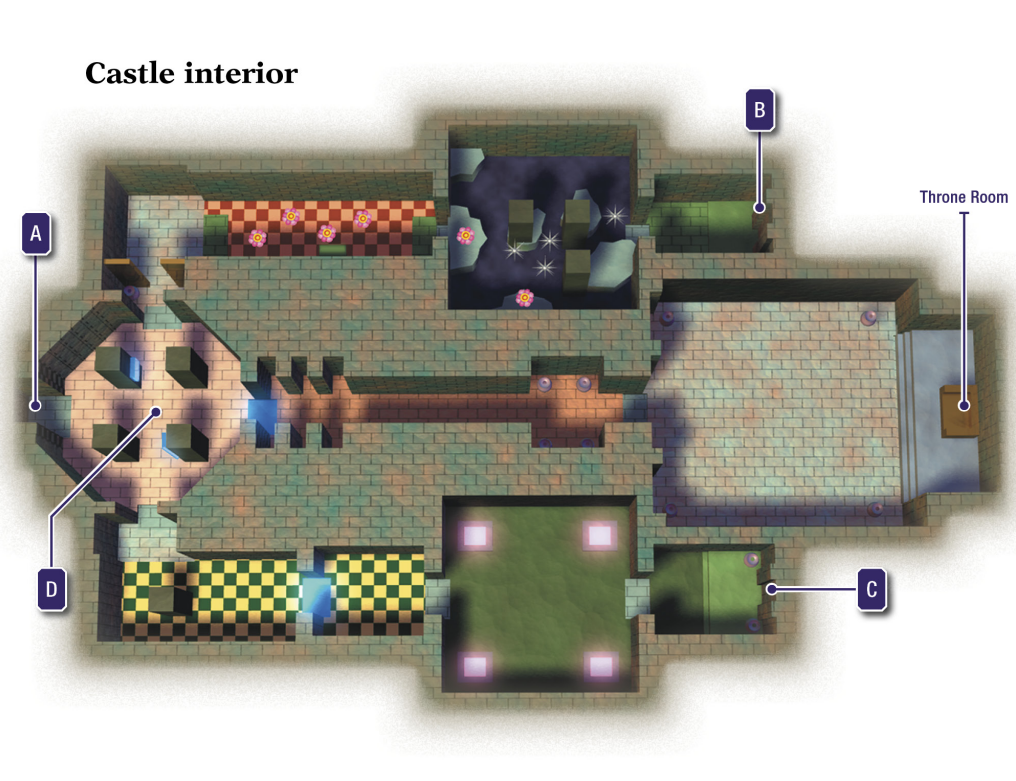


Put on the Bunny Hood, and strike the crystal switch in this hall to make the big central lava pool rise. The lava soon comes back down, so hurry down the hall and stand near the other crystal switch to the east.



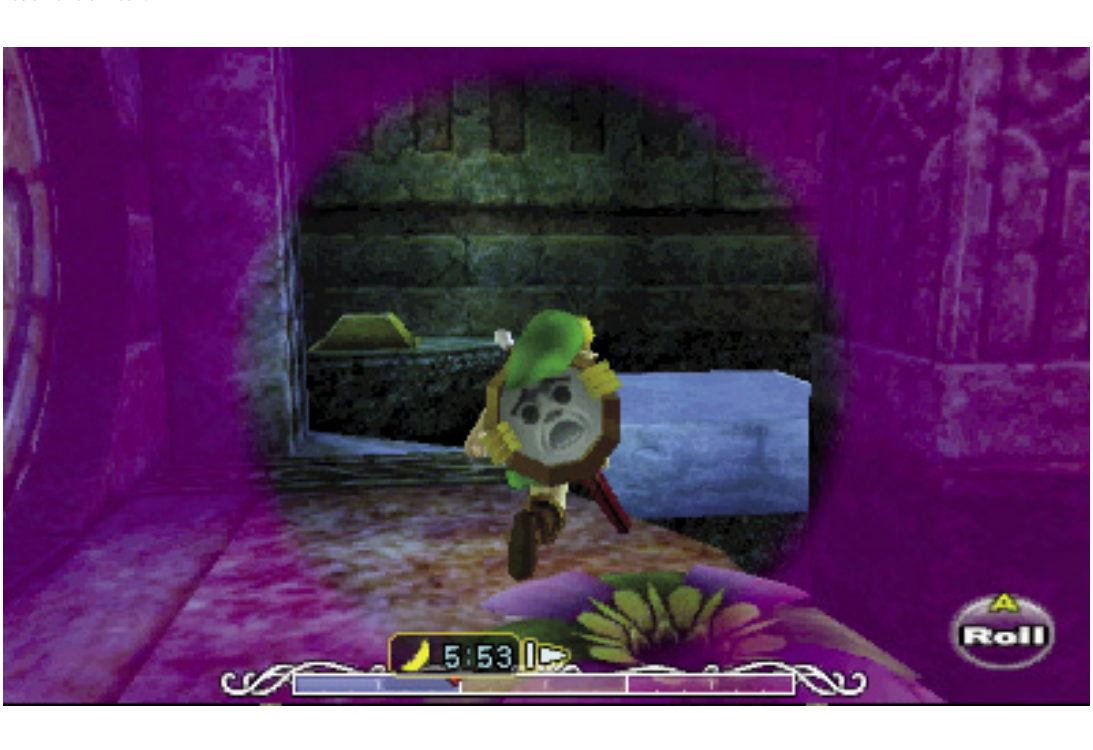
Put on the Deku Mask, and wait near the east crystal switch for the lava to come back down (you're safe while standing near the east crystal). Spin into the east crystal to raise the platform again, then quickly launch from a Deku Flower and glide onto the nearby pillar.

There's a floor switch atop the pillar. Take off the Deku Mask, and activate the switch with Link's full body weight. This unseals the east door; hurry over and go through.

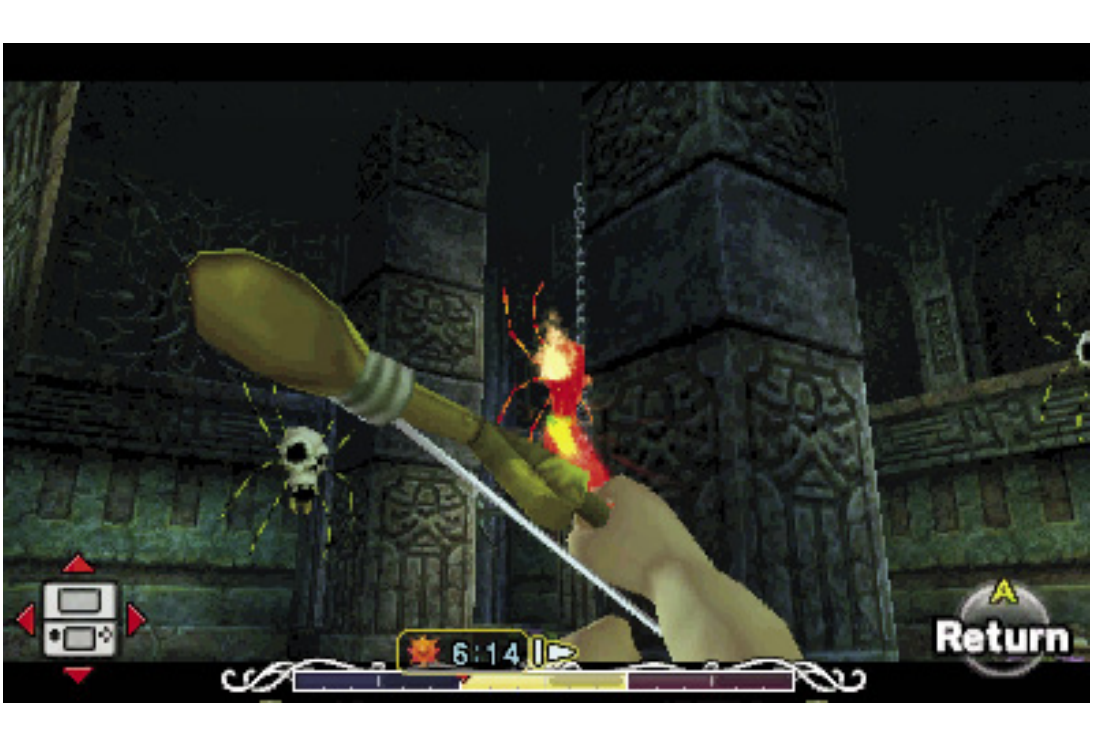


Floorless Room

Be careful not to fall in this room—the floor has collapsed! Look to the left (north), and spy another floor switch on a ledge. Either use the Deku Flower to glide there, or use the Lens of Truth to discover an invisible platform that you can also use to reach the switch.

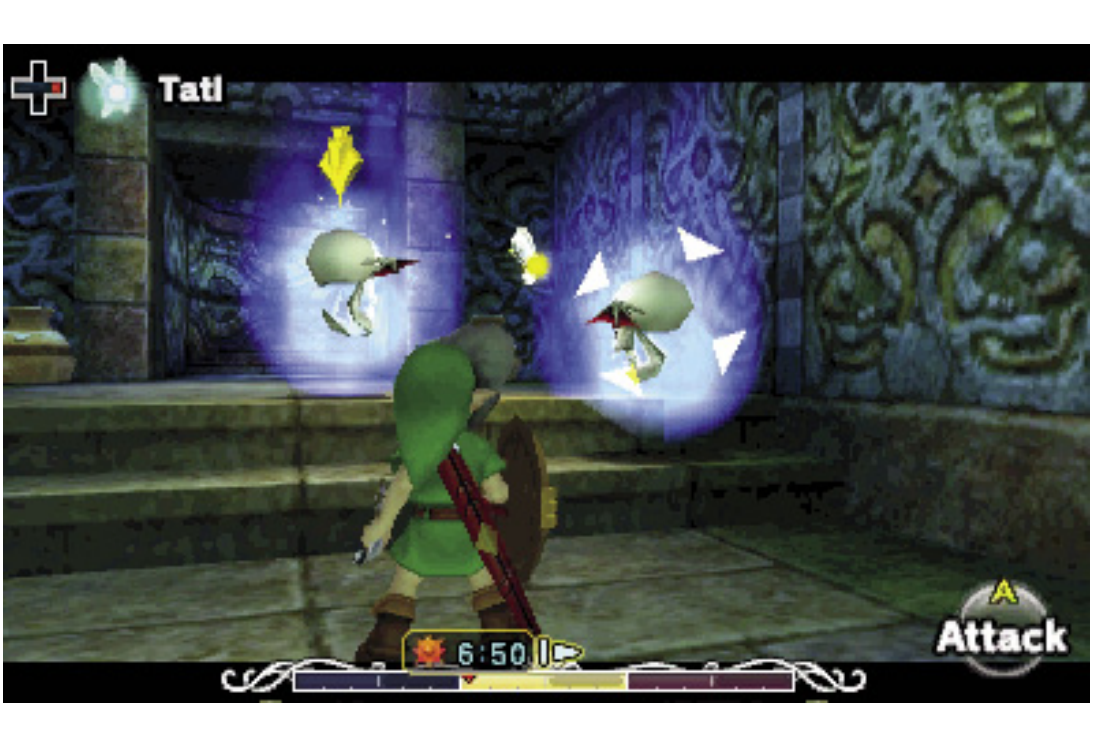


Step on the switch to unseal the east door, then pick off the overhead Skulltulas with the Hero's Bow. Hop across the invisible platform, and if you like, use the Bunny Hood to help you make the big jumps on your way to the east door. Put on the Stone Mask before going through the door.

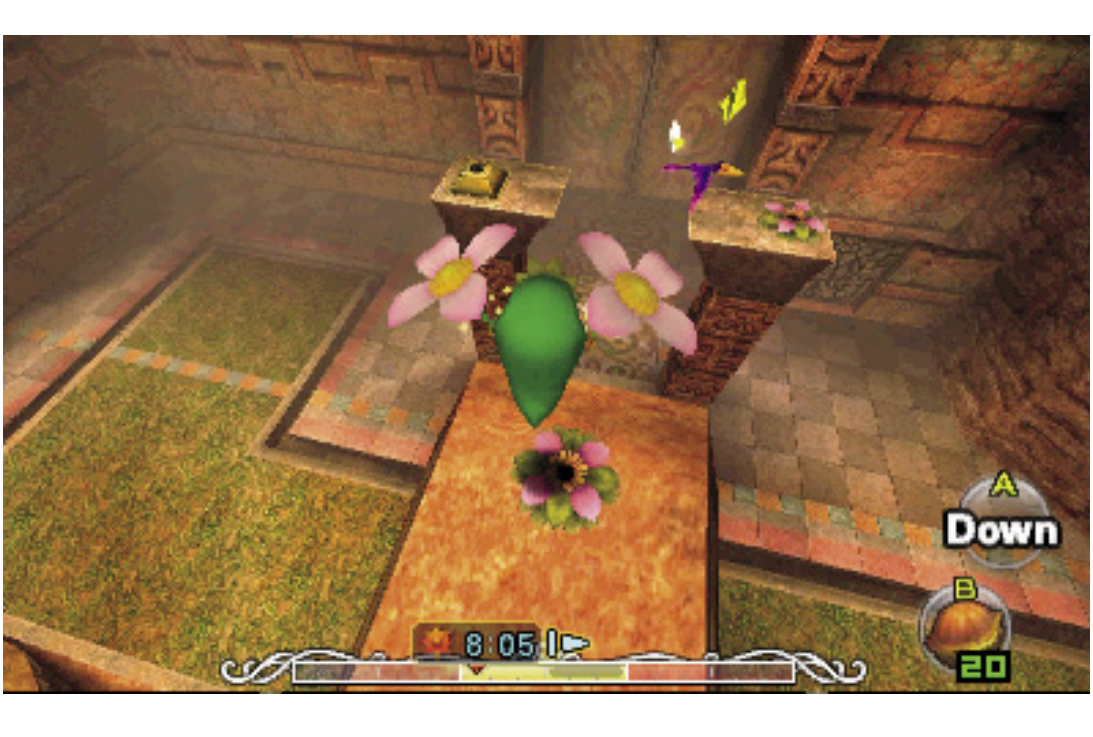


North Stairwell

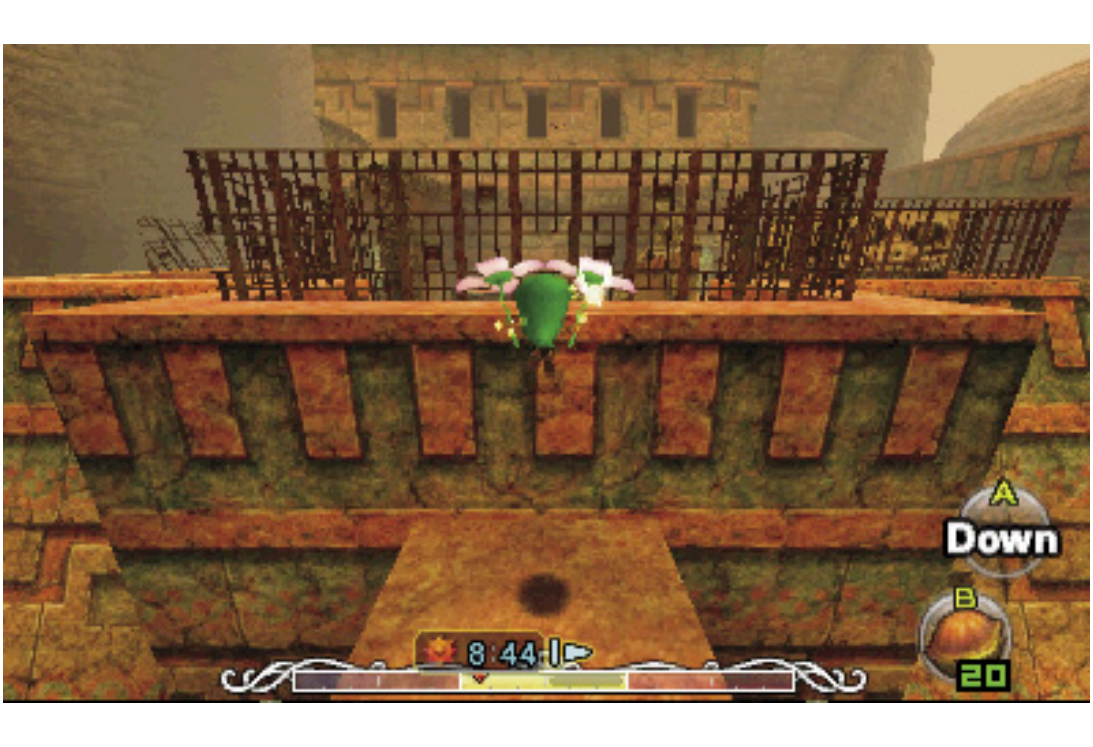
The Stone Mask ensures that the Blue Bubbles that patrol this stairwell won't bother you. Pick them off with the Hero's Bow, if you like, then ascend the stairs to reach the castle's roof.



Castle Rooftop



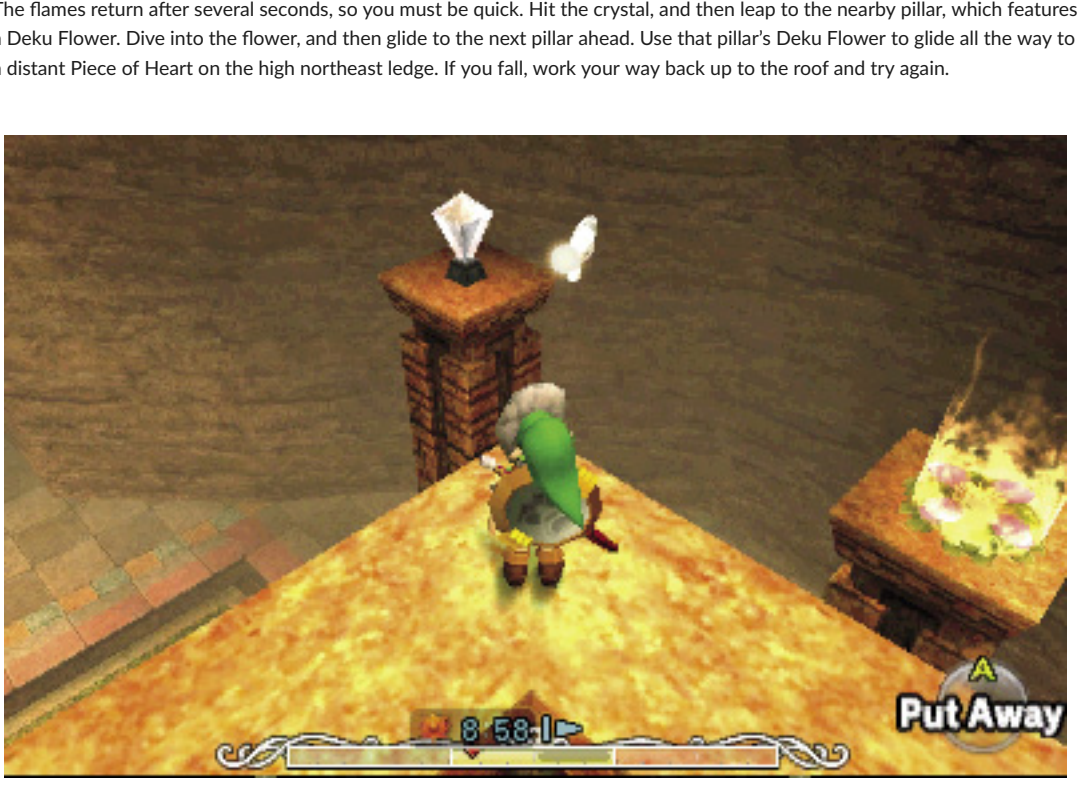
Continue wearing the Stone Mask so that the circling Guays don't disturb you up on the roof. Climb onto the roof's thick railing, and walk around the railing until you spot a lower ledge with a Deku Flower. Drop to this ledge, and glide to the floor switch atop the nearby pillar using the Deku Flower.

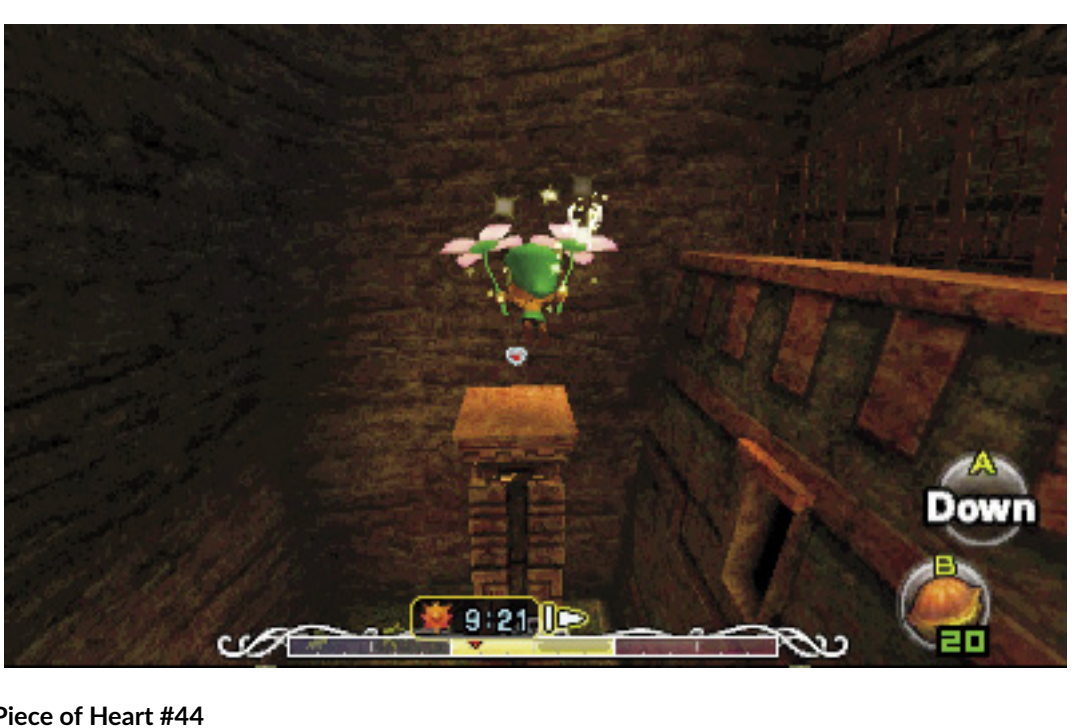


Activate the pillar's floor switch to shift a block atop the castle's roof. This shines light down in the room below. Afterward, put on the Bunny Hood, and leap over to the Deku Flower that's atop the nearby pillar. Use this Deku Flower to glide back to the previous one, then use that Deku Flower to return to the top of the roof.

Backtrack along the railing, and spy a crystal switch atop a pillar to the north. Activate it with an arrow or the Hookshot to briefly quell the flames atop the other nearby pillars.

The flames return after several seconds, so you must be quick. Hit the crystal, and then leap to the nearby pillar, which features a Deku Flower. Dive into the flower, and then glide to the next pillar ahead. Use that pillar's Deku Flower to glide all the way to a distant Piece of Heart on the high northeast ledge. If you fall, work your way back up to the roof and try again.

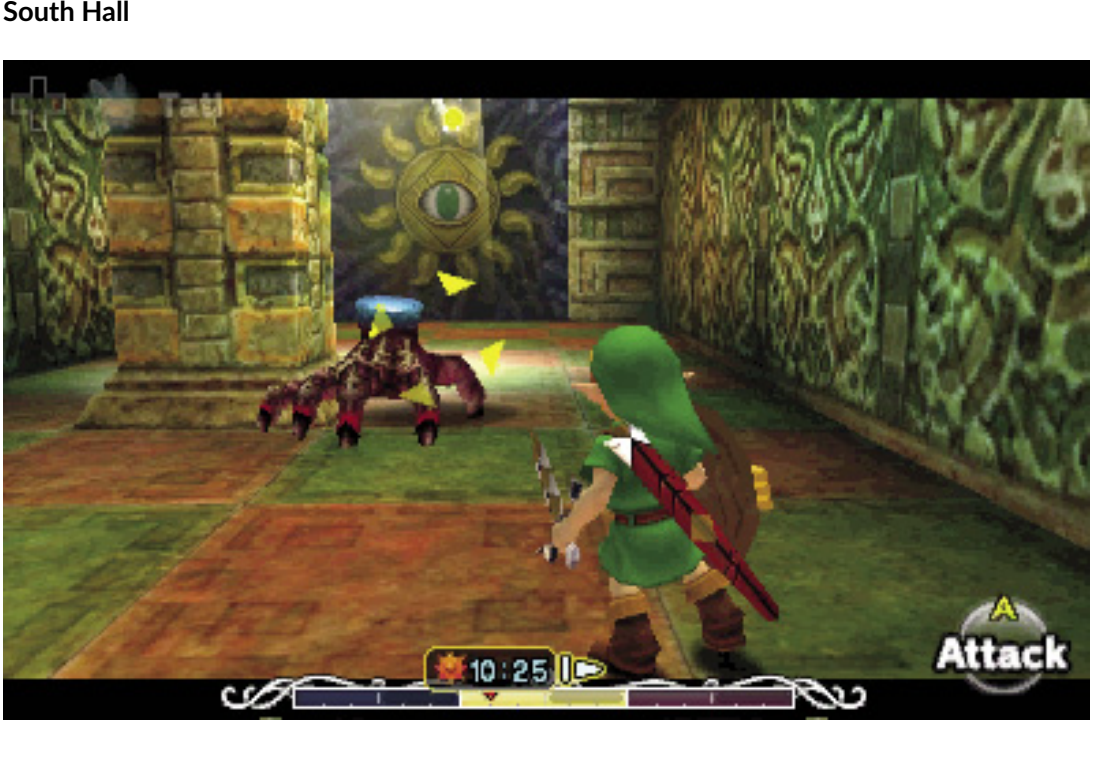




Piece of Heart #44

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

South Hall

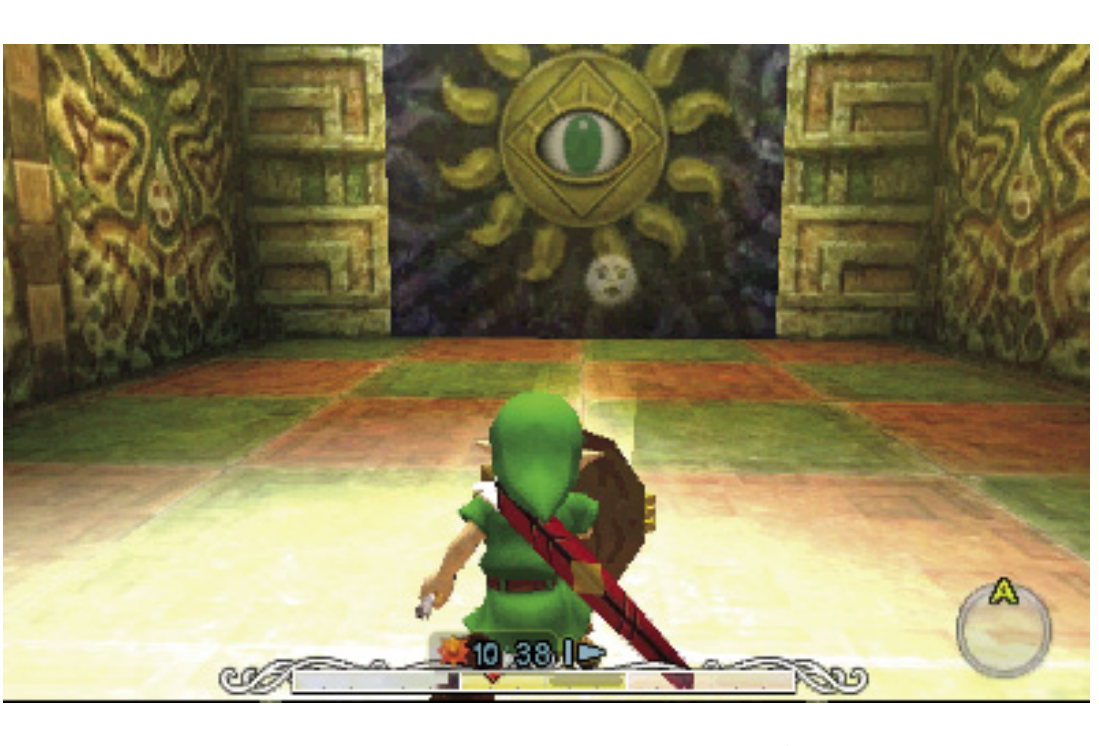


After claiming the Piece of Heart, drop from the ledge, and save your game at the save statue before reentering the castle. Use the Gibdo Mask to help you slay the ReDead, then go through the south door to visit the castle's south wing. Beware the dangerous Floormaster that stalks the sunlit hall beyond the door.

Floormaster

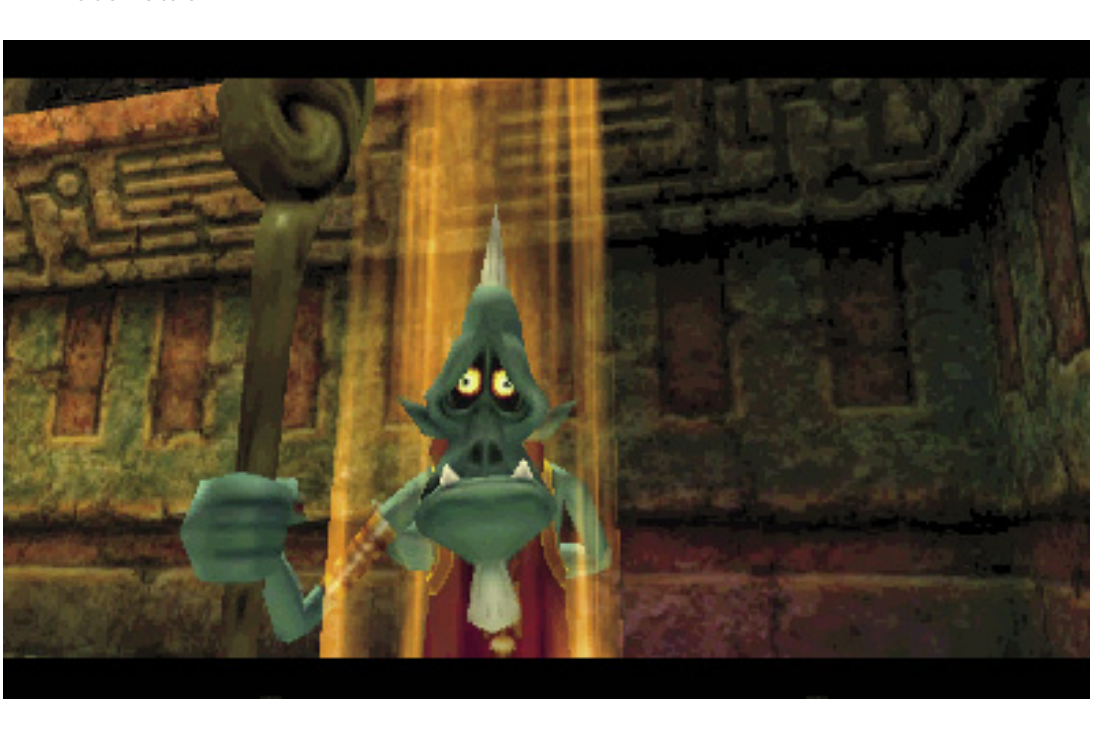
Damage: 1/2 Heart

Akin to Wallmasters, Floormasters are giant hands that crawl along the floor seeking prey. They leap at Link when they see him, and they can't be harmed when they turn green, so play defense until they return to their normal color. Damage a Floormaster to reduce it to three smaller Floormasters that try to grab Link and damage him. Mash buttons to break free of a smaller Floormaster's grip, and chop them all down quickly with Link's sword before they reform.

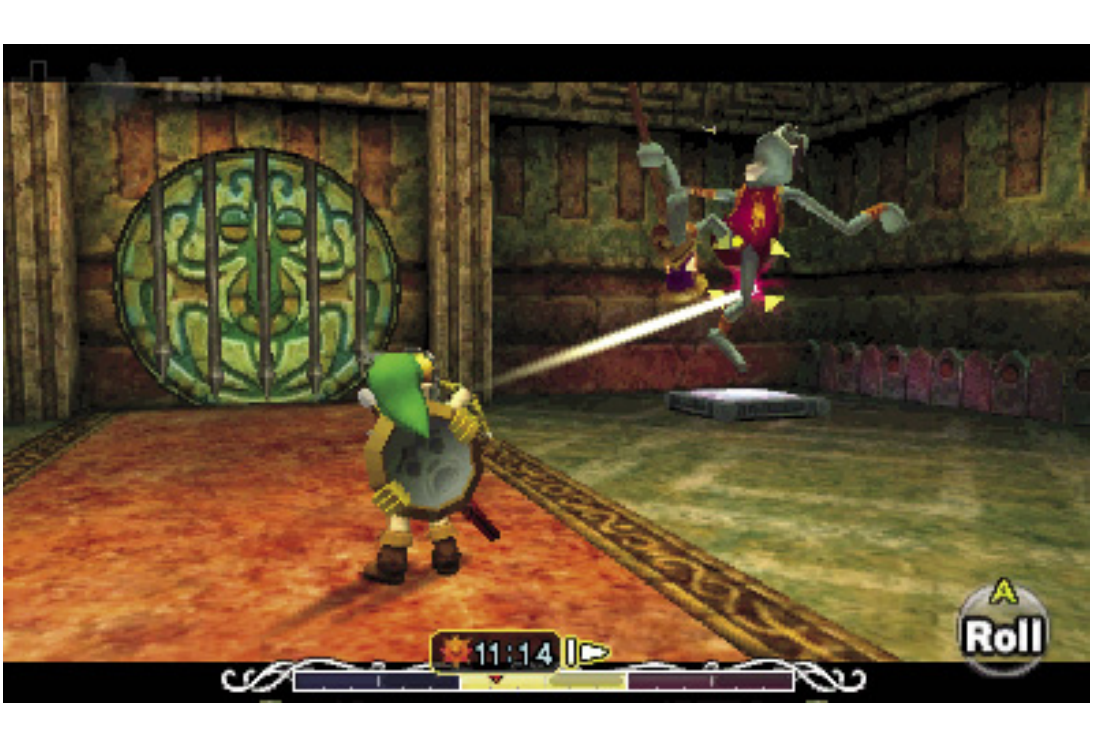


With the Floormaster destroyed, use the Mirror Shield to reflect light at the east sun block. (Sunlight only shines here if you've activated the floor switch atop the pillar outside, which you've already done.) Keep it up until the block vanishes, revealing four ReDeads. Use the Gibdo Mask to make them dance, then cut them down and proceed through the east door.

Wizzrobe Battle

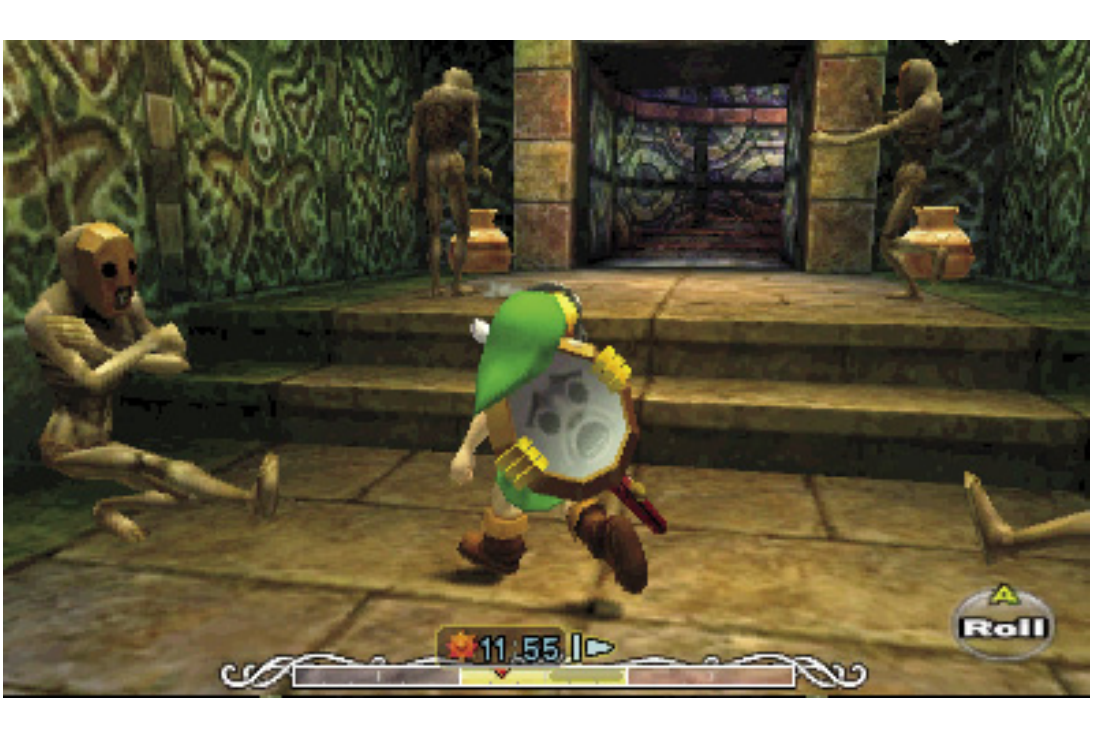


A villainous Wizzrobe awaits in this chamber, and he's steaming mad. This Wizzrobe wields fire instead of ice, but otherwise, the battle is just the same as the ones fought in Snowhead Temple.



The confines of room make this an easy fight. L -Target the Wizzrobe each time he appears, and then quickly shoot him with an arrow before he has a chance to attack. Keep using Tatl to track the real Wizzrobe once he starts summoning clones, and continue shooting the fiend until you finally defeat him. Put on the Gibdo Mask afterward, and proceed through the east door.

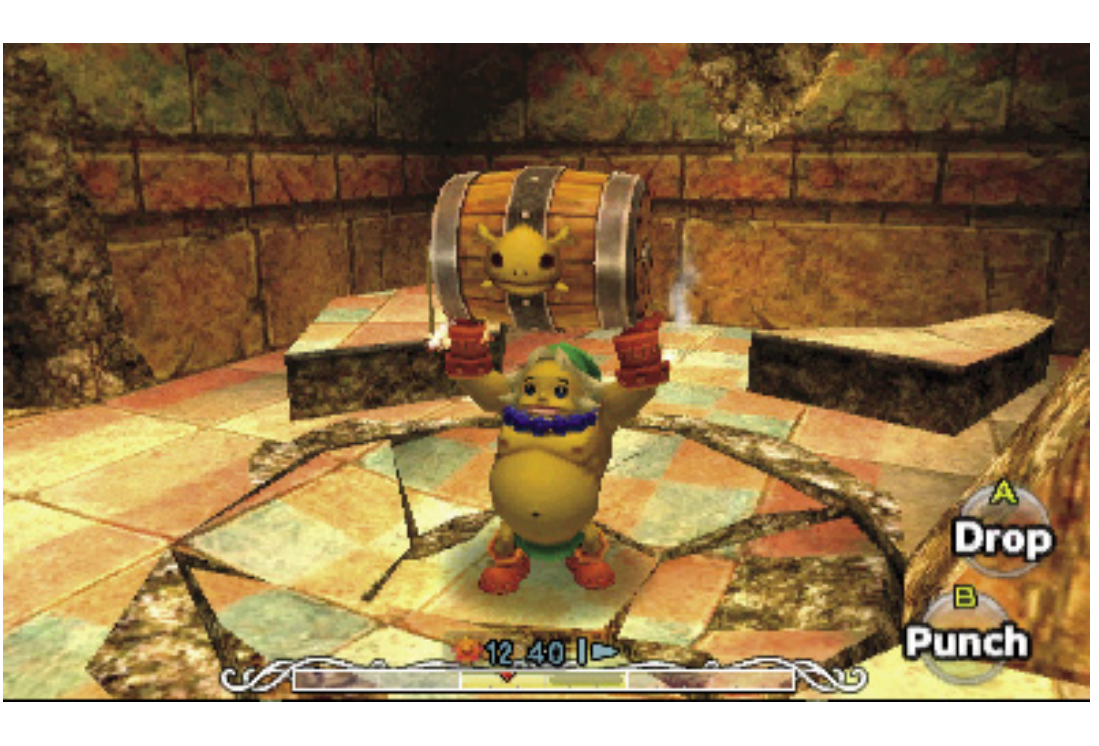
South Stairwell



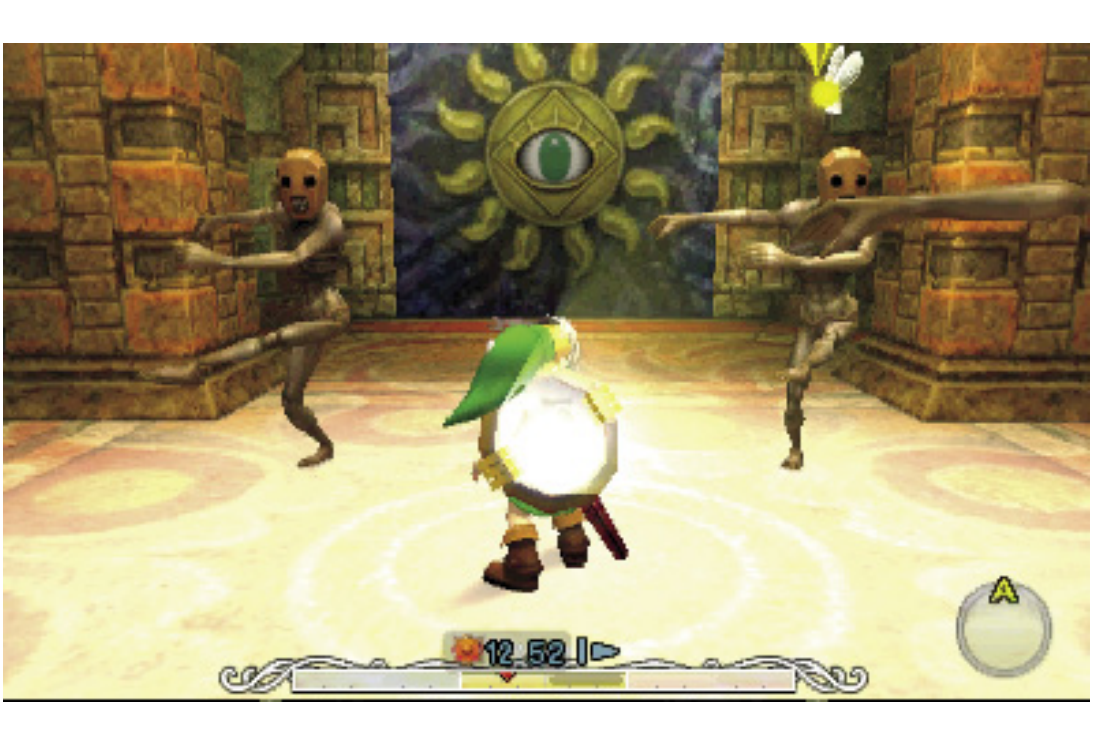
It's a good thing you slapped on that Gibdo Mask: this stairwell is filled with ReDeads. Slay the dancing demons on your way upstairs to the roof, if you like.

Rooftop (Revisited)

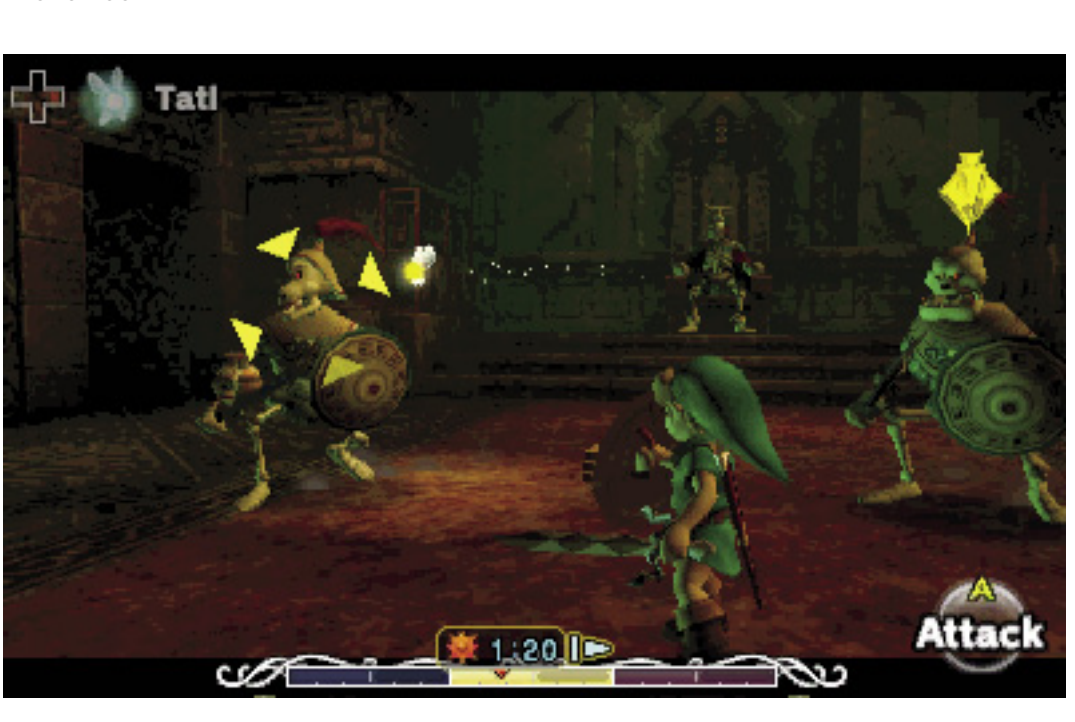
Avoid falling down the small hole on this side of the roof—you'll land back near the Floormaster. Instead, look around for a nearby cracked section of the roof, which Tatl takes note of. A bomb isn't big enough to blast the roof, so put on the Goron Mask, and place your Powder Keg here instead.

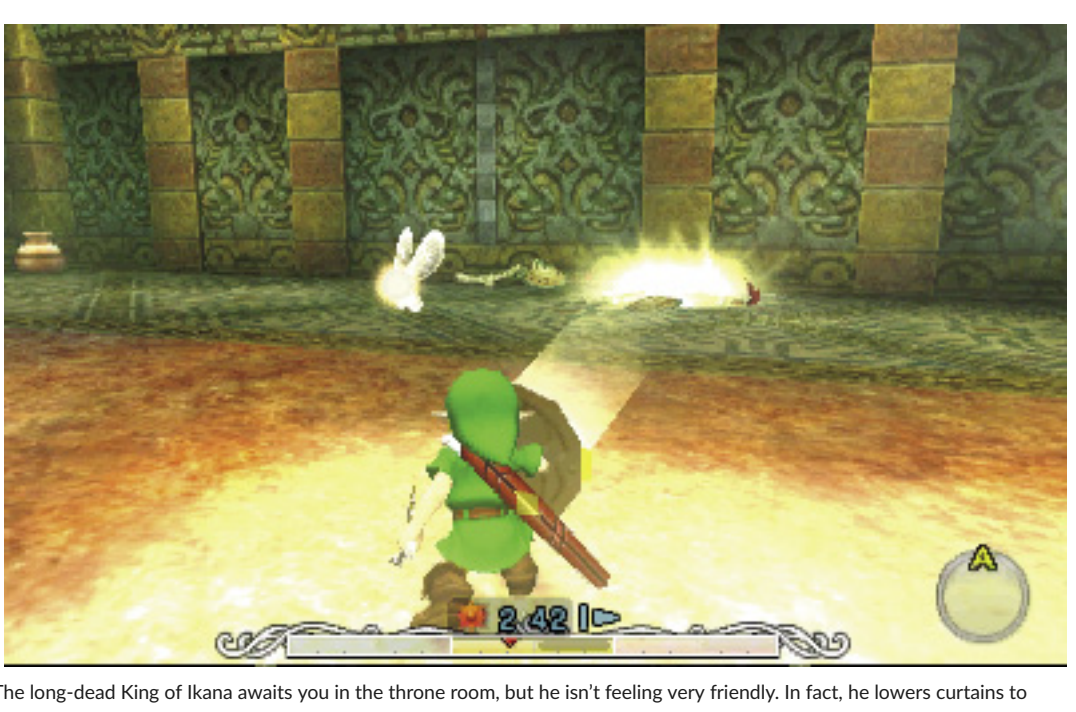


Don the Gibdo Mask, and then drop through the hole. You land back inside the castle's entry hall, directly amid all of those ReDead. Chop them down, if you like, and then use the Mirror Shield to reflect the light that now shines into the hall at the east sun block. After the sun block vanishes, proceed through the east passage to reach the throne room.



Throne Room



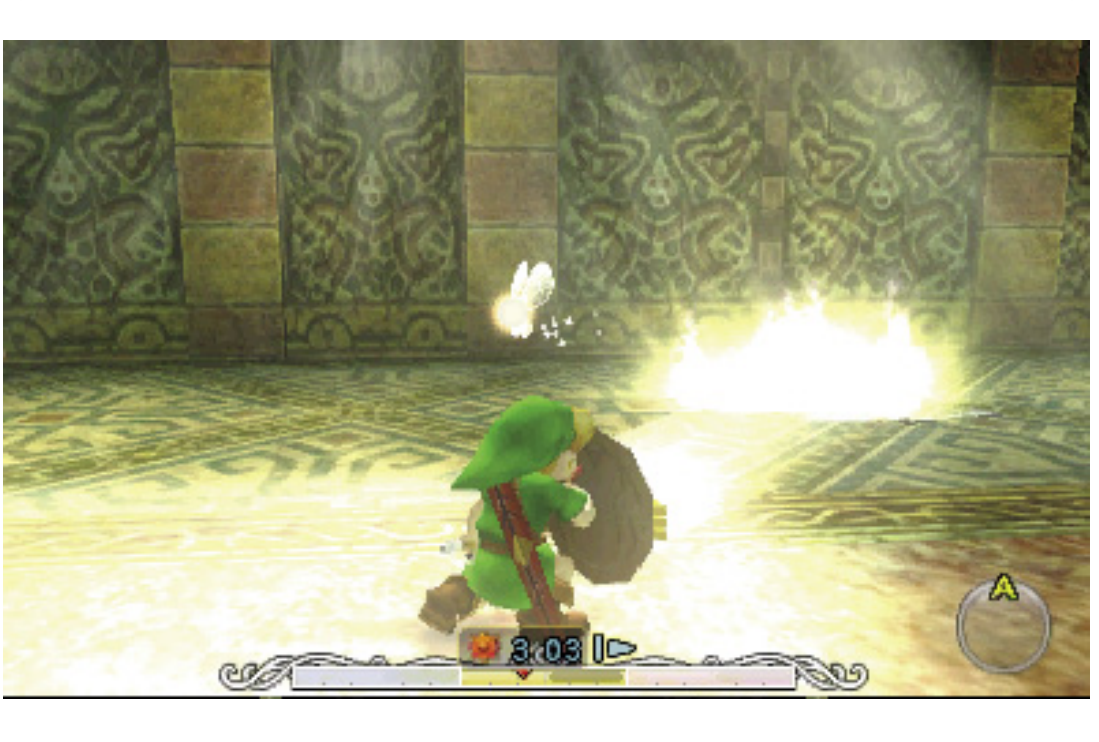


The long-dead King of Ikana awaits you in the throne room, but he isn't feeling very friendly. In fact, he lowers curtains to cover the room's windows and plunge the place in darkness. Then, he sends two hulking guards to thrash you.

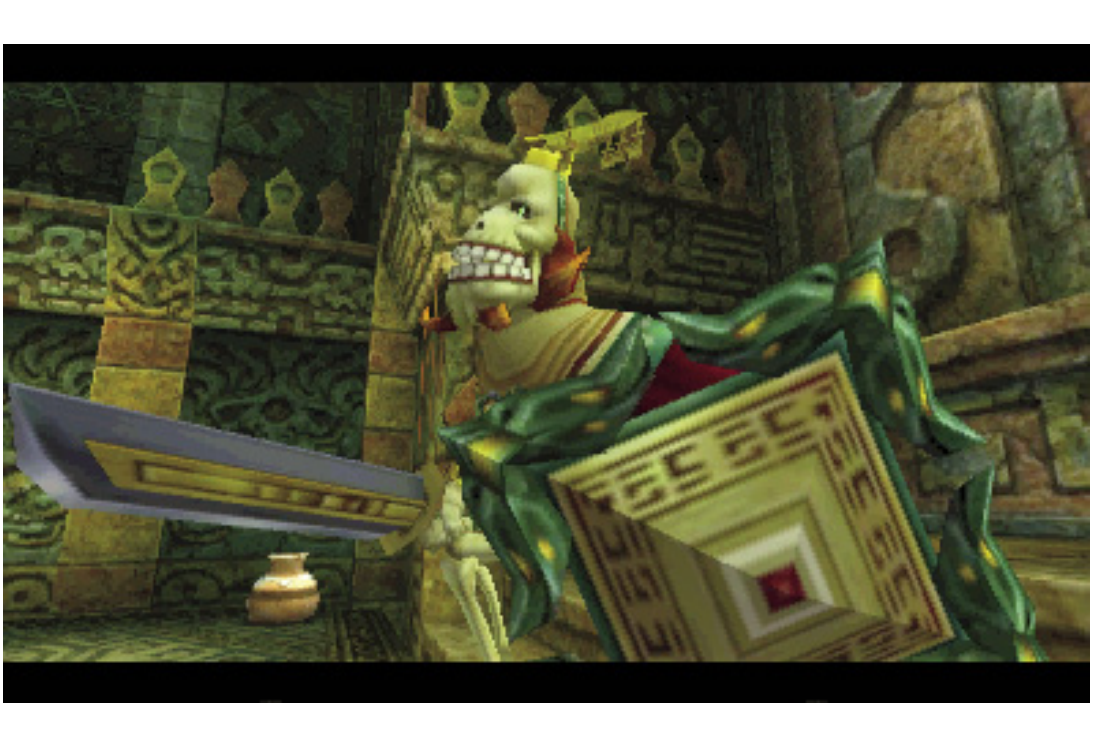
The guards don't inflict much damage, and you can block their attacks with R . Hit them a few times with Link's blade afterward to make them crumble, but what's this? The guards soon stand back up and resume their attack!

Soldiers' March

Try wearing the Bremen Mask and holding B to march around the Stalfoses. It's guaranteed to make you smile.

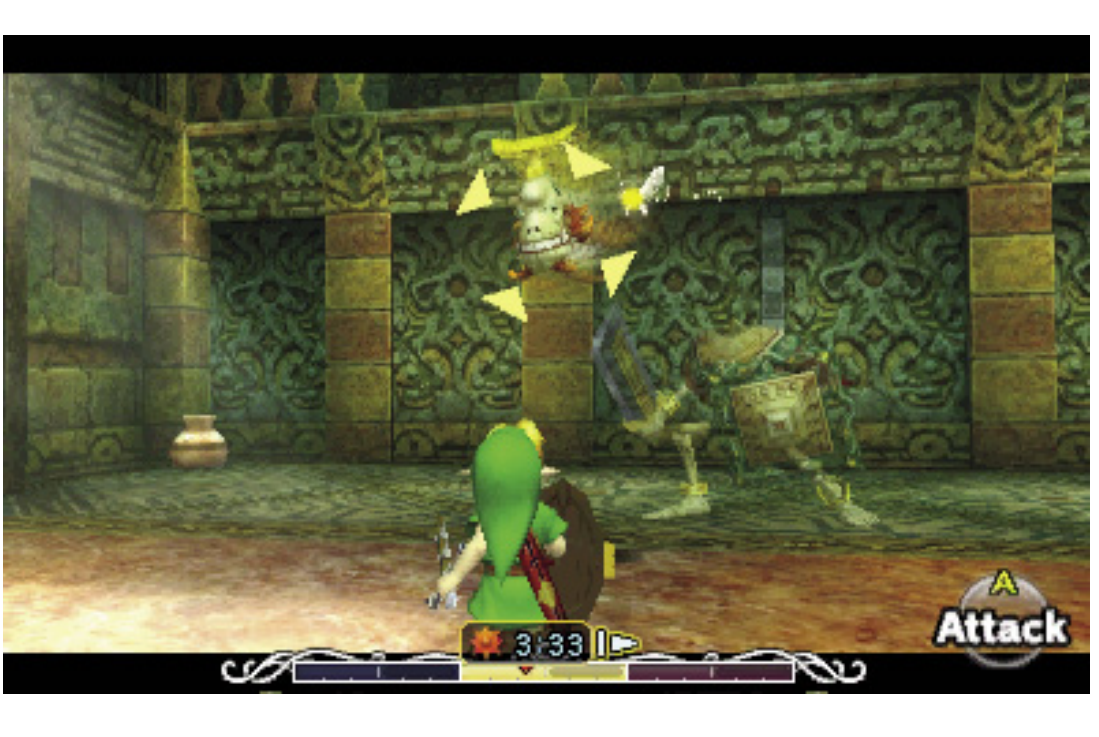


To truly defeat the guards, you must reflect light at them while they're down. To do this, you must use Fire Arrows to burn away the curtains that are covering the south windows. You don't need to burn away both curtains, but it helps.



Once sunlight floods the throne room, work at knocking down the guards again. Then, quickly move into a patch of sunlight, and use your Mirror Shield to reflect light at the downed guards. Keep it up until the strength of the sun has slain both guards.

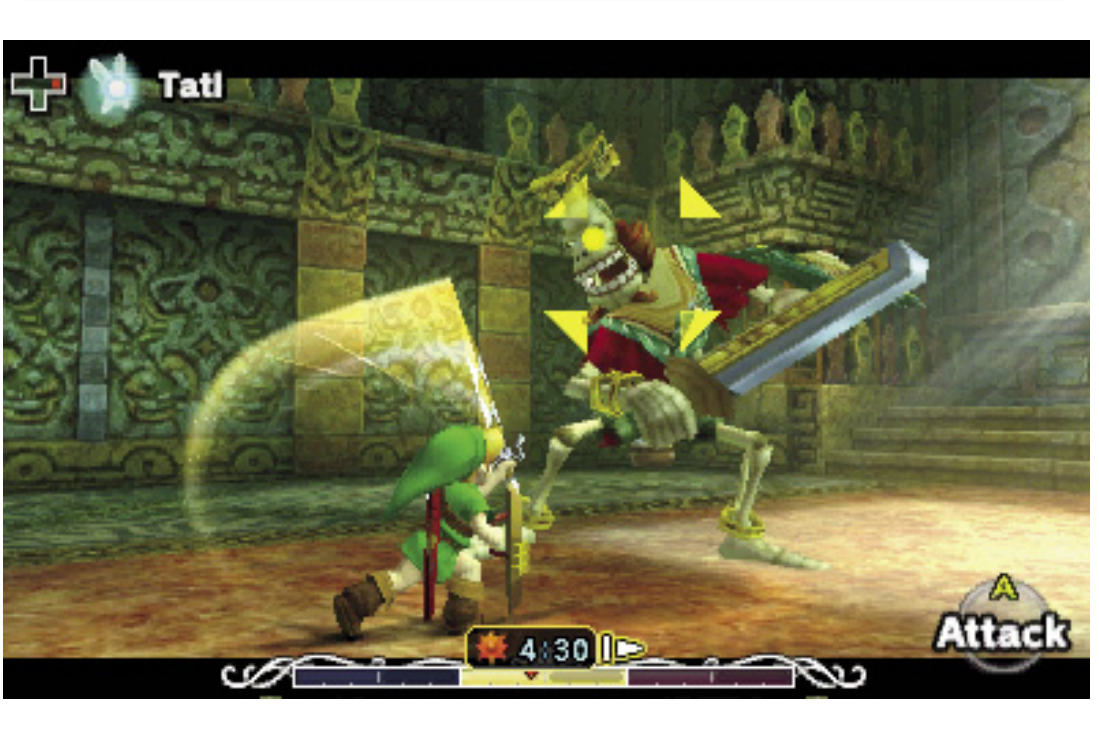
Dethroning the King



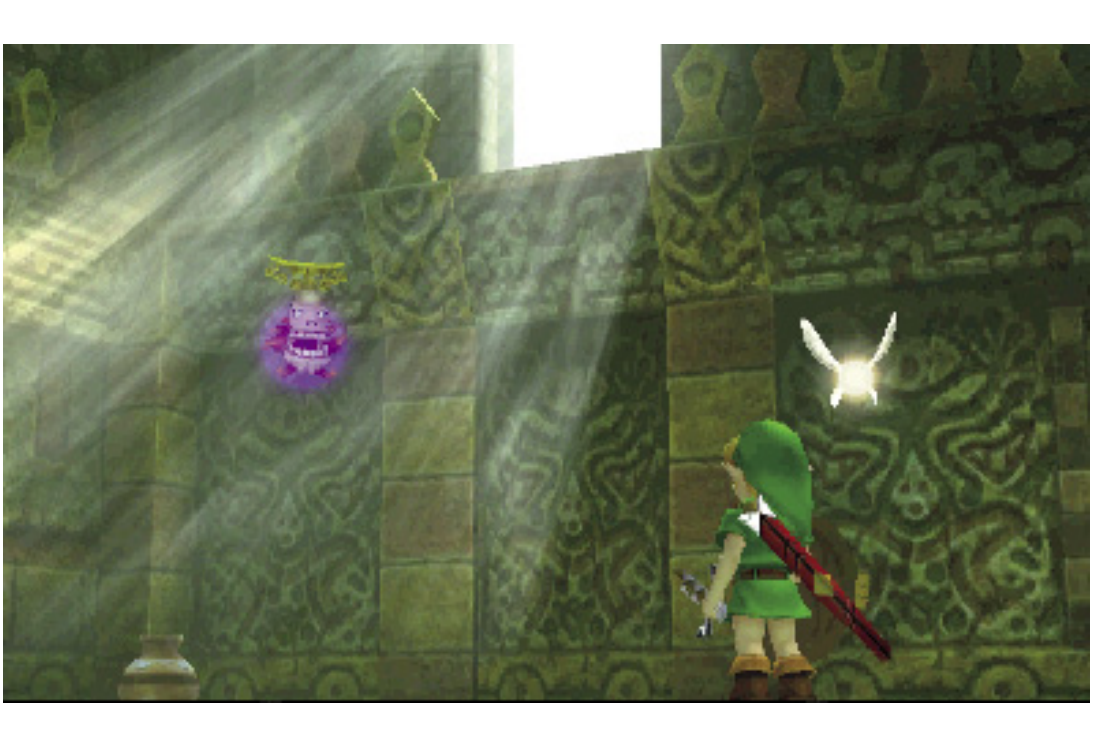
After the guards have been stomped, the King of Ikana himself takes to the battle. Now you're in for a fight!

Tiny Captain

For more mask-based laughs, put on the Captain's Hat and approach the King. Mistaking you for his army's captain, Skull Keeta, he won't know what to think!



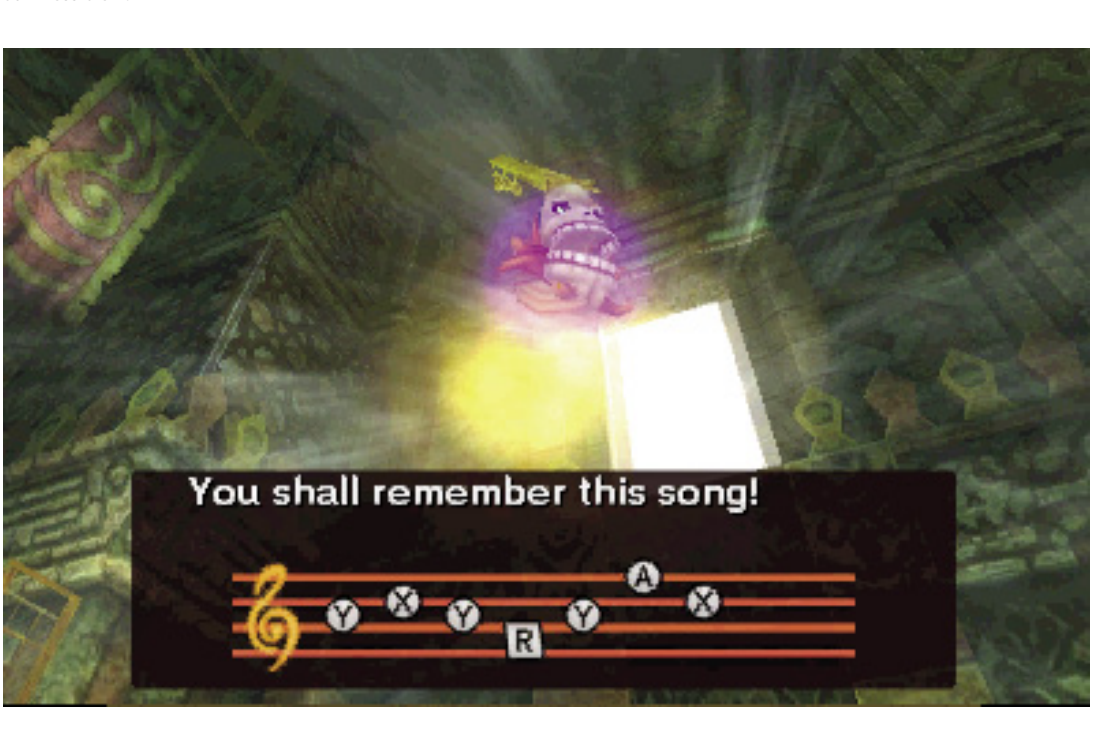
The King is far more dangerous than his lowly guards and possesses far more powerful attacks. Mostly, he tosses his head at you while his shadowy body stalks you. It's best to avoid the King during this attack.



The King is also better at blocking your attacks with his shield, which makes him tougher to take down. Strike hard when he becomes whole and solid, interrupting his sword strikes. Keep it up until you collapse the King, then shine sunlight on him with your Mirror Shield, just as you did with the Stalfoses.

Royal Request

Defeating the King sends the two slain guards into a furious argument. The King suddenly realizes that his people's own pettiness has brought them to this lowly state. He informs you that the trouble in Ikana all started after the doors of Stone Tower were opened. To return true light to Ikana, you must seal the doors of Stone Tower, through which the winds of darkness blow.

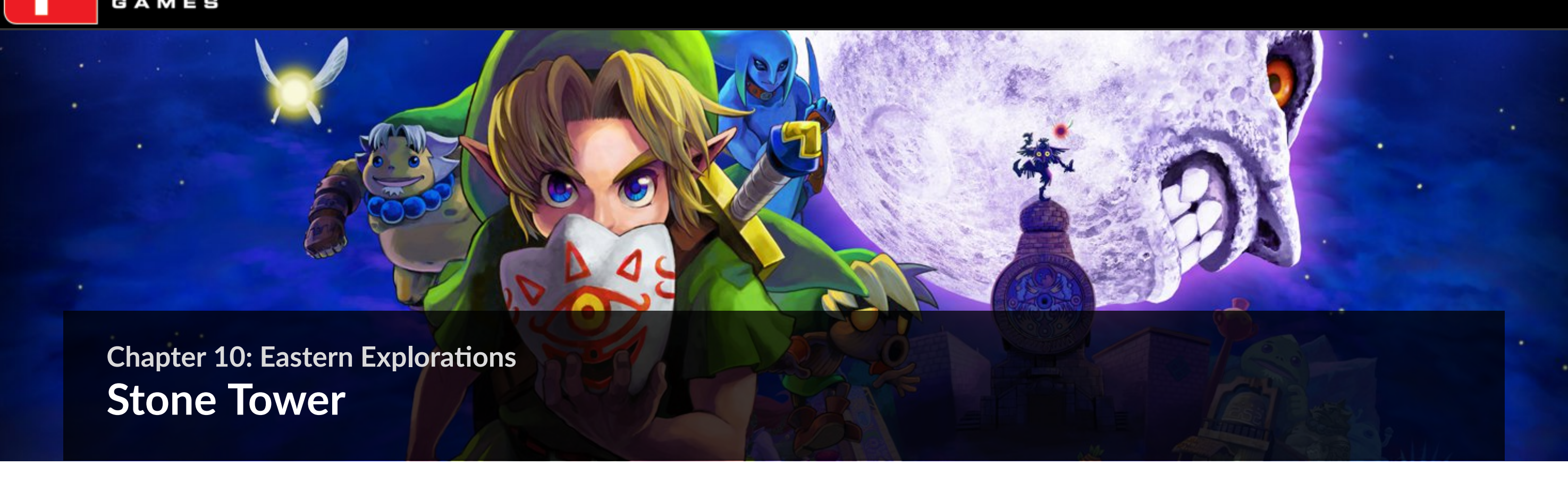


Sadly, the King recounts that hundreds of his soldiers could not topple the Stone Tower. He can't let Link go alone. He grants the young hero a soldier who has no heart, one who will not falter in the darkness. The King then teaches Link a special song. Play the notes to learn the Elegy of Emptiness.

Playing the Elegy of Emptiness creates a "shell" of Link, a twin image who has no heart. By playing this song in Link's different forms, you can create up to four "shells" of Link: one for human Link, one for Deku Link, and so on. This power is sure to come in handy.

To Stone Tower!

Now that you've learned the Elegy of Emptiness, you're ready to tackle the Stone Tower. Play the Song of Soaring and soar to Ikana Canyon, then head north up the slope. Make your way up to the cave where you confronted Sharp, and then proceed east to reach the sloping entrance to the Stone Tower.

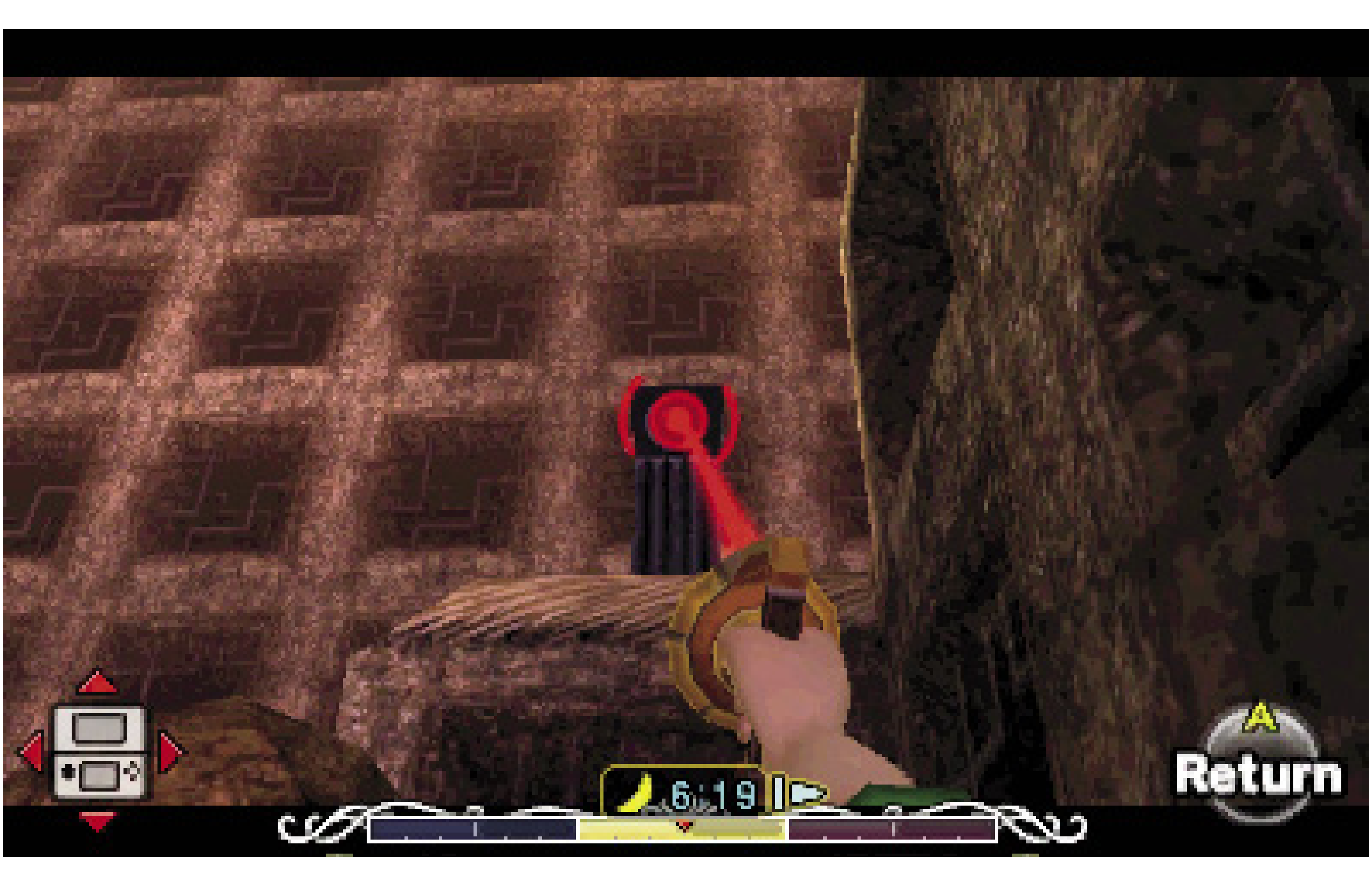


Chapter 10: Eastern Explorations

Stone Tower

There's an owl statue at the top of Stone Tower, but it'll take some effort to reach it. You'll be resetting time after you reach the owl statue, so don't worry if the hour is late—it won't take long for you to reach it and save.

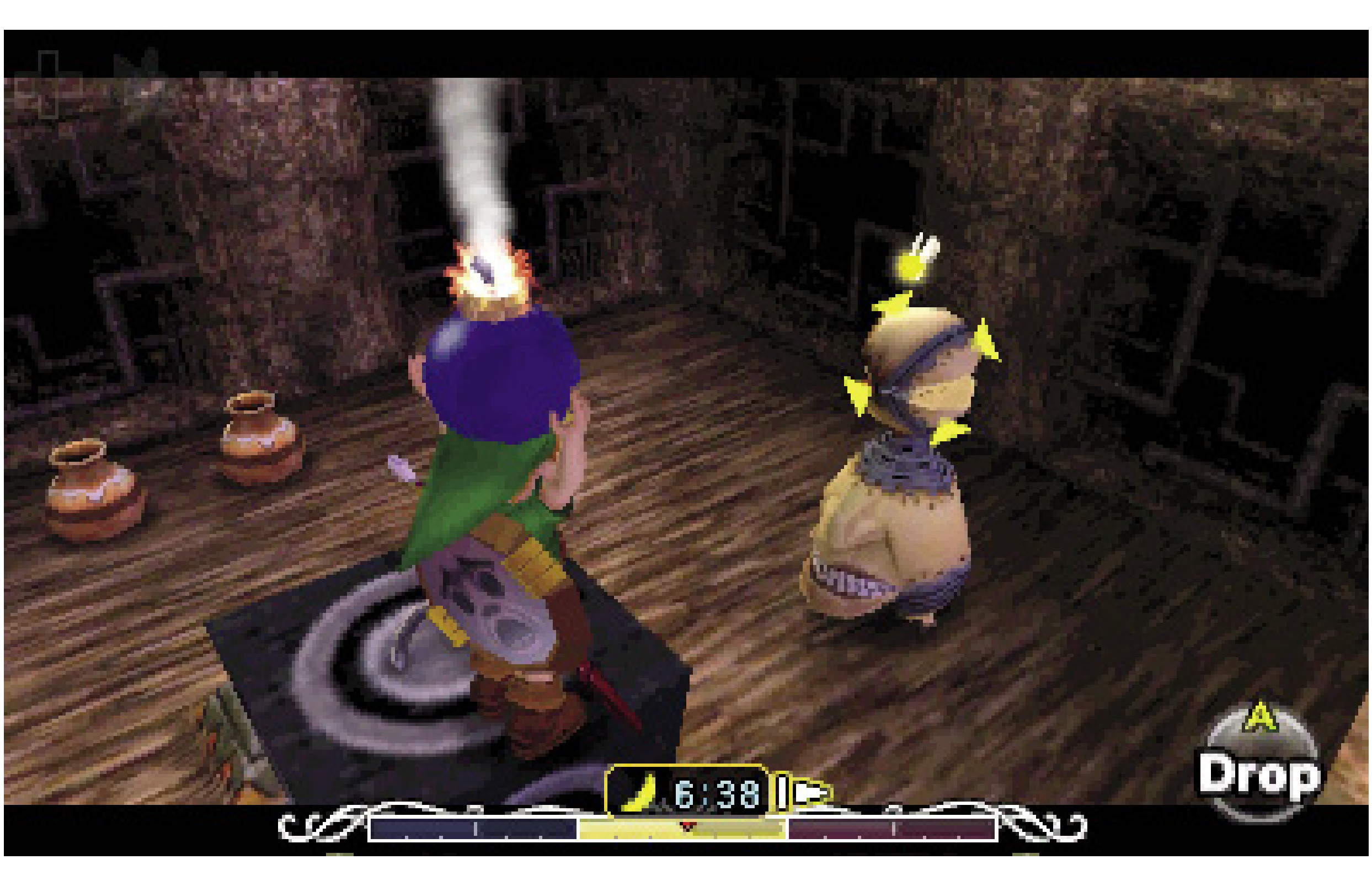
Climbing the Tower



The Stone Tower sure is tall. It's also a long way down, so be careful not to fall. Hop straight across the first stretch of floating platforms to reach a floor switch on a ledge.

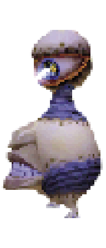
Ignore the floor switch for now. Face west, and then Hookshot the top of the anchor stone on the ledge above you.

Beware: a statue-like Beamos watches over this ledge. You're safe from its punishing gaze while standing atop the anchor stone, though. Pull out a bomb, and toss it near Beamos to defeat it.



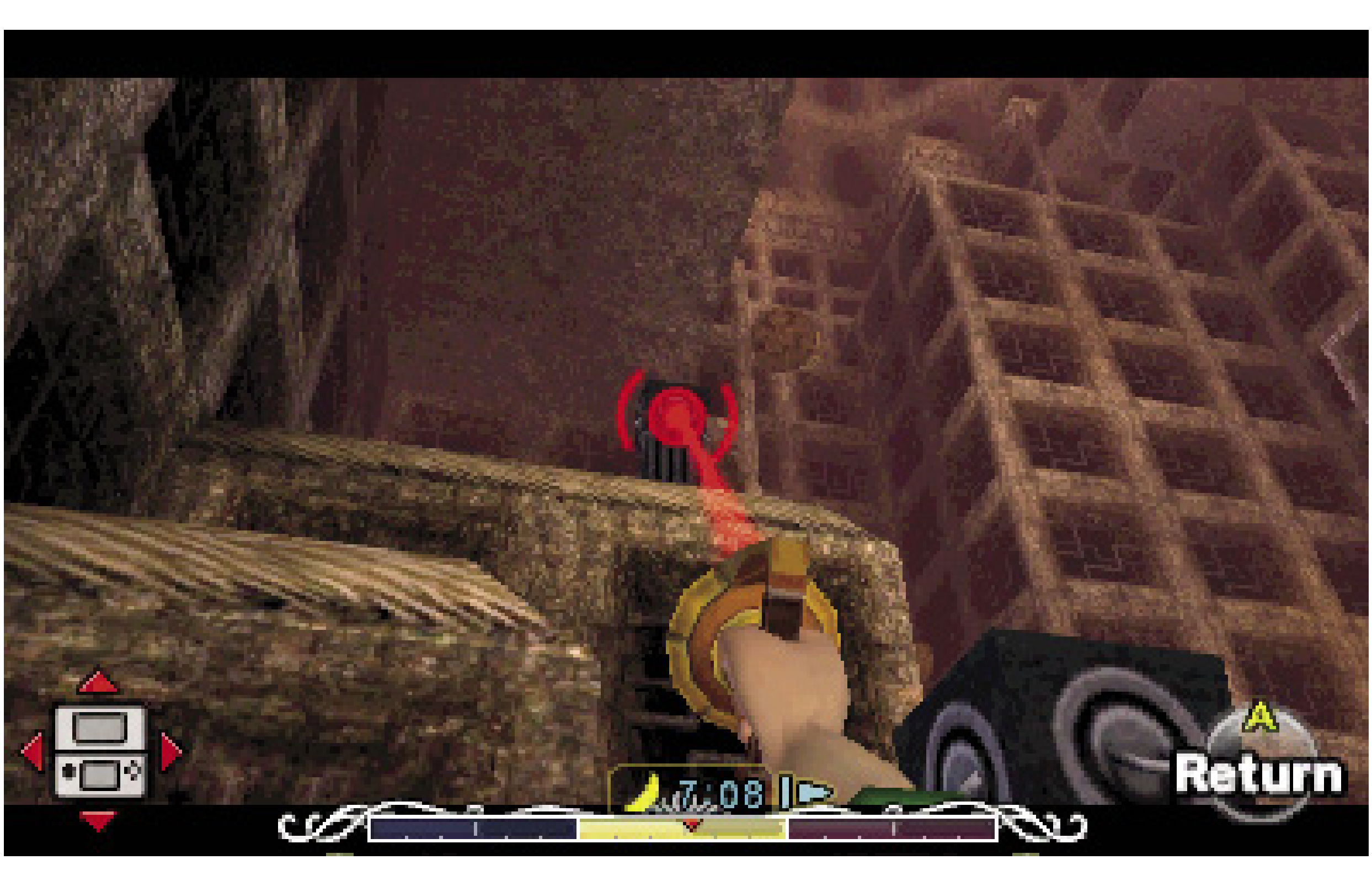
Beamos

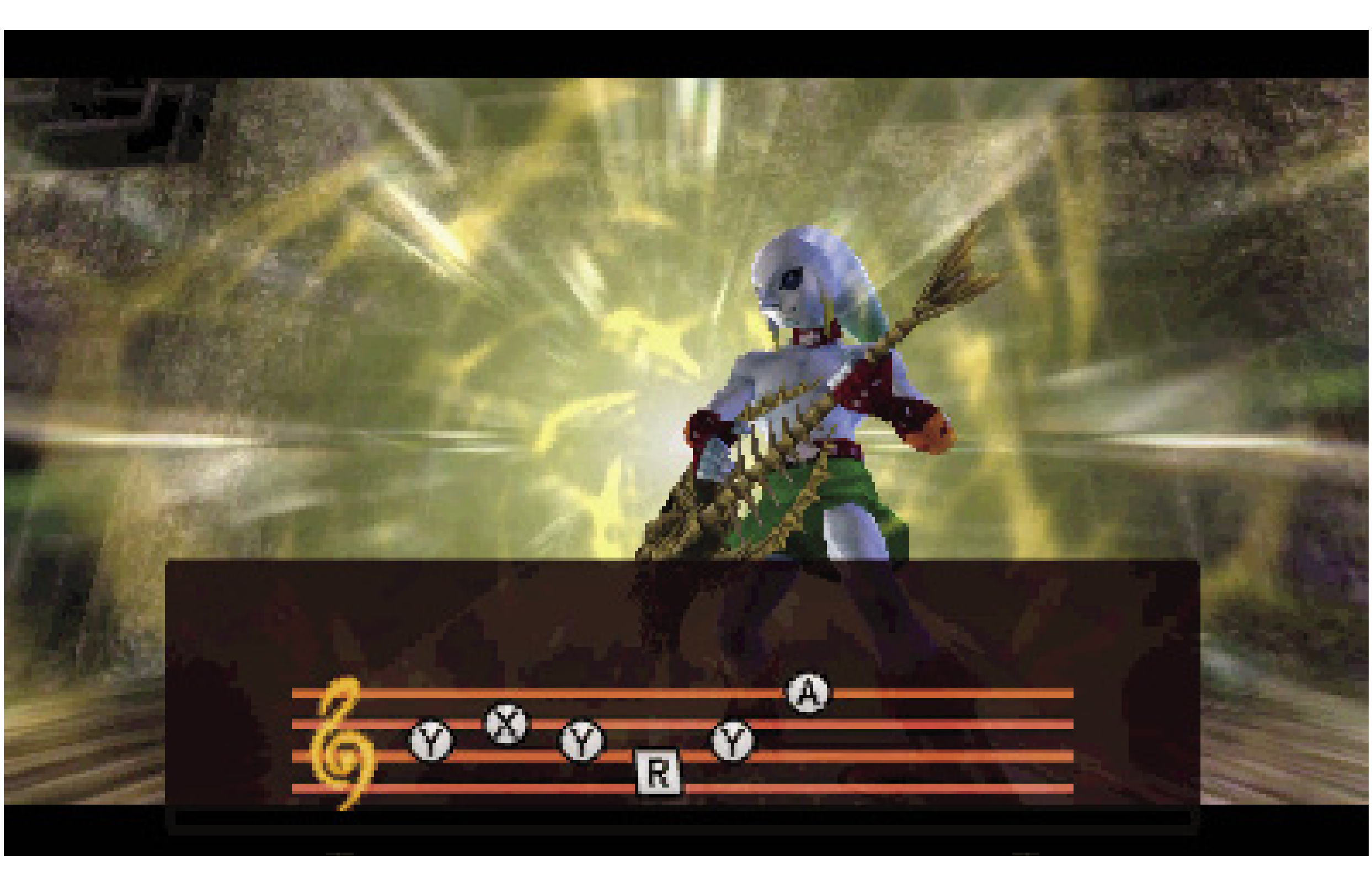
Damage: 1/2 Heart



These statue-like baddies sport a revolving eye that emits a powerful laser beam when Link moves into sight. Beamos can't move, but they commonly stand watch over vital areas. Keep out of a Beamos' sight, and use a bomb (or the Blast Mask) to blast a Beamos to bits. Beware, though: a Beamos' eye also goes boom shortly after you blast its body.

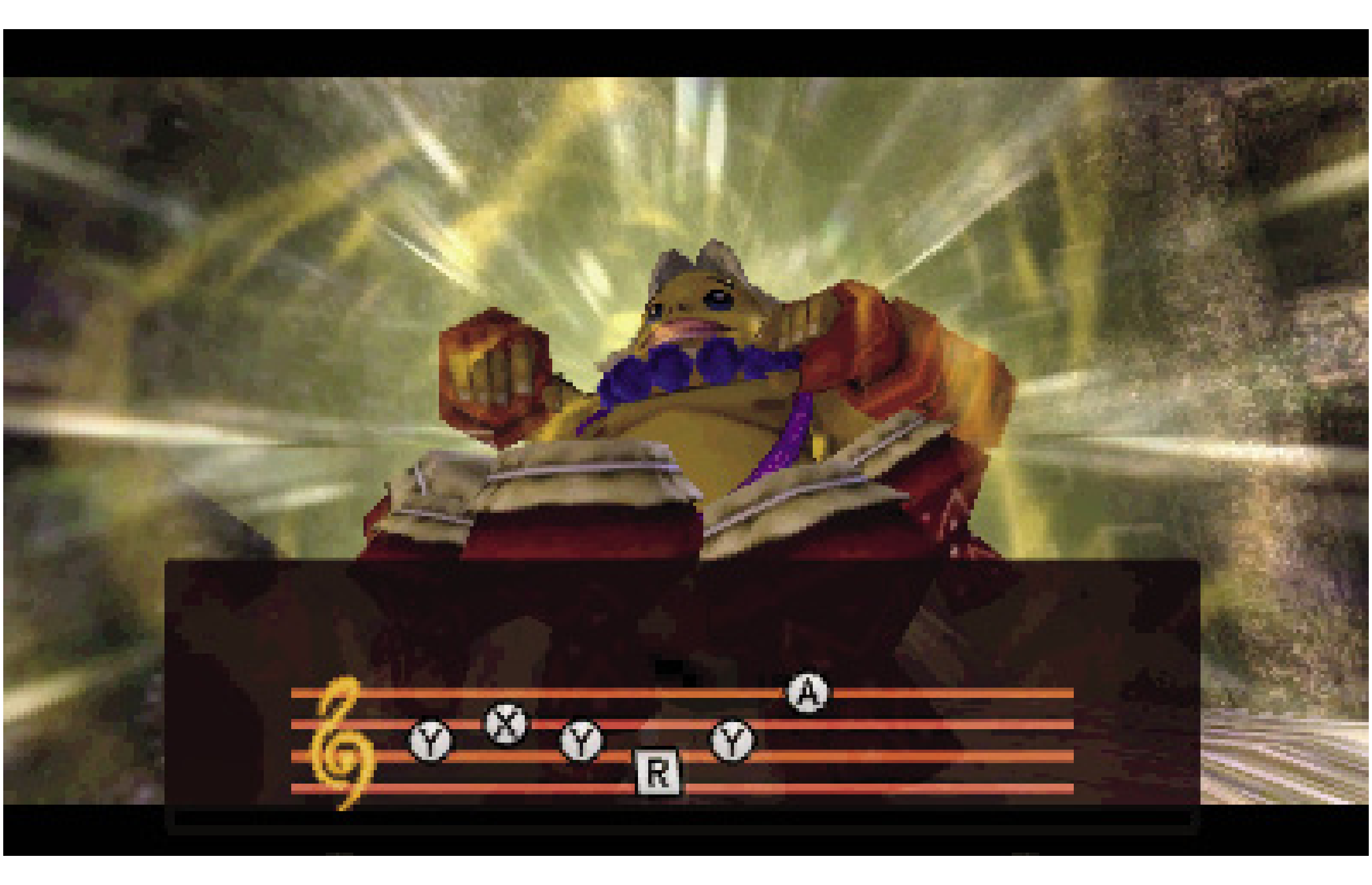
After defeating Beamos, stand on the nearby floor switch, and one of the floating platforms that you recently crossed soon rises. The platform returns to its original position if you step off the switch, so play the Elegy of Emptiness while standing on the switch. This creates a clone of Link that keeps the switch depressed, letting you explore onward.





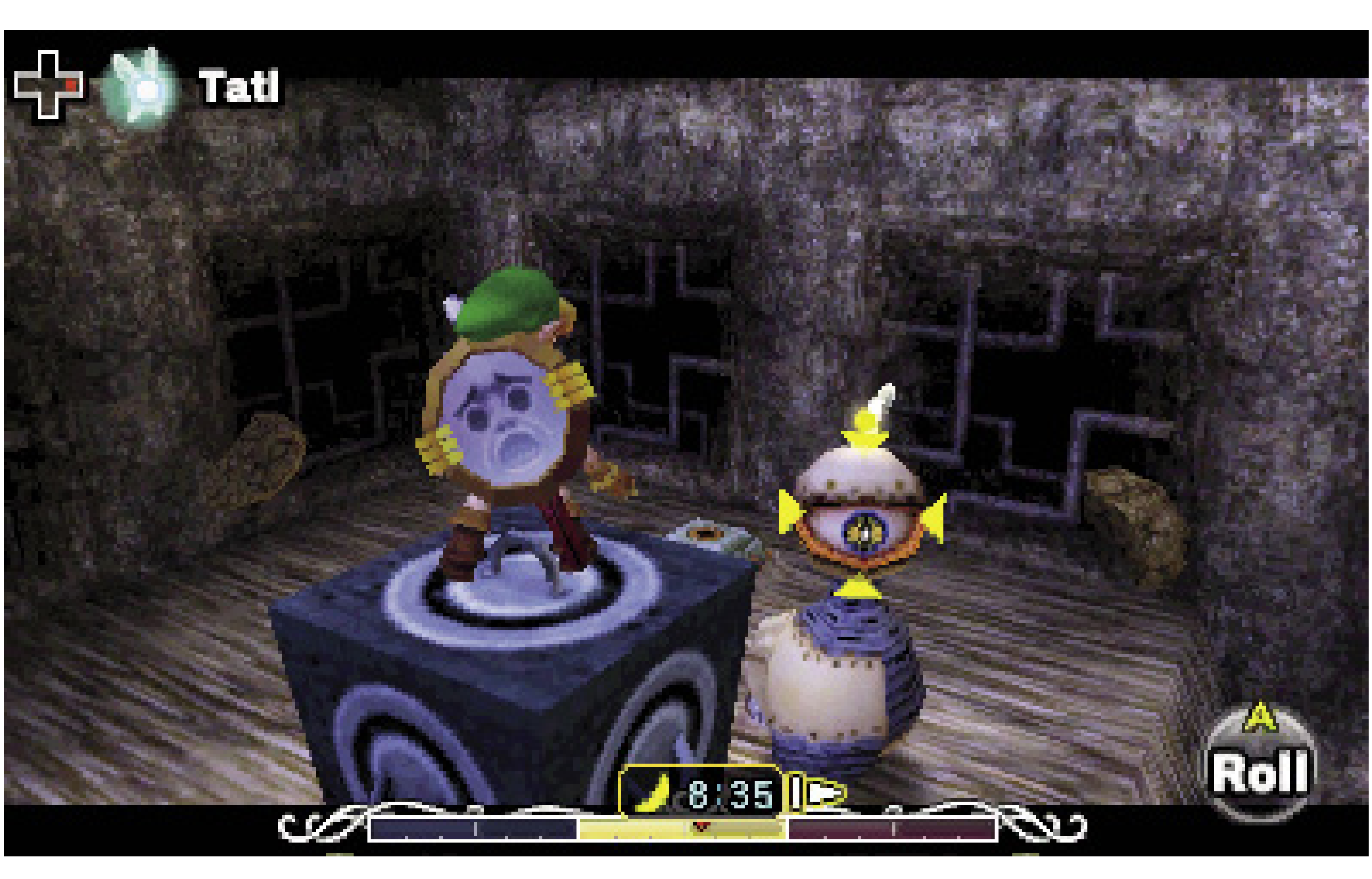
With Link's double holding down the floor switch, Hookshot the next anchor stone on the ledge above you to reach higher ground.

Put on the Goron or Zora Mask, and step on the floor switch up here. Play the Elegy of Emptiness again to create a clone of Goron or Zora Link that keeps the switch held down. The Deku Mask won't work because Deku Link is too light to activate floor switches.



Carefully drop back down to the first floor switch on the lowest ledge, which you ignored before. Put on the Zora or Goron Mask (whichever one you didn't just use), and create another clone to hold down the floor switch for you.

With Link's clones holding down all three switches, the three floating platforms have lined up above you. Hookshot back up the anchor stones to reach the highest ledge that you've visited, then hop across the platforms to reach the Stone Tower's south ledge.



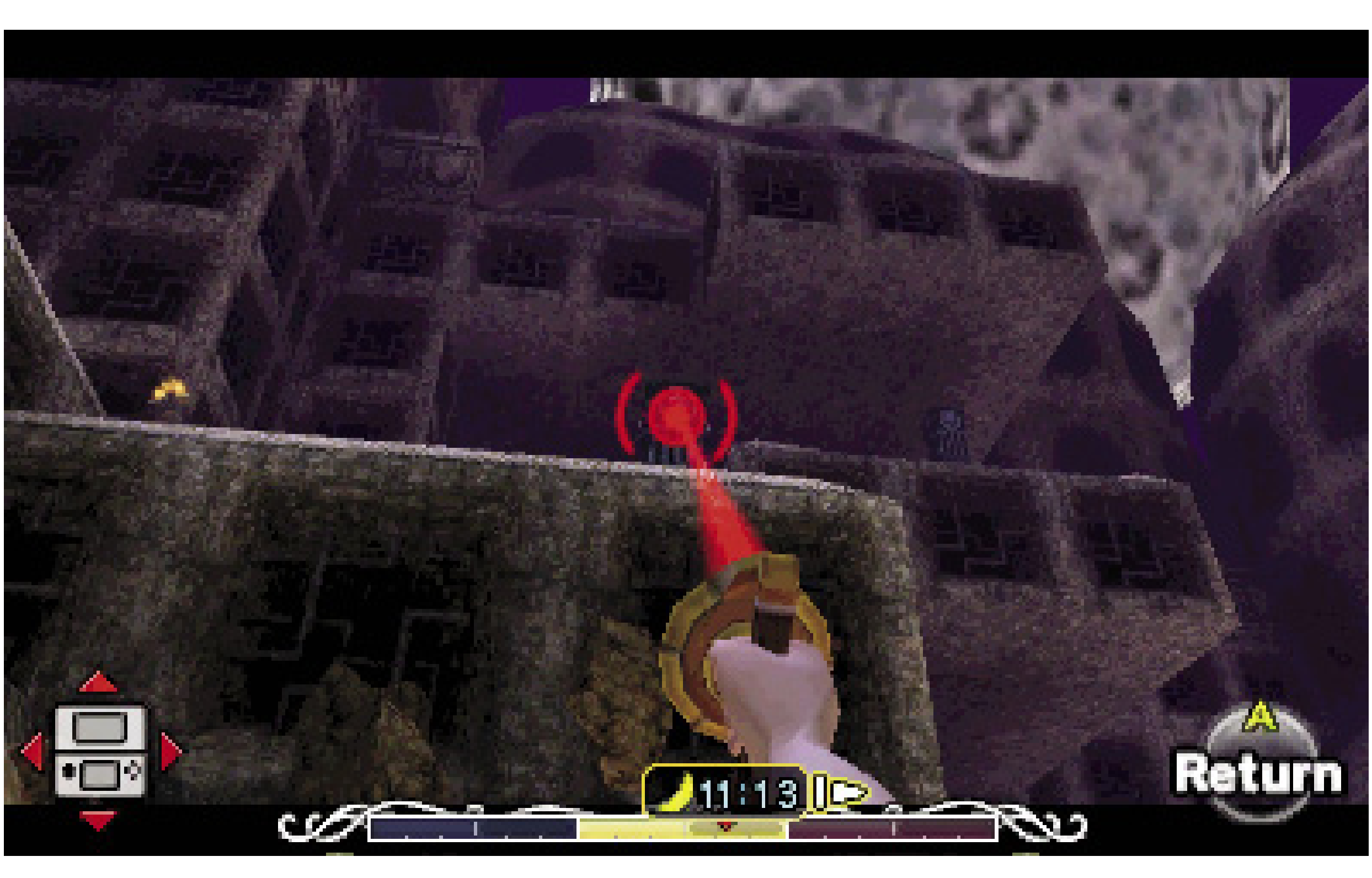
The south ledge features a Gossip Stone. Ignore it, and Hookshot up to the next ledge above, which features a floor switch. Avoid the floor switch, and Hookshot up to an even higher ledge, which features a Beamos. Blast that evil statue to bits with a bomb.

After defeating the Beamos, stand on the nearby floor switch, and create a clone of normal Link to hold it down. This shifts a different floating platform into a useful position.

Drop back down to the previous ledge, and create a clone of Goron or Zora Link to hold down its floor switch. Once this is done, Hookshot back up to the Beamos ledge, and then Hookshot up to an even higher ledge and create a clone of either Goron or Zora Link (whichever one you didn't create before).

Stone Tower Owl Statue

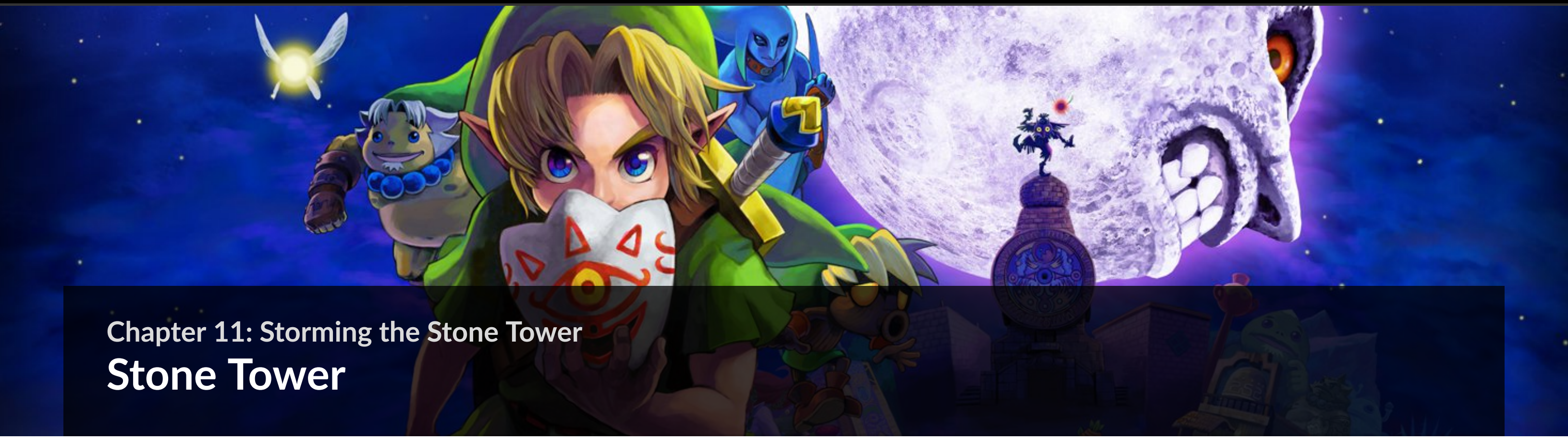
With your clones holding down the three southern switches, the three higher platforms should now be lined up in a row. Jump across them to reach the Stone Tower's high north ledge.



Good work: the Stone Tower's owl statue is almost within your reach. Just Hookshot the northeast anchor stone to reach higher ground. Then, carefully move to the ledge's south edge, and Hookshot over to the high distant anchor stone to the south. Hookshot up to one final anchor stone above you to the south to finally reach the owl statue's lofty ledge.

Temple Time

Nice climbing! Activate the owl statue atop the Stone Tower to save your game and unlock the final Song of Soaring warp point. Now you can easily return here at any time—no climbing gear necessary. The Stone Tower temple beckons, but it's wise to rewind time before delving into that temple's tricky depths. Save your progress here at the Stone Tower owl statue, then play the Song of Time to return to the Dawn of the First Day.

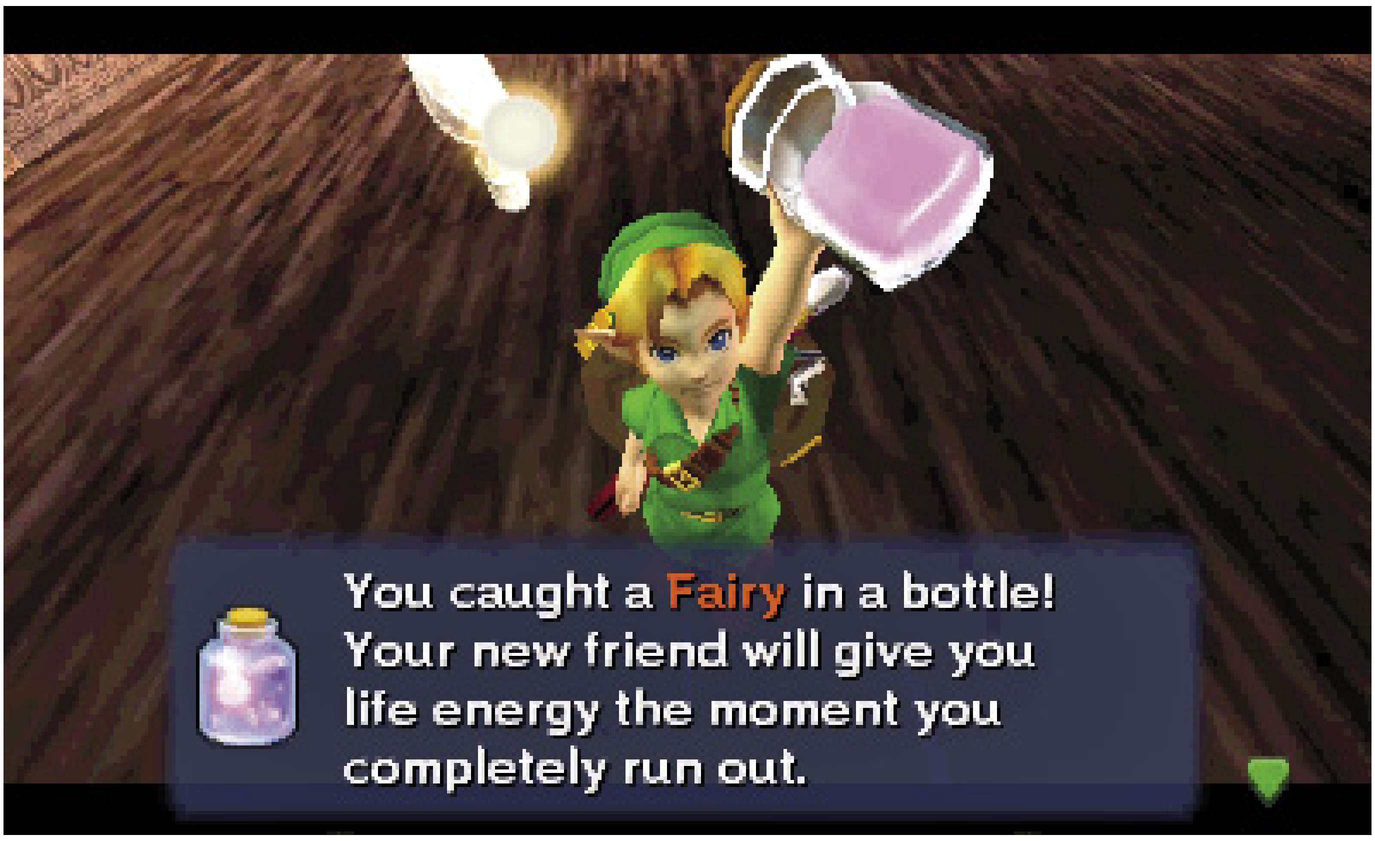


Chapter 11: Storming the Stone Tower

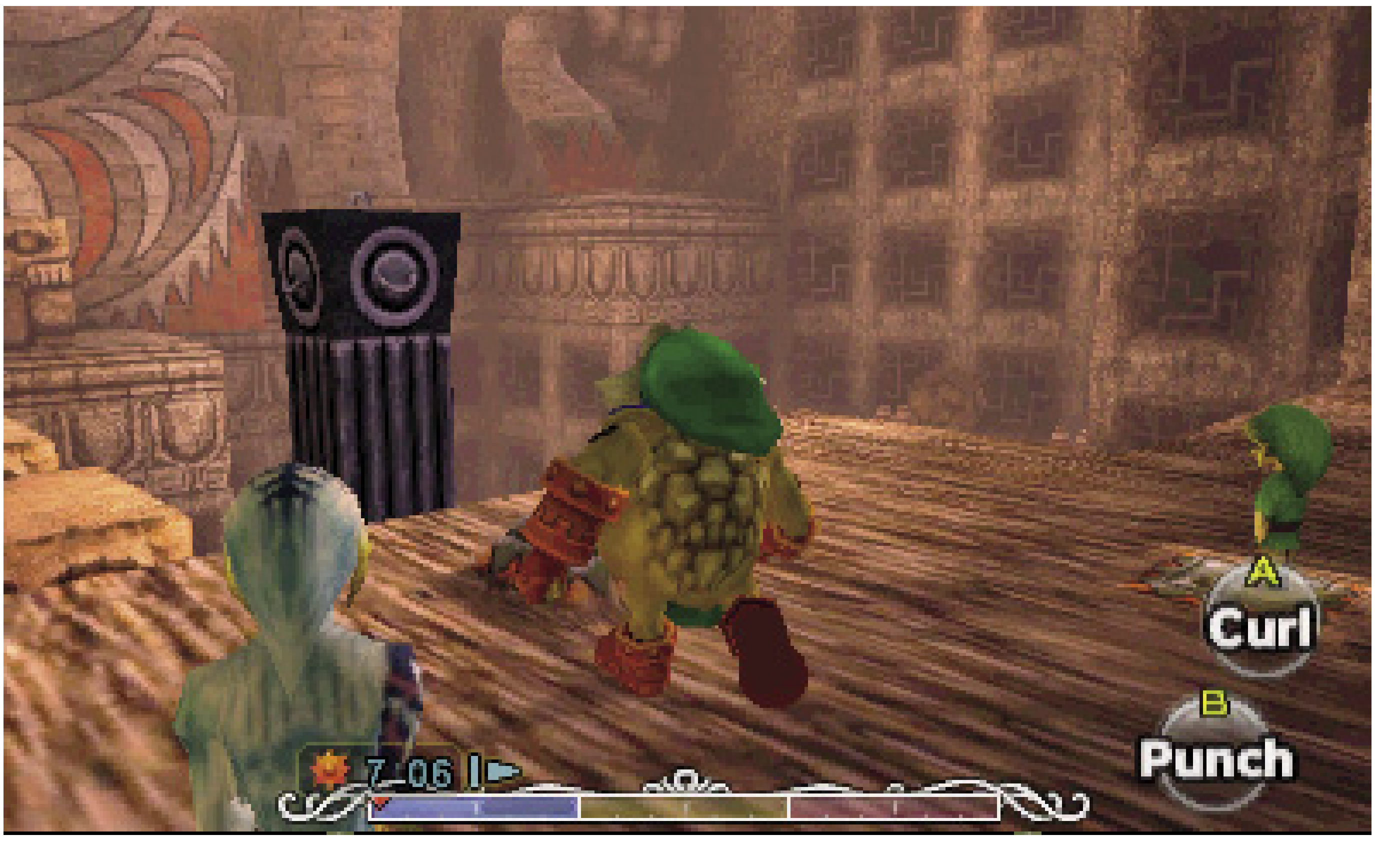
Stone Tower

Having freed the King of Ikana from his terrible curse, Link has been gifted the Elegy of Emptiness: a song that lets Link create soulless clones of himself for a variety of benefits. Armed with this power, along with the Mirror Shield, our hero is now ready to brave Ikana's treacherous Stone Tower Temple and free Termina's final guardian.

Entering the Temple

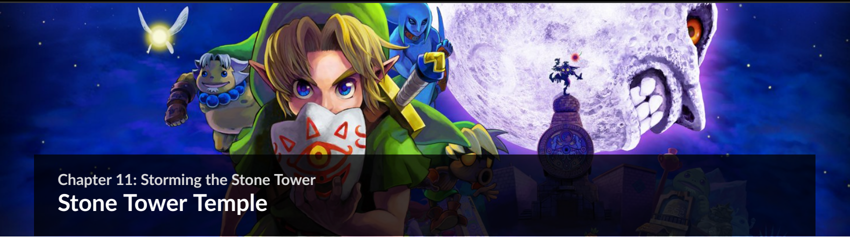


You caught a Fairy in a bottle! Your new friend will give you life energy the moment you completely run out.



After returning to the Dawn of the First Day, slow down time, and then soar to the Stone Tower. Smash the jars near the owl statue to claim some bombs and arrows, and catch a Fairy in a bottle. Soar back to this owl statue repeatedly to claim more ammo and fill all six of your bottles with Fairies. You're going to need them.

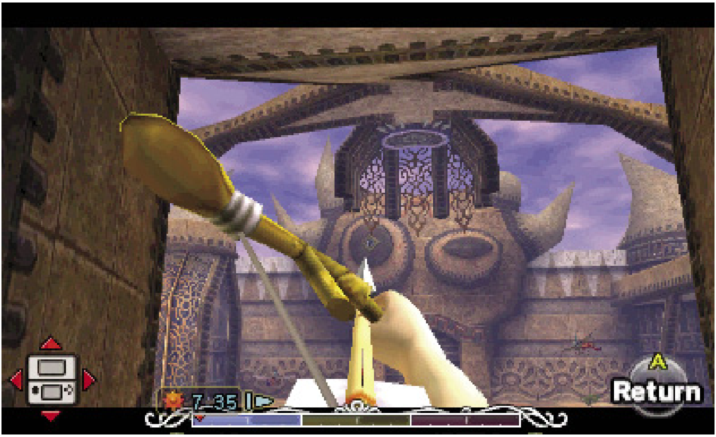
After obtaining your Fairies, face away from the owl statue, and notice three floor switches. Play the Elegy of Emptiness, and create clones on the three floor switches in front of the owl statue in the following order (facing away from the owl statue): right, left, center. This arranges a series of floating platforms; leap across them and enter the Stone Tower Temple.

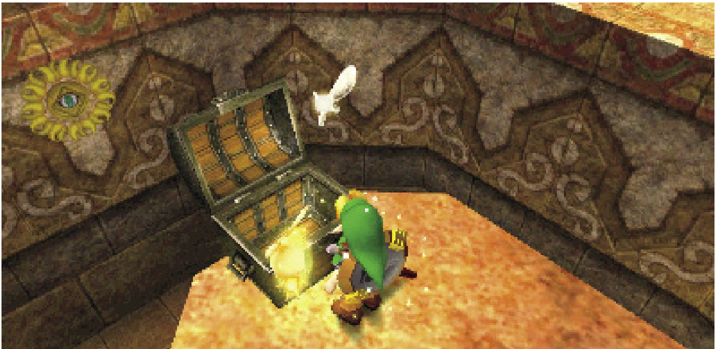


Chapter 11: Storming the Stone Tower

Stone Tower Temple

Room 1: Entrance





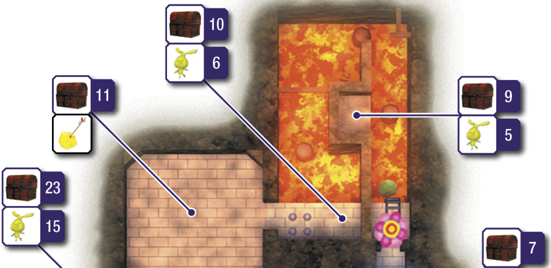
The Stone Tower Temple's entrance is a spacious, open-air foyer. A massive stone head dominates the far (north) wall. One of the stone head's eyes is actually an eye switch; shoot it with an arrow to make a treasure chest appear on the central ledge.

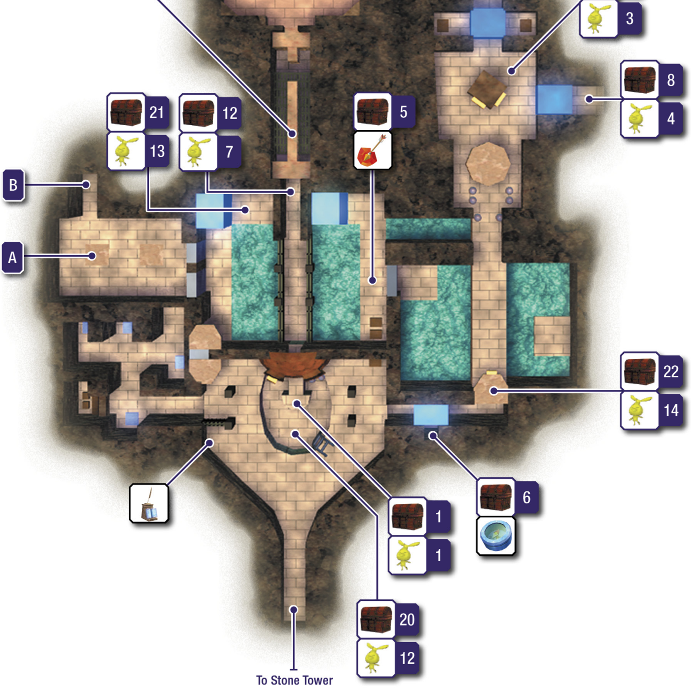
Use more arrows to slay the surrounding Dragonflies and Real Bombchu, then move into position so you can Hookshot over to the chest without falling. Open the chest to free a Stray Fairy, the first of 15 you'll be finding in the temple.

Dungeon Chest # 1: Stray Fairy #1

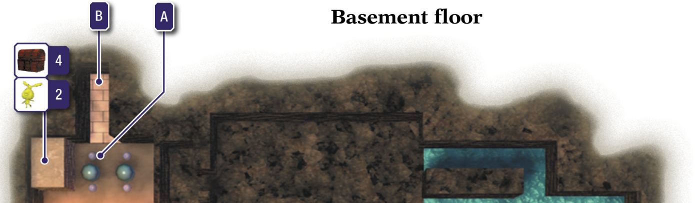
Stray Fairy #1

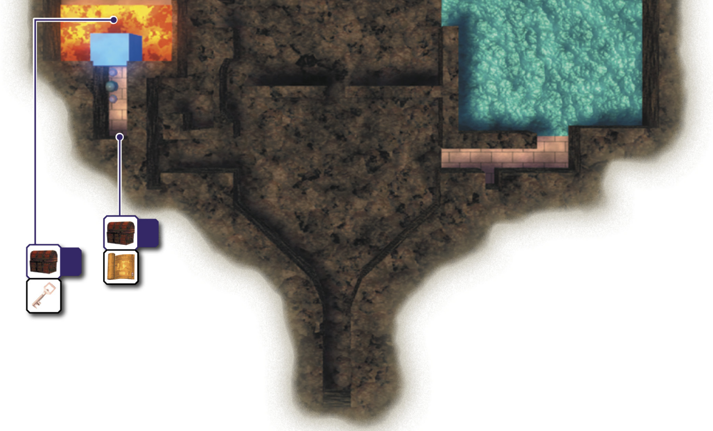
First floor





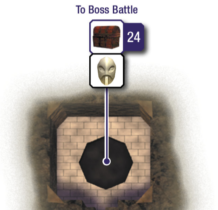
Basement floor



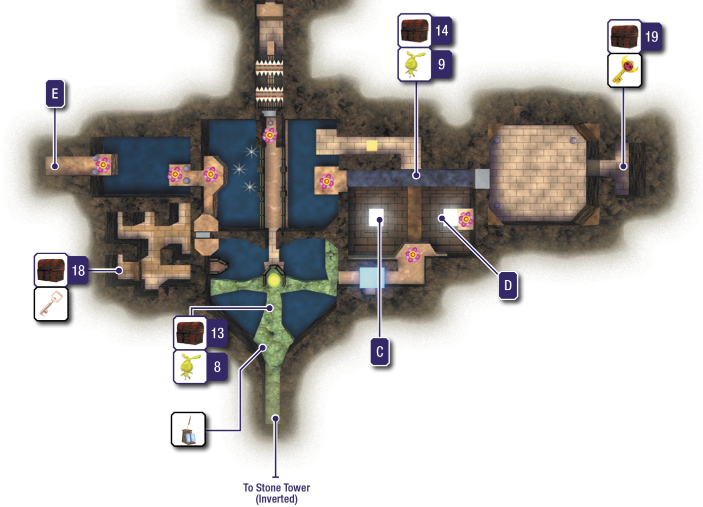


Treasure Chests

CHEST	CONTENTS	GOT IT?	CHEST	CONTENTS	GOT IT?	CHEST	CONTENTS	GOT IT?
	Stray Fairy #1	✓		Stray Fairy #5	✓		Stray Fairy #11	✓
	Dungeon Map	✓		Stray Fairy #6	✓		Small Key	✓
	Small Key	✓		Light Arrow	✓		Boss Key	✓
	Stray Fairy #2	✓		Stray Fairy #7	✓		Stray Fairy #12	✓
	Small Key	✓		Stray Fairy #8	✓		Stray Fairy #13	✓
	Compass	✓		Stray Fairy #9	✓		Stray Fairy #14	✓
	Stray Fairy #3	✓		Small Key	✓		Stray Fairy #15	✓
	Stray Fairy #4	✓		Stray Fairy #10	✓		Giant's Mask	✓

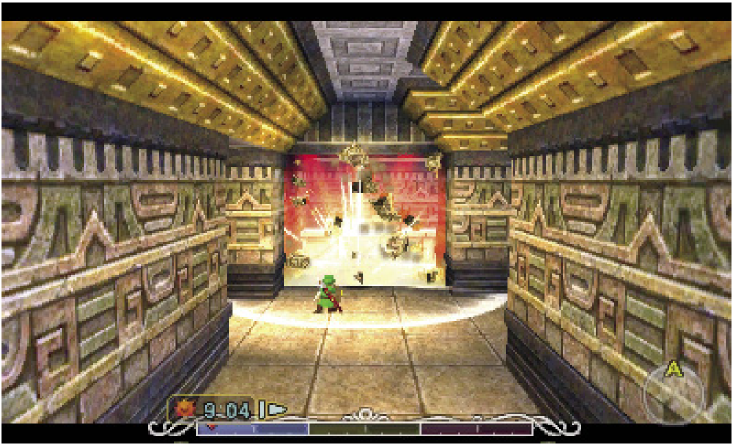


First floor (inverted)



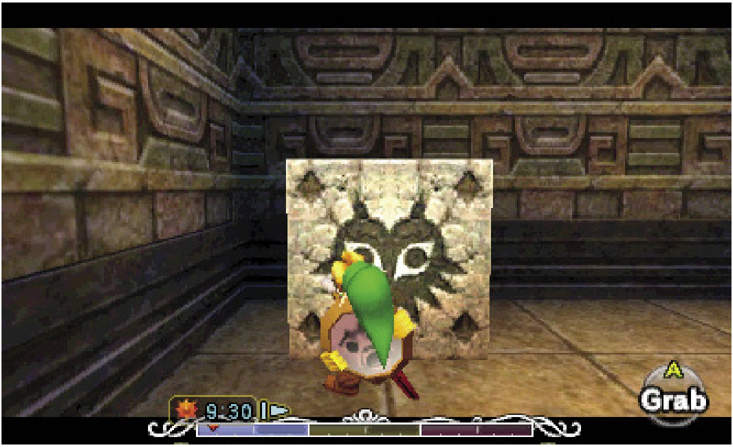
After rescuing the Stray Fairy, leap into the central pit, and use the ladder to climb out. Save your progress at the nearby save statue before going through the west door to reach Room 2.

Room 2: Floor Switch Passage

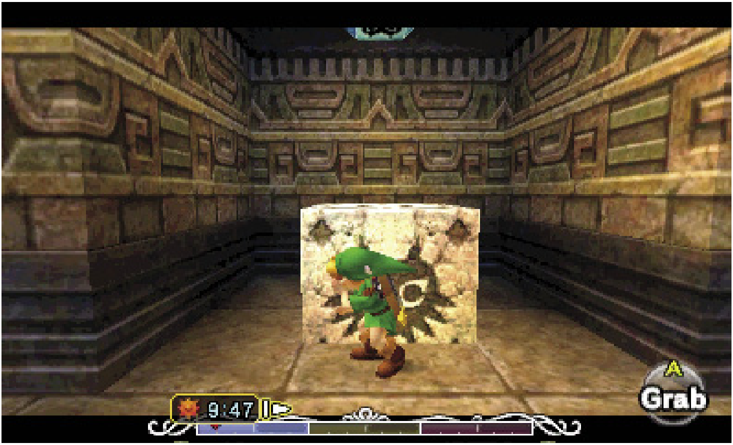


As you enter this winding passage, notice a cracked wall directly ahead of you. Block the Real Bombchus that rush you, then use a bomb or the Blast Mask to blow through the cracked wall and expose a nook with several crates. And, hey, what's that chest doing on the ceiling?

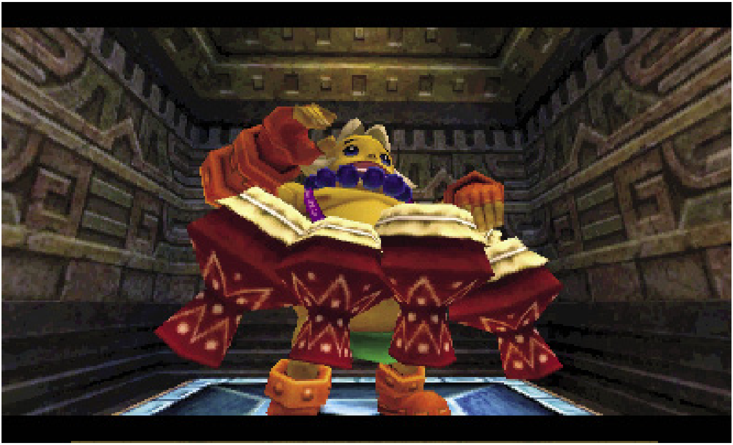
You can't open the chest, so ignore it, and roll into the crates to smash them (or use Goron Link's fists). Smashing the crates exposes a stone block; pull it out of the nook, and shove it onto the nearby floor switch to the south.



The block sinks a bit once it's placed, keeping the floor switch depressed. This soon comes in handy.

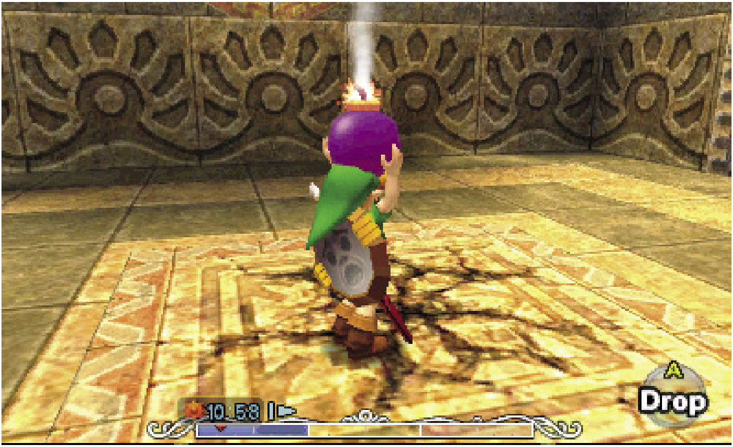


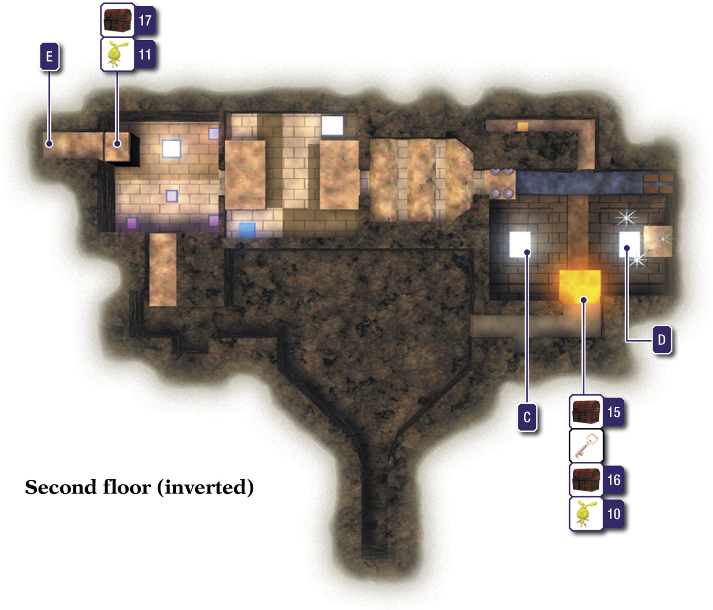
After shoving the block into place, continue exploring the passage to find a bigger floor switch to the northwest that only Goron Link's weight can trigger. Put on the Goron Mask, stand on the big floor switch, and then play the Elegy of Emptiness to create a clone of Goron Link that keeps the big switch depressed.

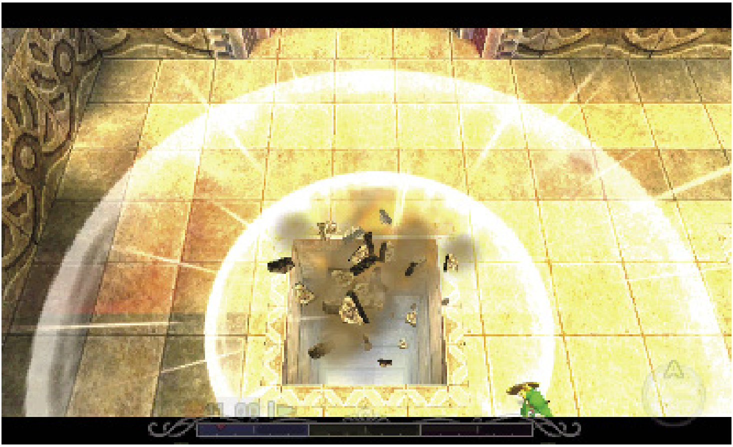


The passage features two more floor switches, both of normal size. Take off the Goron Mask and stand on the nearest switch, then play the Elegy of Emptiness again to create another clone and keep it held down. Repeat this with the remaining floor switch, using the Zora Mask to create a clone of Zora Link.

With all four floor switches depressed, a gate rises in the passage, letting you venture into an adjoining courtyard that's still part of Room 2. Slay the Dragonfly and Guays in the courtyard, and then bomb the dark, cracked patch on the ground that has no plants growing from it.

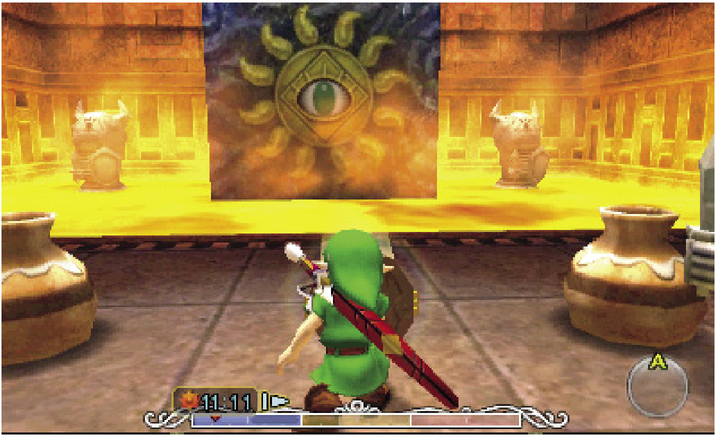


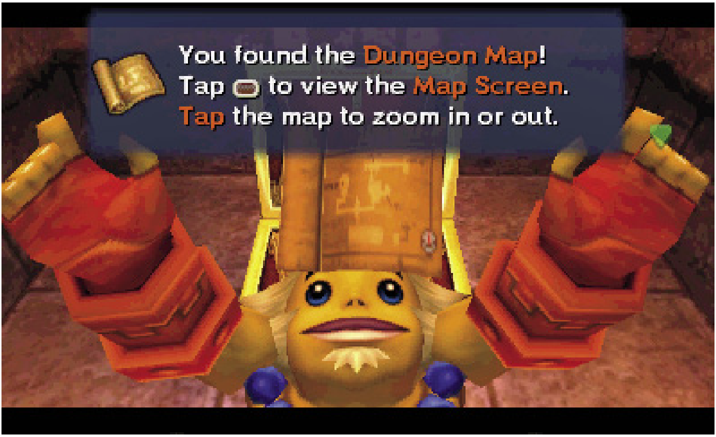




Boom! The bomb blasts a hole through the ground, exposing a new room below Link. Drop down to visit Room 3.

Room 3: Armos Pit





You found the Dungeon Map!
Tap ▭ to view the Map Screen.
Tap the map to zoom in or out.

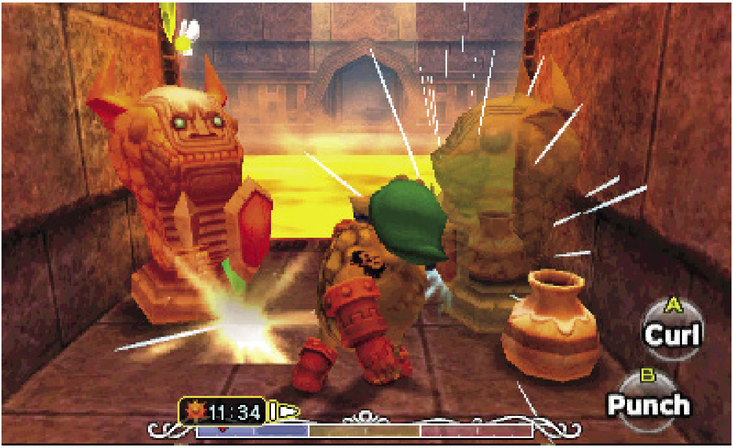
Link lands in a deep, fiery pit that features a sun block, lots of lava, and several creepy statues. Leave the statues be, reflect light at the sun block to make it vanish, and then put on the Goron Mask and cross the lava.

A gilded chest rests in the north alcove. Open it to obtain the Dungeon Map.

Dungeon Chest #2: Dungeon Map

Dungeon Map

You found the Dungeon Map! Tap the Map button to view the Map Screen. Tap the map to zoom in or out. When zoomed in, slide to check out different areas of the map. Select the floor you want to view from the bar on the right.



After claiming the Dungeon Map, punch the nearby Armos statues, but look out—they spring to life! Punch them again to damage them, then run away or hold) to defend yourself before they explode. Do the same to the two Armos statues on the lava, as well.

Armos

Damage: 1/2 Heart

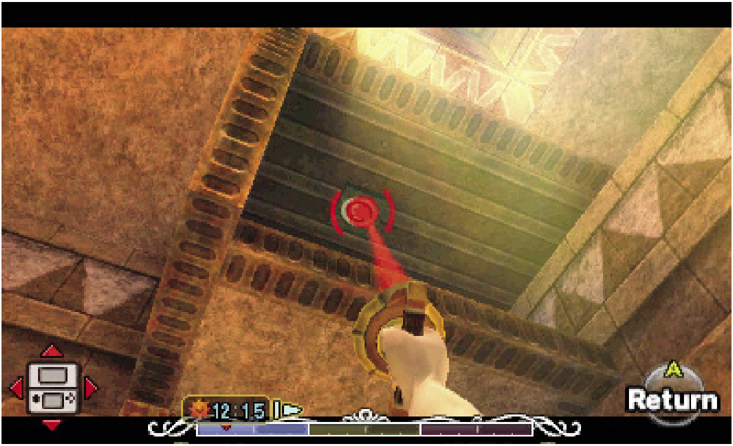
These stalwart statues seem harmless until they're struck, but then they become hopping mad. Once awoken, Armos hop after Link, harming the hero if they slam into him. It's usually best to leave Armos be, but you can also place a bomb near them and blast them to bits with minimal risk.

After you have defeated all four Armos statues, a chest appears in the lava. Open it to obtain a Small Key.

Dungeon Chest #3: Small Key

Small Key

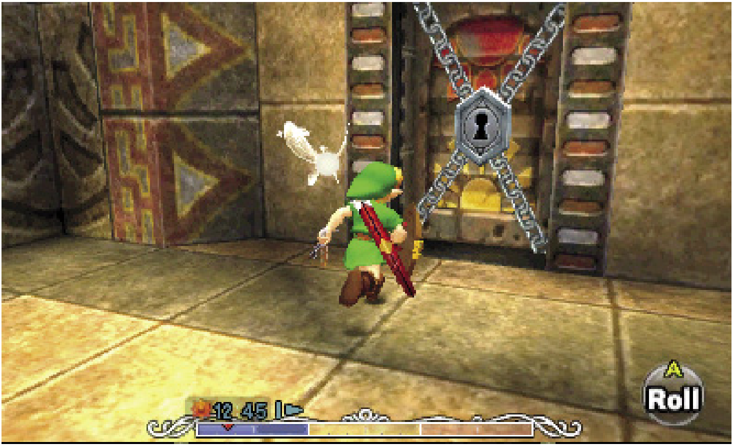
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.



You're not done here yet. Stand in the sunlight, and look up to spy a Hookshot ring up near the ceiling. Hookshot the ring to reach a small loft with yet another chest. Open this one to free a Stray Fairy.

Dungeon Chest #4: Stray Fairy #2

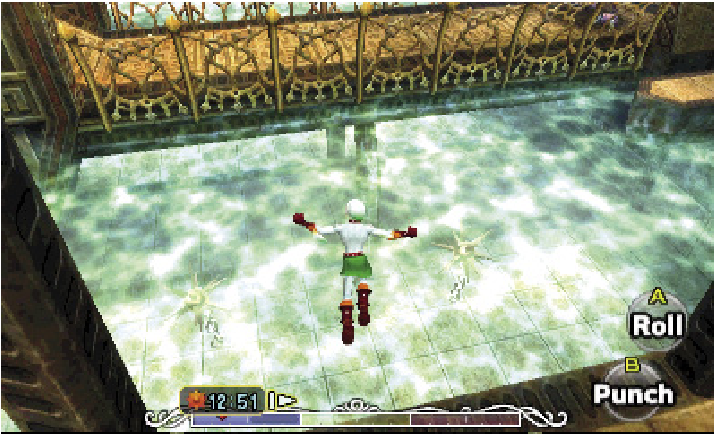
Stray Fairy #2

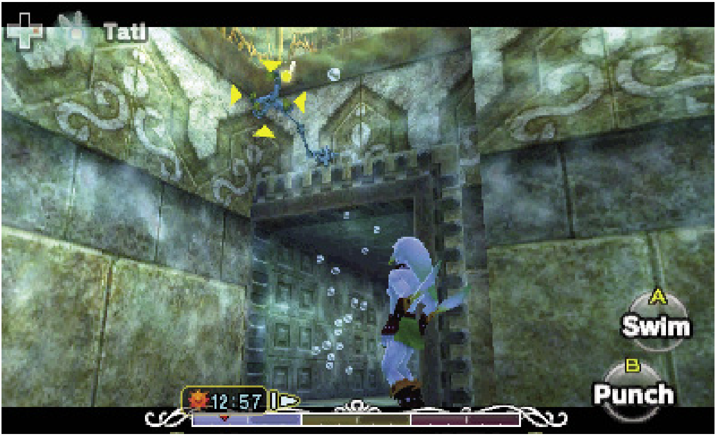


After freeing the Stray Fairy, drop from the ledge, and take the north stairs up to return to Room 2. Use your newfound Small Key to open the east door and visit Room 4.

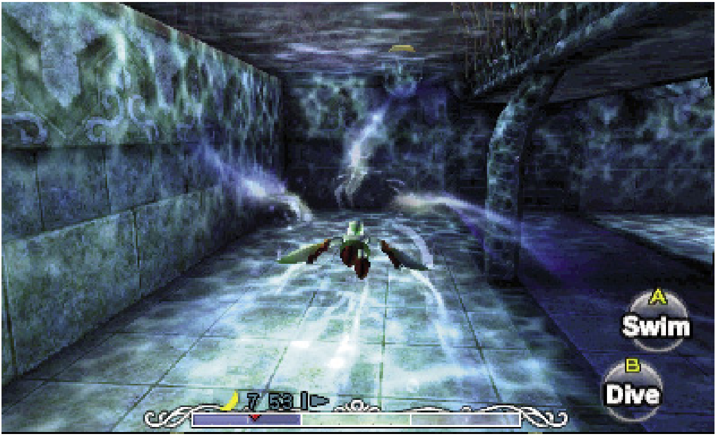
Room 4: Floating Bridge

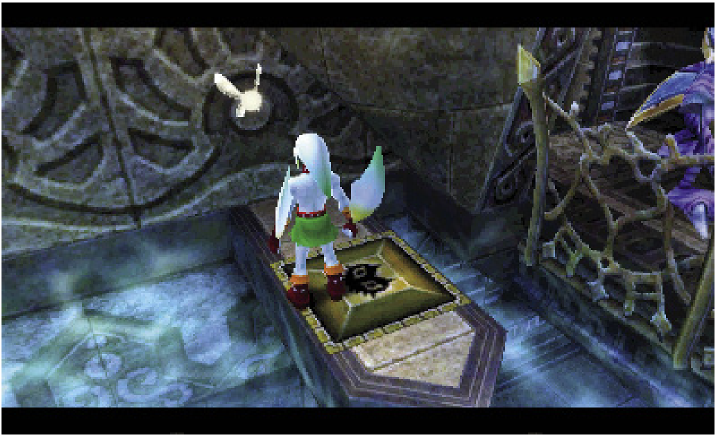
This open-air room features a central bridge that floats on water. Put on the Zora Mask, and dive into the blue.

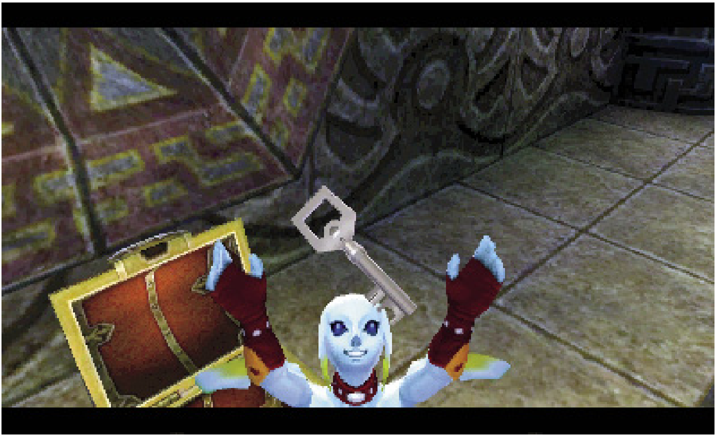




Dive to the bottom of the water, and locate a Dexihand that sticks out of the wall near the northeast tunnel. Land and lock on to the Dexihand, then throw Zora Link's fins to slay it. Next, swim into the nearby mines to destroy them; you need the room to swim.







With the east side of the room's pool free of threats, go to the pool's northeast corner (near the underwater tunnel). Prepare to make a tricky swimming leap up and out of the water, aiming to land on the tiny south ledge that sports a floor switch. To do this, you must start underwater and swim upward toward the floor switch's little ledge, holding A + R to swim at top speed.

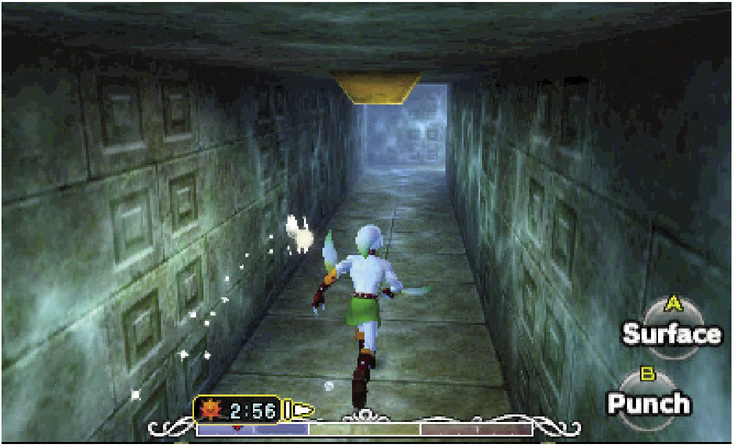
If you do it correctly, your speed lifts you up out of the water when you reach the surface, causing you to land near the floor switch. It may take a few tries to get it right, so take your time. Step on the floor switch to make a chest appear on the nearby east ledge.

No need for any fancy swimming this time; just swim over and climb onto the east ledge, then open the chest to obtain a Small Key.

Dungeon Chest #5: Small Key

Small Key

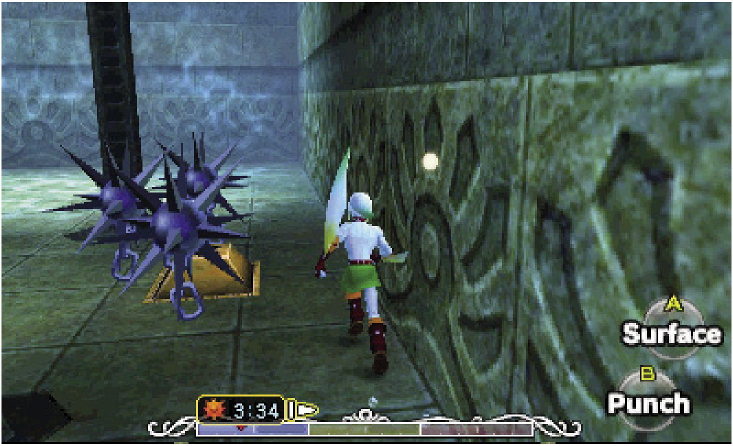
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.



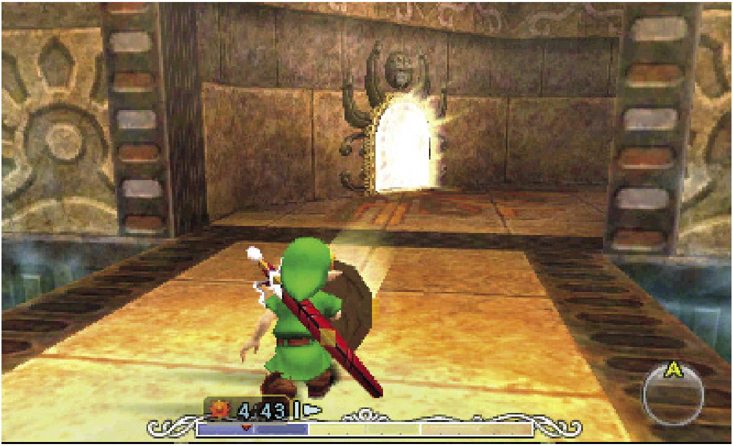
Return to the water, and dive to the bottom again. Enter the northeast underwater tunnel that the Dexihand was guarding to visit Room 5.

Room 5: Chamber of Water

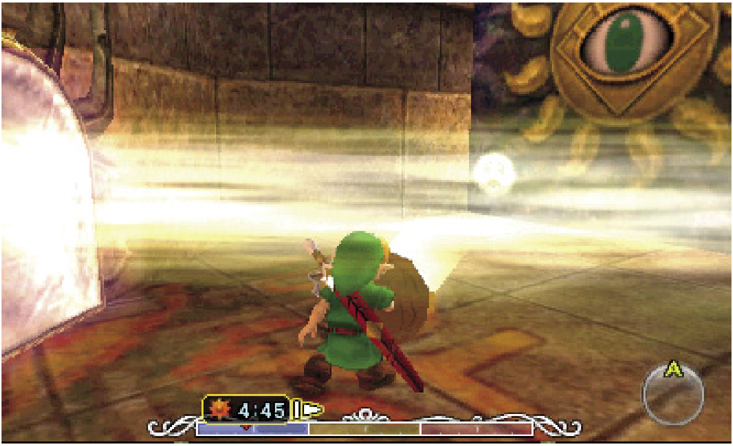
This tall room is mostly filled with water. Sink to the bottom, and defeat all of the Skullfish and Bio Deku Babas. Then, carefully move behind the nearby mines, and step on the floor switch that they're guarding. Stepping on the switch makes a chest appear above you.



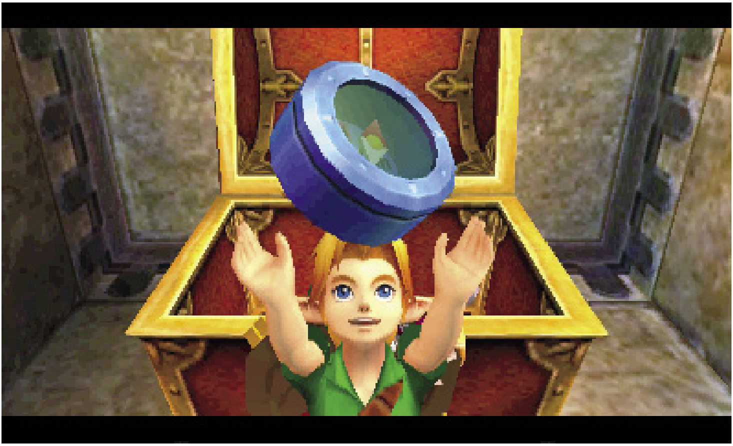
The chest is upside down and can't be opened. Ignore it for now, then surface and climb onto the central footbridge. Ignore the locked door, and locate a mirror and sun block on the bridge's other end. Sunlight is shining down on the bridge, but you can't reflect it at the sun block from this angle. Hold) and shine light at the mirror on the nearby wall instead.



Keep shining the light at the mirror to "charge it" with light. When you stop, the mirror will begin to shine light on its own. The longer you shine light at the mirror, the longer the mirror's light will shine. But be careful, the mirror can only be charged up so much. Quickly move into the mirror's light and reflect it at the sun block.



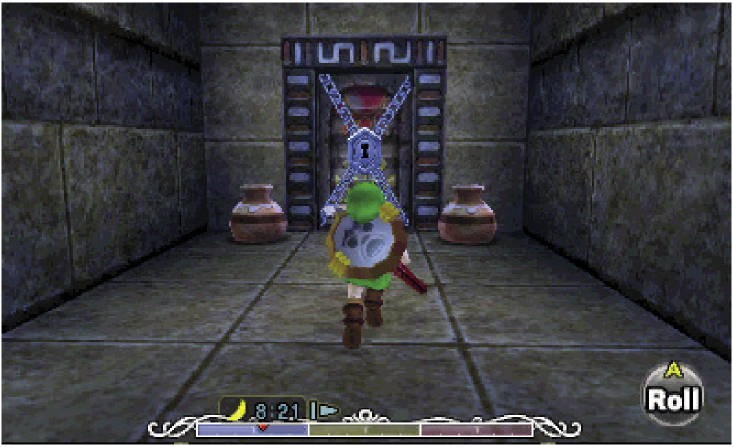
Presto! The sun block vanishes, exposing a passage. Block the Real Bombchu that darts out from the nearby nook, then open the nook's chest to claim the Compass.



Dungeon Chest #6: Compass

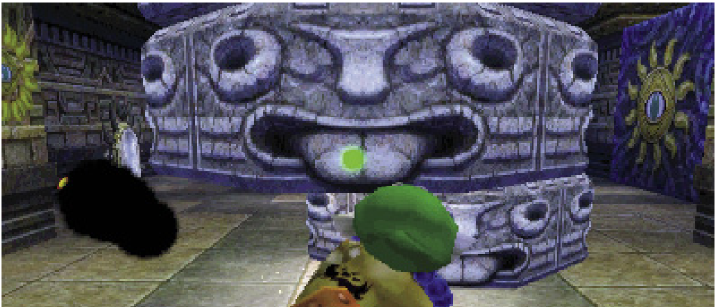
Compass

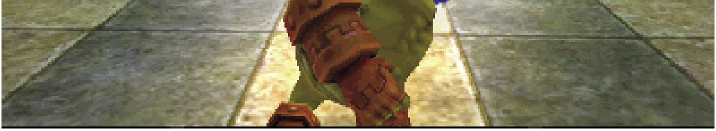
You found the Compass! Now many of the dungeon's hidden things will appear on the map.

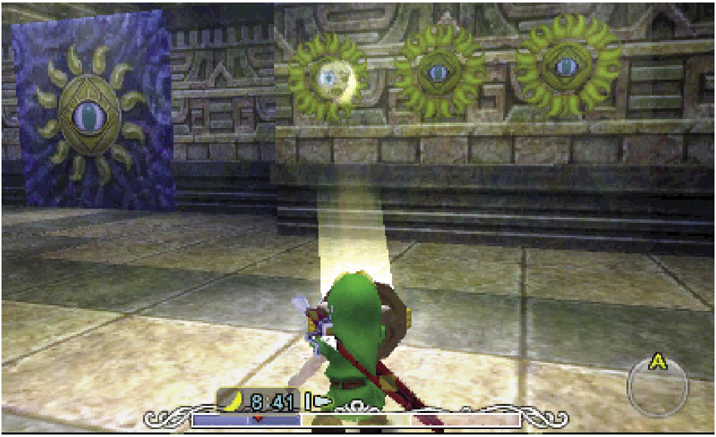


The nearby door leads back to the entrance, but don't go through. Instead, head back across the footbridge, and open the north locked door with the Small Key you found in Room 4. Go through the door to visit Room 6.

Room 6: Chamber of Light





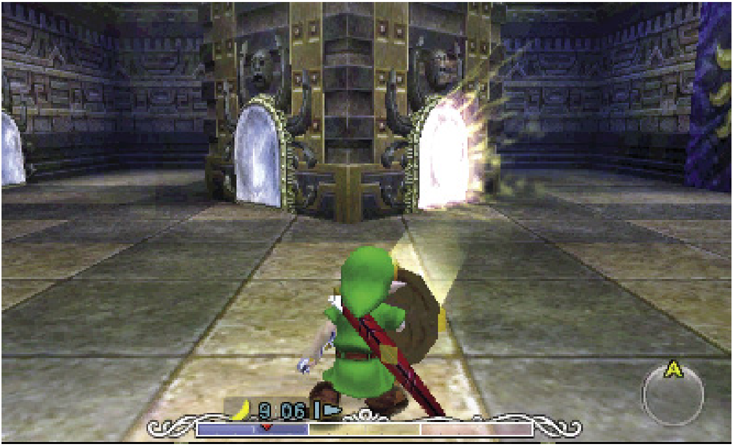


Several sun emblems line this chamber's walls. Dispatch the roaming Black Boes (they'll return after a short time), then slap on the Goron Mask and punch the central pillar until sunlight strikes the floor.

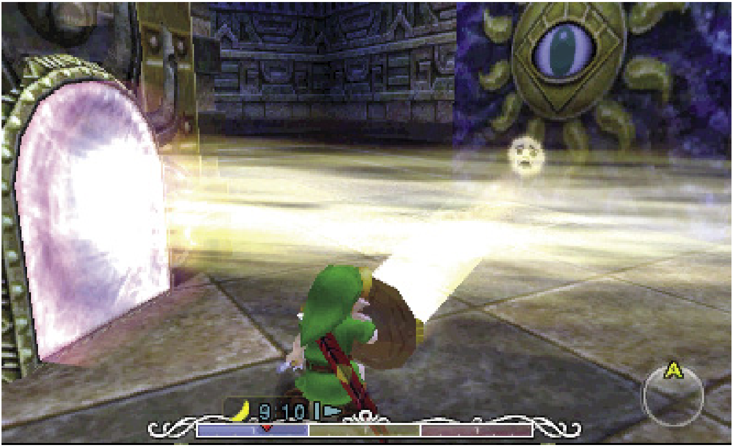
Stand in the sunlight, face east, and reflect a beam of light at the east wall's left (north) sun emblem. This causes a chest to appear in the room. Open it to rescue a Stray Fairy.

Dungeon Chest #7: Stray Fairy #3

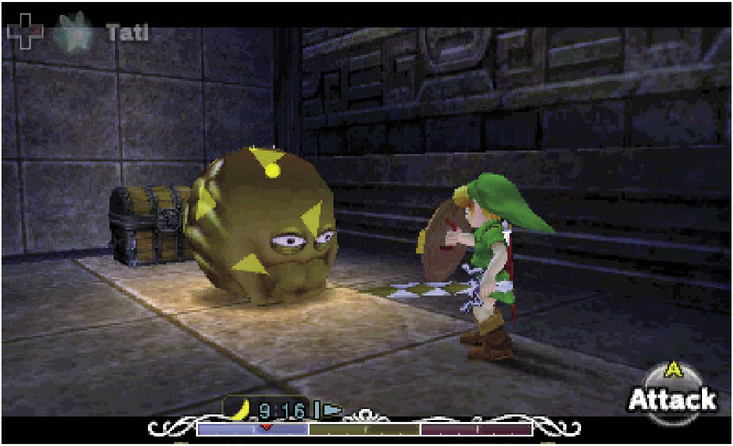
Stray Fairy #3



Return to the sunlight, and notice two mirrors near the center of the room. Reflect light at the east mirror (the one on your right) for several seconds (about 10) to charge it full of light. (Remember, the longer you charge up a mirror, the longer its light shines.)



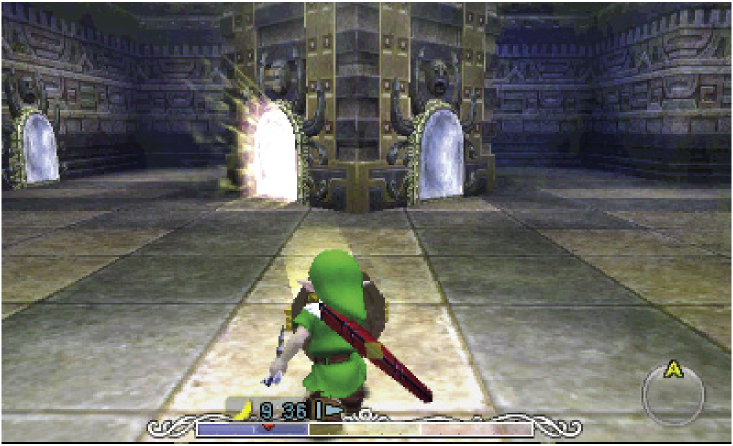
After charging the mirror for several seconds, quickly move into the light that briefly shines from the mirror, and then reflect it at the east sun block.



Tada! The east sun block vanishes, exposing a nook with a chest. Block the Nejiron that pops up in front of the chest and quickly slay it with an arrow, then open the chest to free another Stray Fairy.

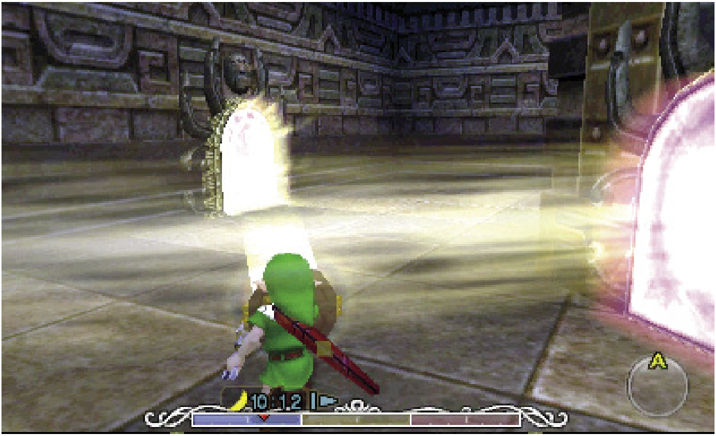
Dungeon Chest #8: Stray Fairy #4

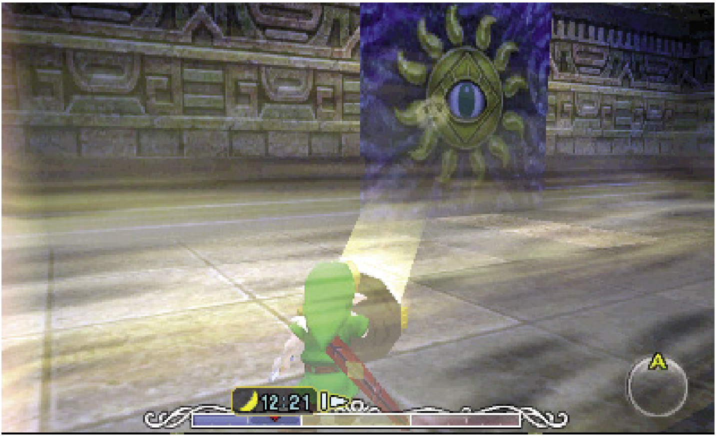
Stray Fairy #4



OK, this next part is tricky. Circle the room, and defeat any Black Boes. Keep slaying them until they stop appearing. With the room free of enemies, return to the sunlight, and reflect light at the mirror on your left. Keep shining light at the mirror to charge it all the way.

After charging the mirror, rush into its light, and then immediately shine it at the next mirror on the west wall. Reflect the mirror's light at this mirror for as long as you can.





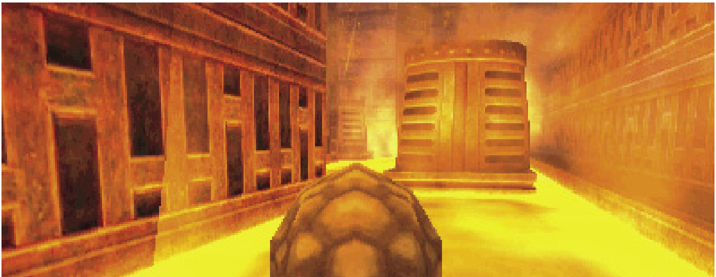
When your mirror runs out of juice, sprint into the west mirror's light. It won't last long, so get into position quickly, and shine it at the north sun block. If you run out of time, return to the sunlight and begin the process anew. Remember: the longer you shine light at the mirrors, the longer they'll cast out light for you to use. Once the north sun block is gone, proceed north into Room 7.

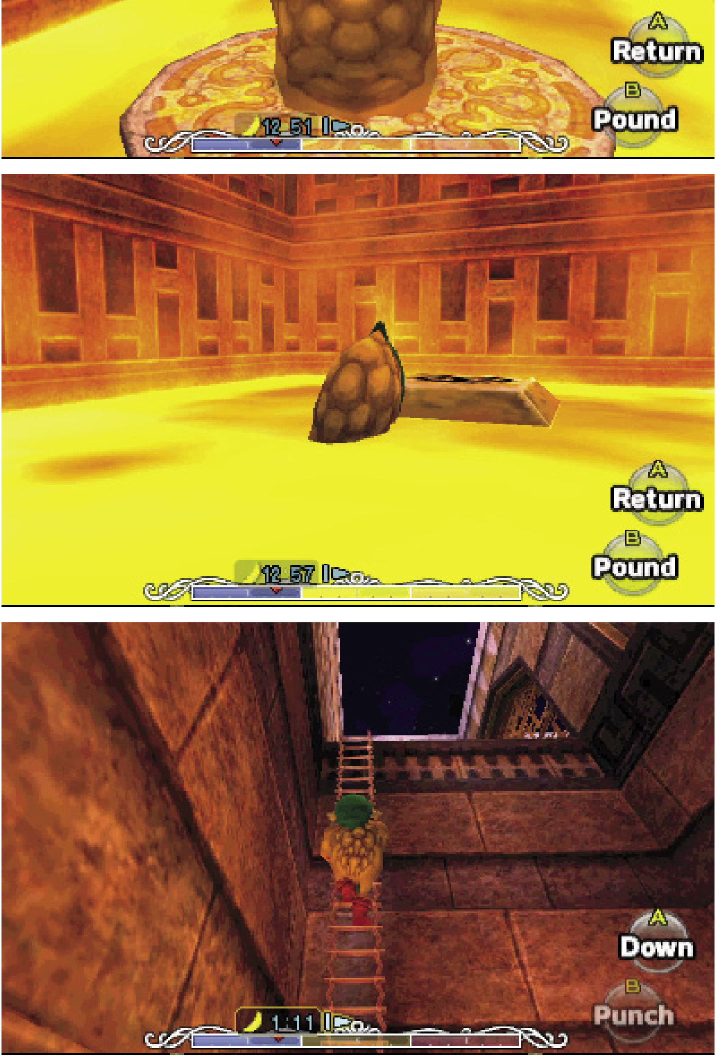
Room 7: Chamber of Fire

The heat of this fiery room is oppressive, but you must venture onward. Don the Goron Mask, and drop to the chamber's lava-filled bottom. There's a special floor switch down here that only Goron Link can trigger. Step onto the switch and tap A to curl into a ball, then press B to activate the big floor switch with a Goron Pound.

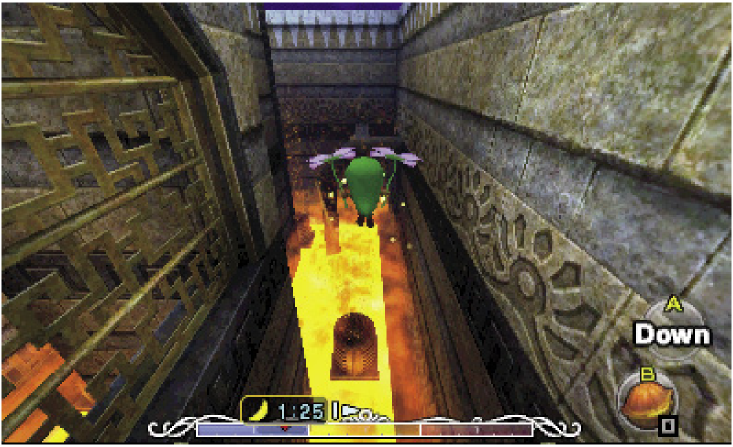
Triggering the big floor switch briefly banishes some flames that surround a normal-sized floor switch down here in the lava. You only have a few seconds to reach it, so roll north, west, and then south without hitting anything to reach the switch in seconds flat. (You basically just make a big u-turn around the room.) Roll directly onto the switch to activate it before time runs out and the flames return.

Rolling onto the floor switch removes the flames that surround a chest above you. The race is over now; these flames won't return. Make your way back around the room, and climb the long ladder to return to the entry ledge.

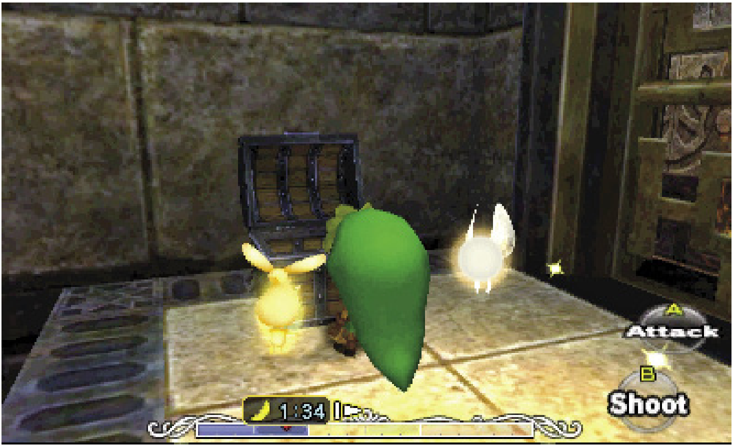




Swap your Goron Mask for the Deku Mask, and dive into the entry ledge's Deku Flower. Launch out and glide toward the updraft ahead.

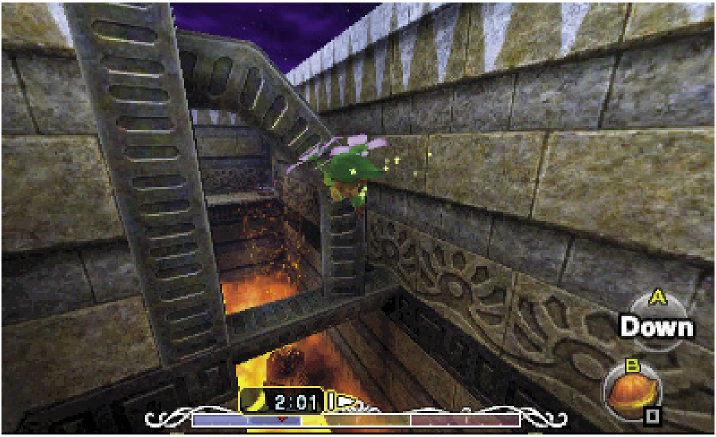


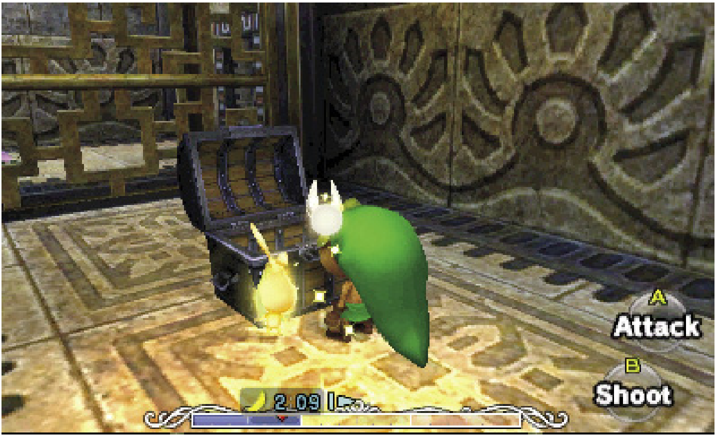
Glide into the updraft to gain some height and extend your glide. Turn left, and land on the Rupee-filled ledge, which also features a chest. Open it to free a Stray Fairy.



Dungeon Chest #9: Stray Fairy #5

Stray Fairy #5





Leap back into the updraft, and remain in the updraft until you reach maximum height. This time, glide north and land on the big steel girders in the room's northeast corner. From there, leap into the next updraft (the one up north), then glide around to the west updraft. Use that final updraft to gain the height required to reach the southwest ledge.

The southwest ledge sports the chest that had been surrounded by flames before. Open it to free another Stray Fairy, then go through the nearby door to visit Room 8.

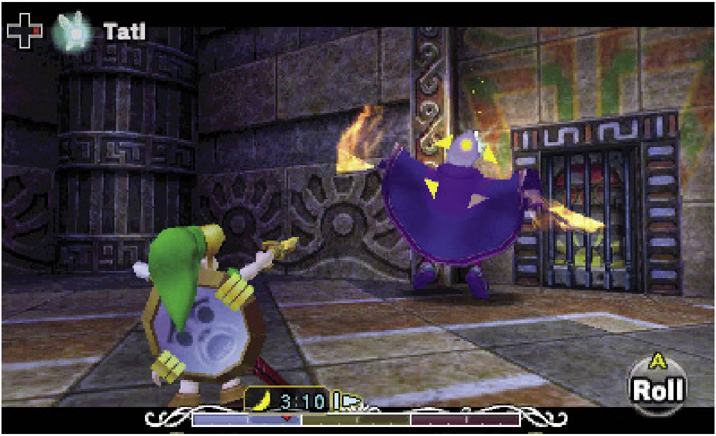
Dungeon Chest #10: Stray Fairy #6

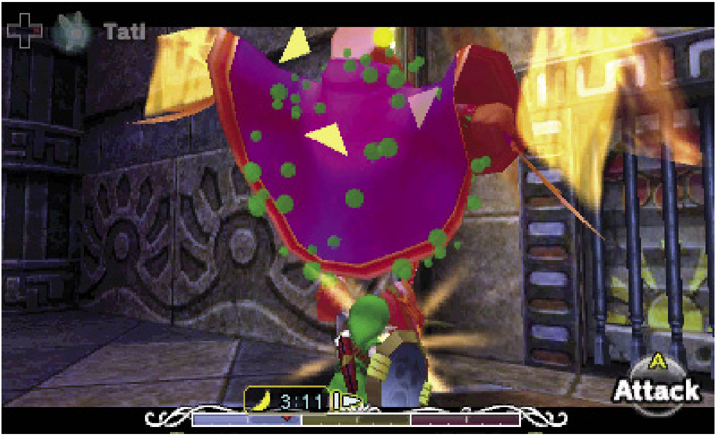
Stray Fairy #6

Room 8: Garo Master's Lair

Link is sealed within this room and forced to battle a formidable foe known as the Garo Master. This nimble warrior is tough to keep up with.

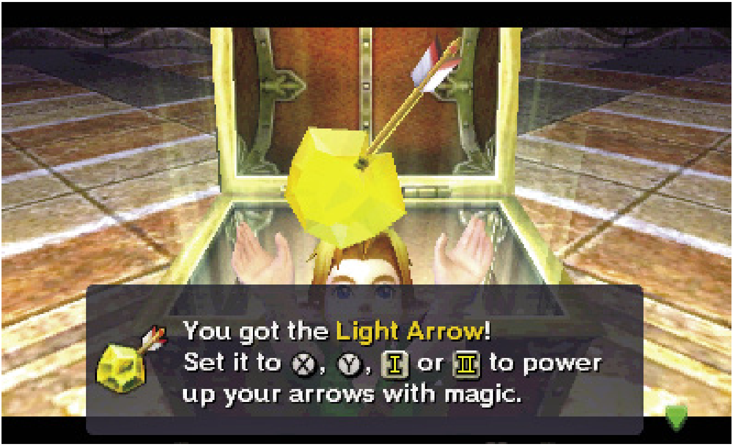
Lock on and raise your shield to block the Garo Master's swift attacks, then quickly counter by stunning the Garo Master with the Hookshot. You must be quick to land the Hookshot against the nimble Garo Master. It's much easier if you can manage to back the Garo Master close to a wall.





Once you manage to stun the Garo Master, race forward and strike him with Link's blade, then immediately raise your shield to block his counterattack. Continue the sequence of block, stun, strike, and block, but remember that speed is key. Use the Bunny Hood to help you land your sword strikes, and hold) to defend throughout the battle whenever you aren't lashing out.

Surprised at Link's skill, the Garo Master parts with some cryptic words of wisdom: "Shoot that which releases the sacred golden light into the blood-stained, red emblem outside the temple, and it shall rearrange things, in which the earth is born in the heavens and the moon is born on the earth." What on earth could he be talking about? Perhaps you hit him a little too hard…



You got the Light Arrow!
Set it to Ⓧ, Ⓨ, I or II to power
up your arrows with magic.

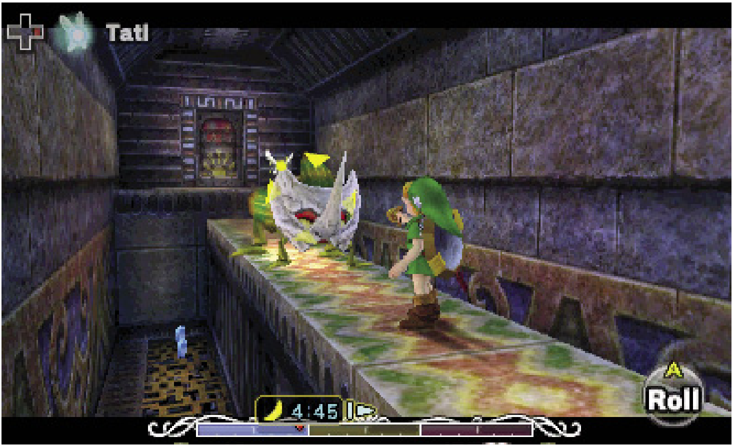
After the Garo Master departs, the room unseals, and a chest appears. Open the chest to obtain the ultimate Hero's Bow upgrade: the Light Arrow. After claiming the Light Arrow, take the south door to visit Room 9.

Dungeon Chest #11:Light Arrow

Light Arrow

You got the Light Arrow! Use it to power up your arrows with magic. The sacred light of justice resides in these arrows. Aim true to slay evil and light the way.

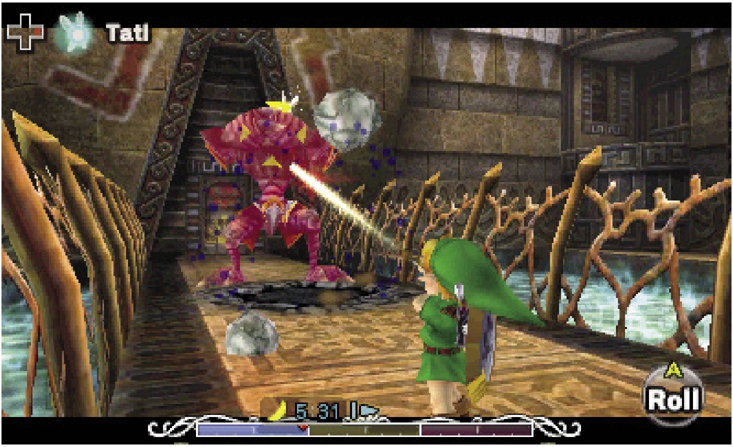
Room 9: Hiploop Hall



Climb onto the narrow ledge in this tall passage, then leap to the narrow walkway ahead. Lock on to the masked Hiploop that guards the narrow walkway, and use the Hookshot to rip off its mask so you may slay it. If you fall during the effort, Hookshot the ring on the ceiling to return to the entry ledge and try again. Go through the south door to return to Room 4.

Room 4: Floating Bridge (Revisited)

You're back in the area with the floating bridge, but this time, you're standing on the bridge itself. Defeat the formidable Eyegore that stands at the bridge's far end, and then a chest appears. Open it to rescue a Stray Fairy.



Eyegore

Damage: 1/2 Heart

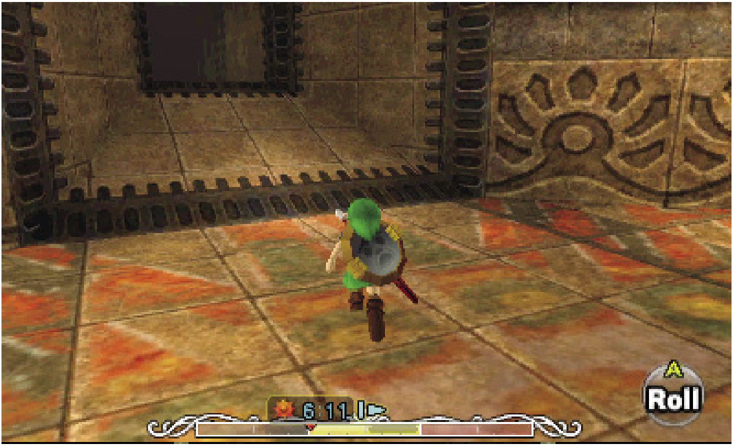
Eyegores are big and mean, and they have only one weakness: their giant eyeballs. Lock on and approach an Eyegore to make it spring to life, then back away from its crushing blows, and quickly shoot its eye with an arrow after you make the monster miss. You may catch some shrapnel produced by the Eyegore's powerful impact, but don't let that deter you. Keep dodging and shooting that big ugly eye until you finally beat the beast.

Dungeon Chest #12:Stray Fairy #7

Stray Fairy #7

Inverting the Temple

After rescuing Stray Fairy #7, cross the bridge and proceed through the south door. You'll be back at that temple's spacious entrance. Leap into the pit, climb up the ladder, and save your game before exiting the temple through the south passage. Don't worry—you won't lose any progress.

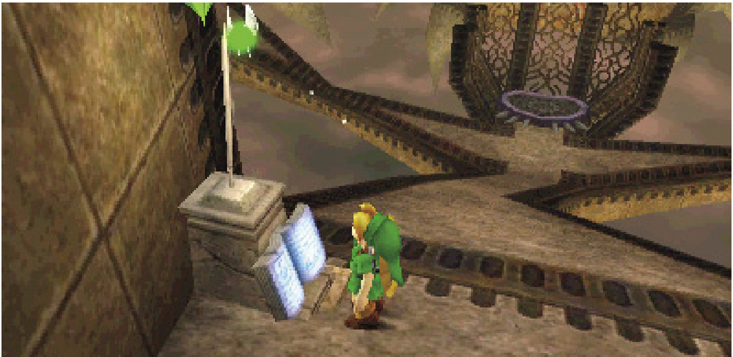


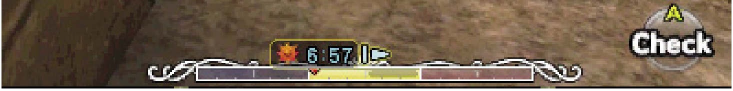
Outside the temple, run forward until you reach the edge of the cliff, then turn around and face the temple. Look up and notice a red emblem above the temple's entrance. Could this be the same red emblem that the Garo Master was talking about? There's only one way to find out: shoot it with a Light Arrow.

Activating the red emblem with a Light Arrow flips the entire Stone Tower upside-down. What a trip! Link lands safely back in this new inverted version of the tower, none the worse for wear. Leap back across the floating platforms, and go back in the temple for a completely new experience.

6:36
A
Return

Room 1: Entrance (Inverted)

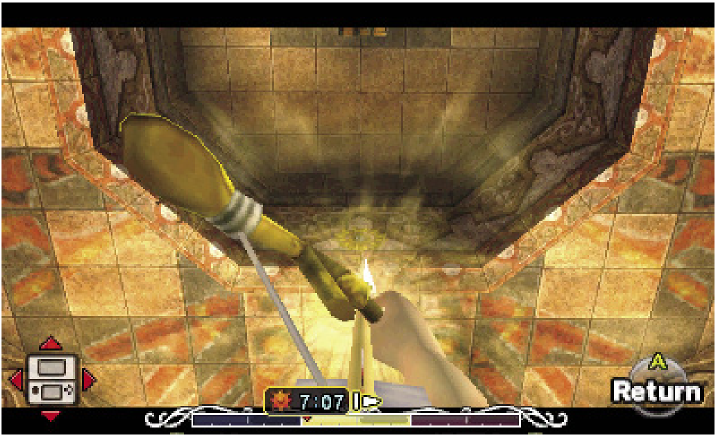


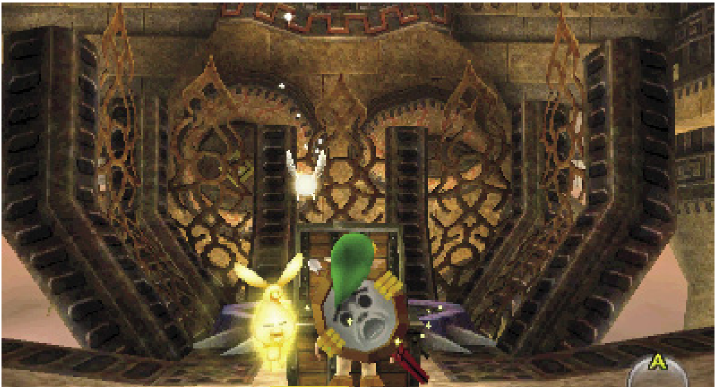


Be careful not to fall as you explore the temple's open-air entrance; it's a long way down. Or is it up? ...Arg!! Don't think about it too much—just save your game at the nearby save statue.

Move to the heart-shaped boss emblem on the floor in the entrance's center, then turn around and look up. Shoot the sun emblem on the wall high above you with a Light Arrow.

Hitting the high sun emblem with a Light Arrow makes a chest appear nearby. Open the chest to rescue a Stray Fairy, then go through the east door to visit Room 5 (Inverted).

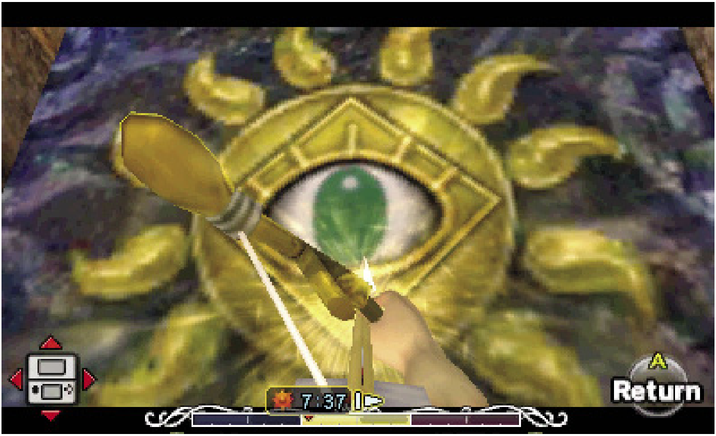


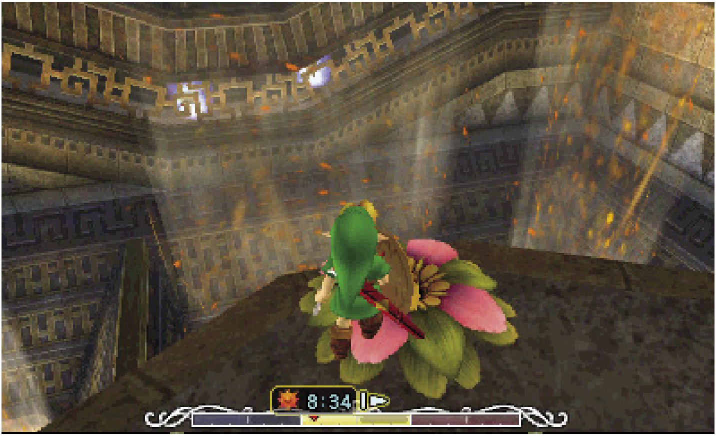


Dungeon Chest #13: Stray Fairy #8

Stray Fairy #8

Room 5: Chamber of Water (Inverted)





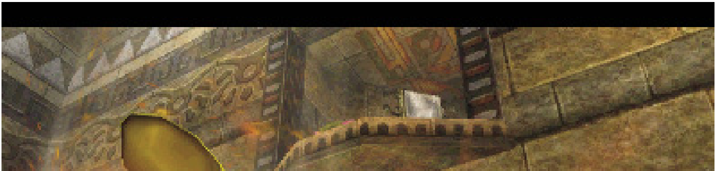
As you enter this room, a giant sun block presents an immediate obstacle. There's no sunlight to reflect here, but that isn't a problem. Just banish the sun block with a Light Arrow instead.

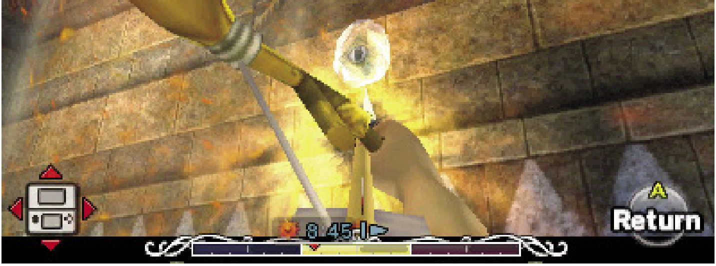
Like the entrance, this room is also inverted (the whole temple is), and its water is now gone. Instead, three giant updrafts have taken the water's place. You'll get some use out of the updrafts soon, but for now, simply drop from the entry ledge and land on the ground floor.

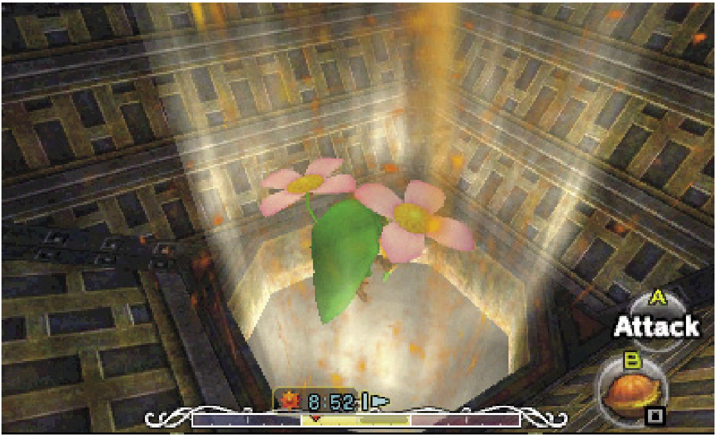
After you land, turn around and use a Fire Arrow to trigger the frozen eye switch below the entry ledge. This reveals a chest on a different ledge to the north.

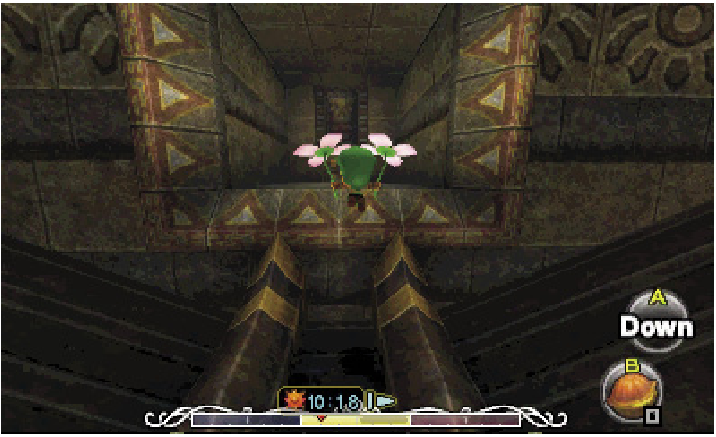
Put on the Deku Mask, and step into the central updraft. Only Deku Link is light enough to be blown upward by updrafts.

Let the central updraft lift you all the way up, and then make a long glide over to the north ledge, which features the chest that you've just revealed. You can just barely reach the chest with a long glide from the height of the central updraft. Open it to free another Stray Fairy.









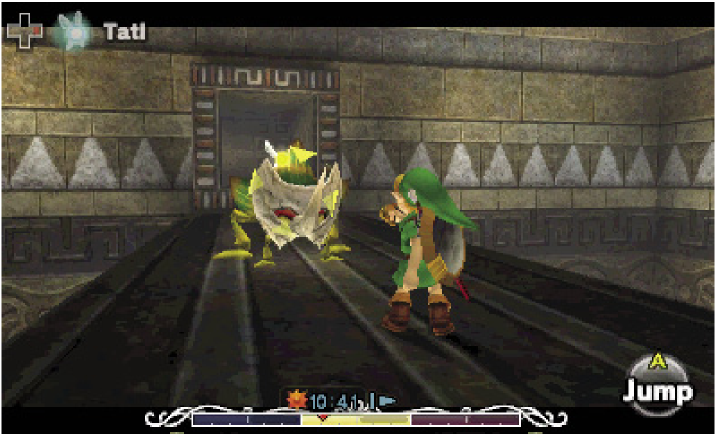
Dungeon Chest #14: Stray Fairy #9

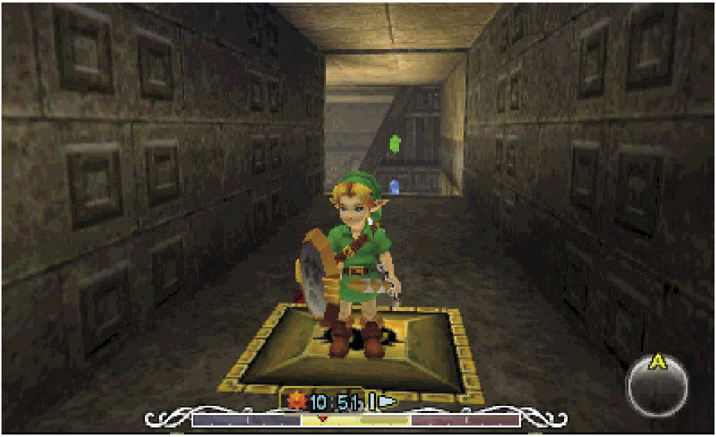
Stray Fairy #9

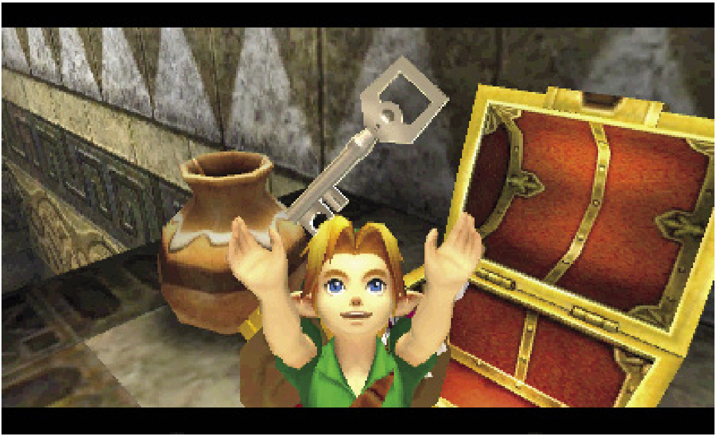
Use the east or west updraft next, which are both taller and stronger than the central updraft, to fly up to the high overhead bridge. Take off the Deku Mask after you land on the bridge, and then rip off the Hiploop's mask with the Hookshot.

Slay the Hiploop, and then enter the north passage to locate a floor switch. Step on the floor switch to reveal a chest back on the bridge's other end.

Nice work! Now simply backtrack across the bridge to reach the chest. Open it to pocket a Small Key.



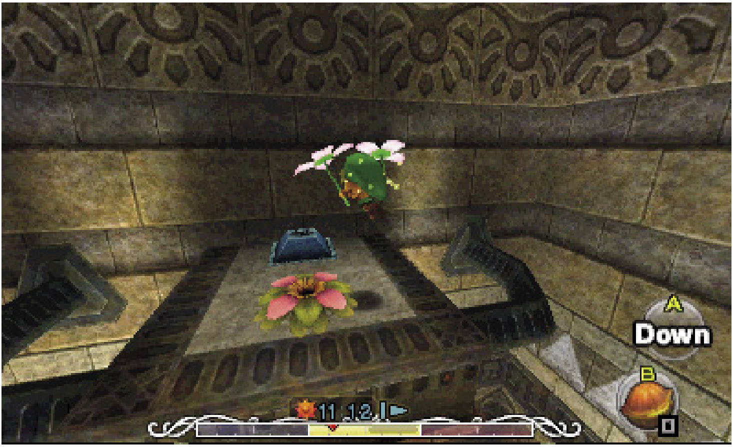




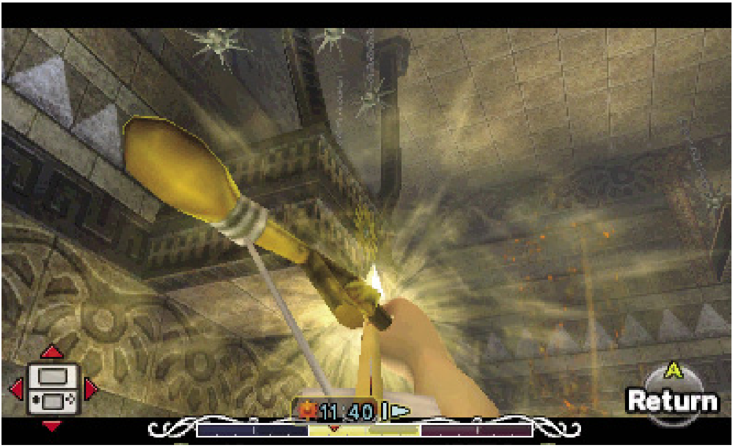
Dungeon Chest #15:Small Key

Small Key

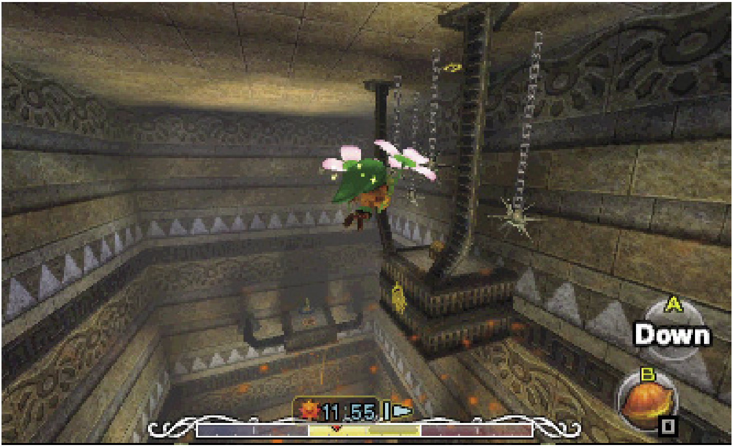
You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.



Put on the Deku Mask, and use the room's east updraft to reach the high east ledge, which features a Deku Flower and a floor switch. Take off the Deku Mask, and trigger the floor switch with Link's weight to banish the flames that surround a chest high above him. (This is the chest that you revealed during your initial explorations of this room before you inverted the temple, when you triggered the underwater floor switch that was surrounded by mines.)



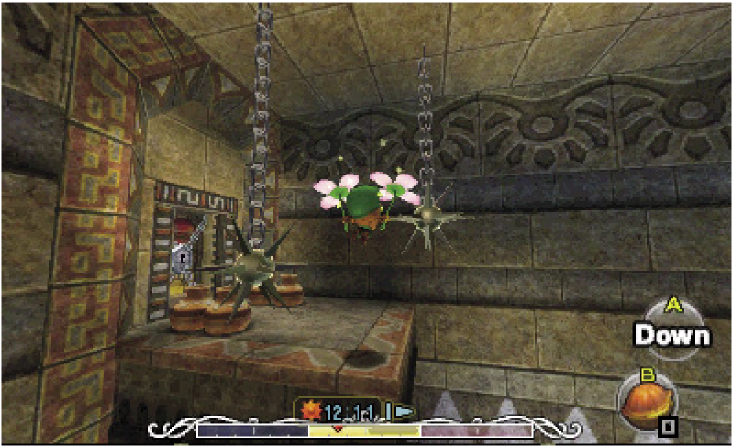
Play the Elegy of Emptiness to leave a clone of Link that holds down the floor switch. Then, fire a Light Arrow at the upside-down sun emblem on the south ledge, above which you can see hanging mines. Hitting the sun emblem causes an upside-down chest to appear on the same ledge, which you won't be able to open until you restore the temple to its former orientation.



Time to go get the chest that flames surrounded before. Use the west updraft (the strongest one) to reach the south ledge, doing your best to avoid the hanging mines as you glide to the chest. It contains a Stray Fairy.

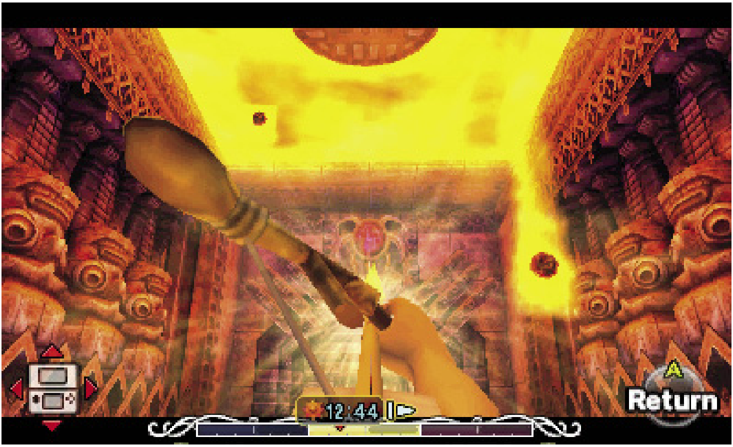
Dungeon Chest #16: Stray Fairy #10

Stray Fairy #10

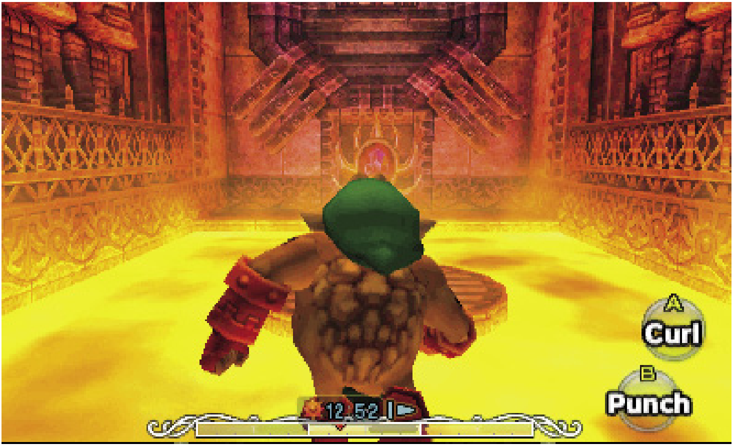


Return to the west updraft again and fly all the way up, then glide over to the room's high northwest platform. Again, carefully avoid the hanging mines as you make your landing. Smash the jars, and then unlock the nearby door to enter Room 10.

Room 10: Fireball Passage

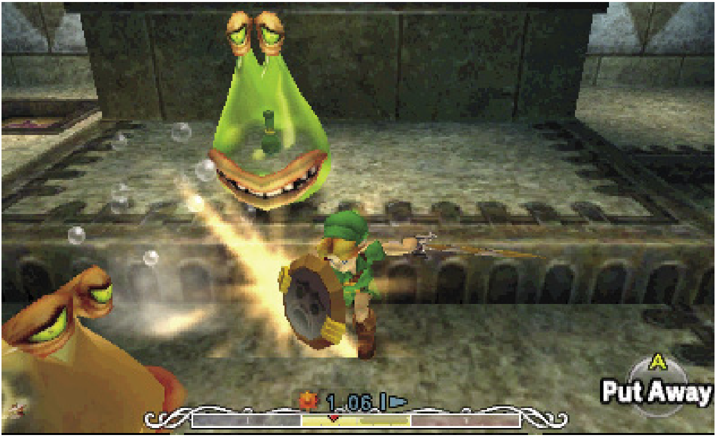


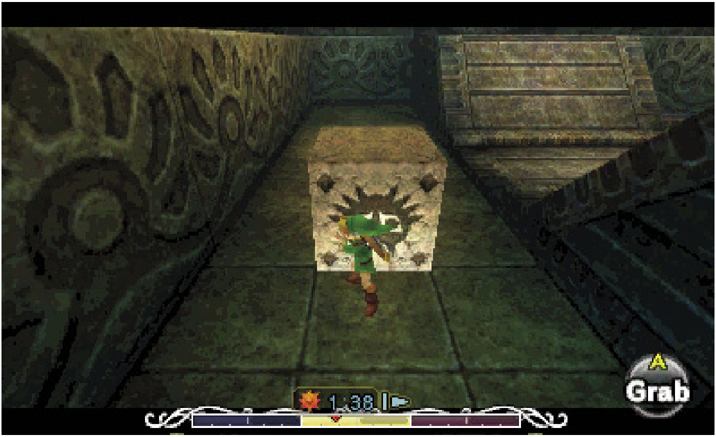
This room features a lava floor, but with the temple inverted, the lava is on the ceiling. Dangerous fireballs rain down, so you should fix that. Shoot the red emblem on the far wall with a Light Arrow to flip the room so that the lava is on the floor where it belongs.



Put on the Goron Mask, and cross the lava. Stand on the central platform, take off the Goron Mask, and then shoot the red emblem again with a Light Arrow to invert the room once more. Afterward, proceed through the west door to enter Room 11.

Room 11: Chuchu Room





Two Chuchus lurk in this room. They're an endless source of arrows and Magic Jars, which you could probably use after shooting so many Light Arrows on your way here. Slay the Chuchus, and replenish your arrows and magic power as needed.

Your goal in this room is to move the stone block onto the special slot in the floor that features the same logo that appears on the block. To accomplish this, you'll need to move the block and use Light Arrows to flip the room several times. Follow these steps:

Shoot the red emblem on the wall with a Light Arrow to flip the room.

Move the stone block close to the center of the room.

Shoot the red emblem on the wall with a Light Arrow to flip the room again.

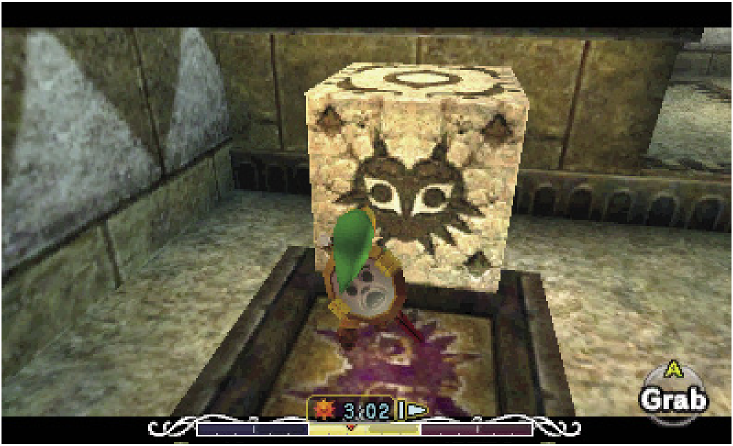
Move the stone block to the south until you can't move it anymore.

Shoot the red emblem on the wall with a Light Arrow to flip the room again.

Move the stone block to the west until you can't move it anymore.

Shoot the red emblem on the wall with a Light Arrow to flip the room again.

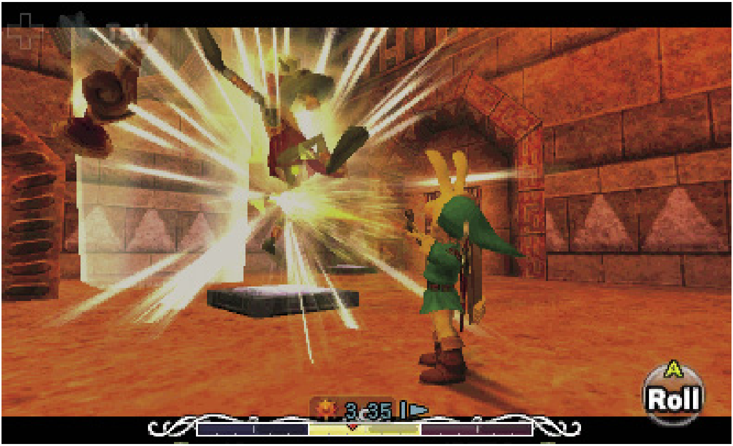
Move the stone block into the special slot that features the same logo that appears on the block.



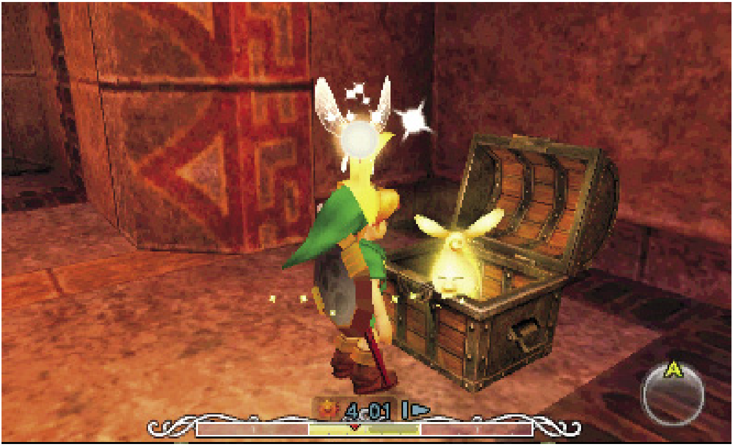
After the stone block has been placed in the slot, the west door unseals. Climb onto the block and leap to the west ledge, then proceed through the west door into Room 3.

Room 3: Armos Pit (Inverted)

Those evil Armos aren't around anymore. Instead, the inverted version of this room is home to your old pal Wizzrobe.



This is your final battle against this sneaky spellcaster, so don't hold back. Put on the Bunny Hood for extra speed, and rely on Tatl to see where Wizzrobe is going to appear. It takes just four hits with Light Arrows to defeat Wizzrobe. Fight hard until you finally vanquish the villain.

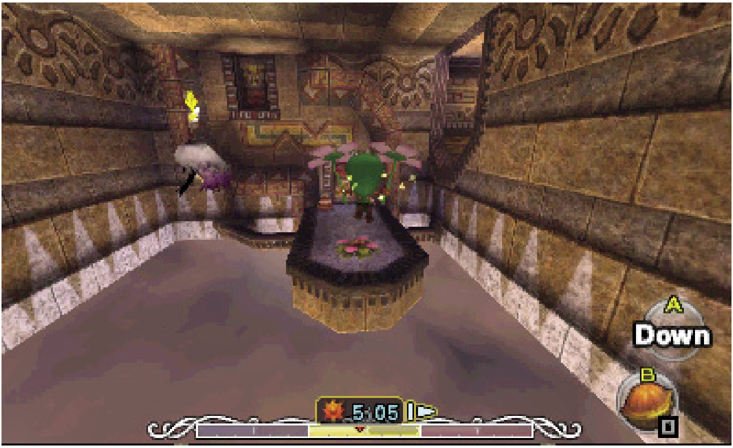


After you defeat the Wizzrobe, a chest appears. Hookshot the chest to reach it, and open it to rescue a Stray Fairy. Proceed down the northwest stairs (the ones near the chest that appeared after you defeated Wizzrobe) to visit Room 2.

Dungeon Chest #17: Stray Fairy #11

Stray Fairy #11

Room 2: Floor Switch Passage (Inverted)

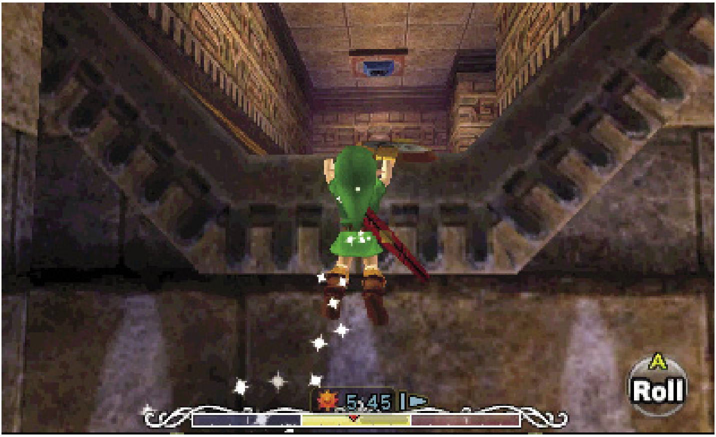


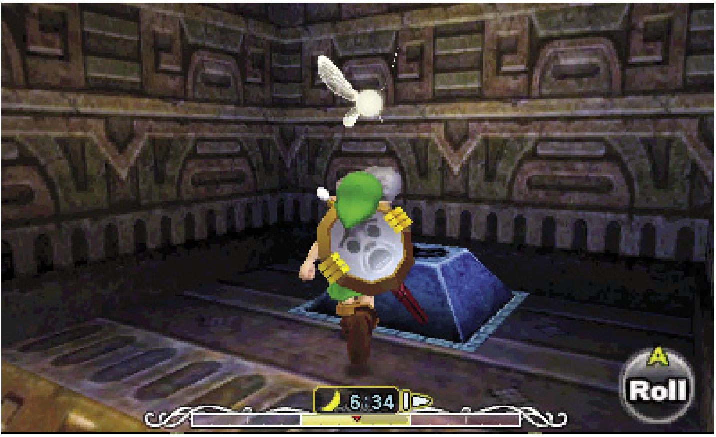
The inverted version of this passage is far more dangerous, as it's home to pesky Poes. It's best to avoid these spooky pests. Put on the Deku Mask, and use the entry ledge's Deku Flower to glide to the east ledge.

Poe

Damage: 1/2 Heart

Poes are lowly ghosts that float about, looking for people to pester. They vanish if you (-Target them, making them troublesome foes. Don't lock on to Poes, but simply cut them down with Link's blade whenever they draw near. If you like, scoop up their souls into Empty Bottles—you can sell Poes' souls to the man at the Curiosity Shop in Clock Town during the evenings after 10 p.m.





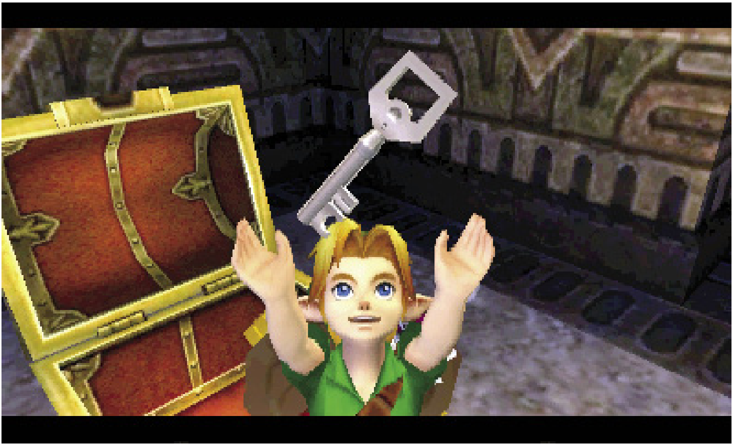
Land on the east ledge, but don't enter the east door. Instead, take off the Deku Mask, and leap into the high southeast tunnel. Link grabs the tunnel's edge and pulls himself up.

Use Light Arrows to defeat the deadly Death Armos that patrol the next few passages, or wear the Stone Mask to avoid detection. Make your way south to find a floor switch. Step on the south floor switch to get rid of the flames that surround a nearby chest, then play the Elegy of Emptiness to create a clone that keeps the switch pinned down.

Death Armos

Damage: 1 Heart

Death Armos are silent stone sentries that stalk the Stone Tower Temple. They float on high and slam down near intruders with great impact, creating a bomb-like quake. To defeat them, strike the emblem on their chest with a Light Arrow to make them flip around, then lure them into slamming down on you. They'll end up smashing their heads and defeating themselves. Just be sure to defend or flee, for like regular Armos, these guys go boom after they've been slain.



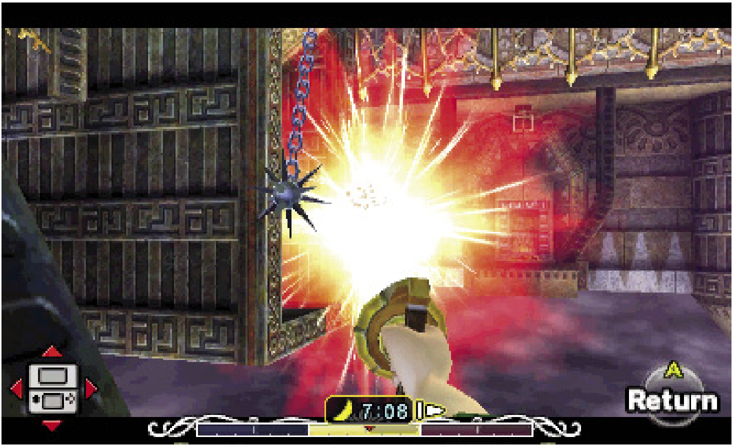
With your clone holding down the south floor switch, defeat the Death Armos that guards the chest, and then open the chest to collect a Small Key. Backtrack through the passage afterward, return to the floorless courtyard with the Deku Flowers, and then go through the east door to advance to Room 4.

Dungeon Chest #18: Small Key

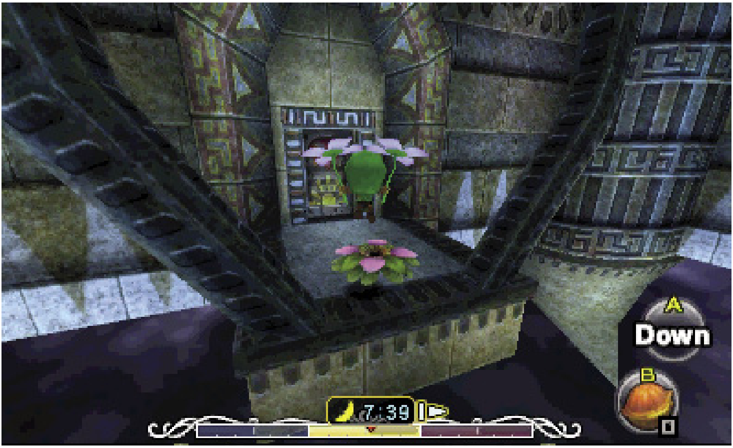
Small Key

You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.

Room 4: Floating Bridge (Inverted)

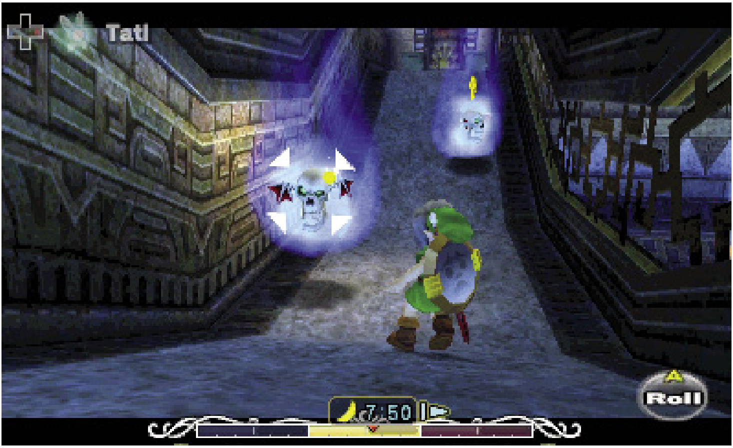


This is the place where you battled the Eyegore atop the floating bridge, but now it's inverted, presenting new challenges. Use the Hookshot to whack the mines to your left (north), and see if you can detonate them all. Afterward, use the entry ledge's Deku Flower to glide to the north alcove, which the mines were blocking.



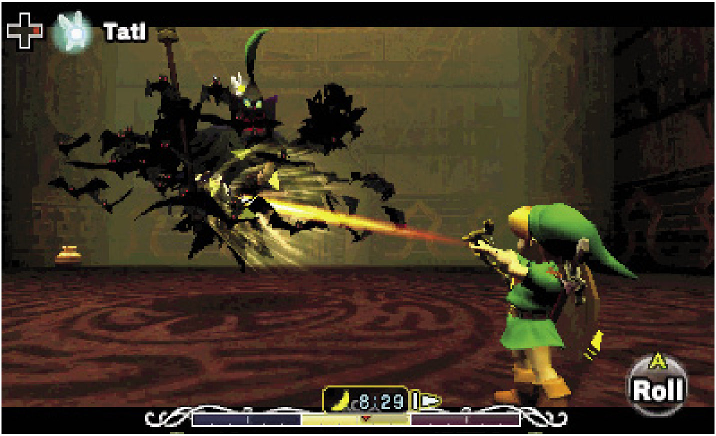
When you land inside the north alcove, defend yourself immediately as the jars here suddenly come flying toward you. Use the alcove's Deku Flower afterward, and glide to the east ledge. Proceed through the east door to visit Room 7.

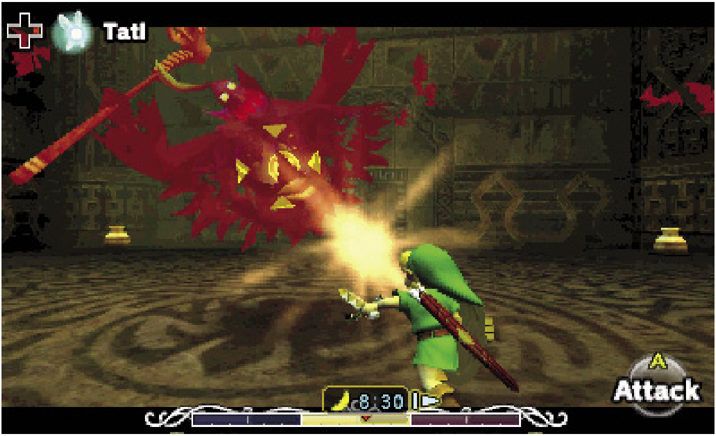
Room 5: Chamber of Water (Inverted; Revisited)



You're back in the Chamber of Water, exploring a sealed-off central passage that you couldn't have visited before. Put on the Stone Mask, slay or slip past the Blue Bubbles, and then go through the east door to reach Room 13.

Room 12: Gomess' Den





Link is trapped in this room, which is home to a devilish mini-boss known as Gomess. This freaky fiend must be fought.

Gomess surrounds itself in bats and attacks by swinging a massive scythe. Keep your shield up for defense, and maintain your distance from Gomess as you look to shoot the fiend with a Light Arrow.

Hitting Gomess with a Light Arrow banishes its bats for a brief moment. Now's your chance! Advance and strike Gomess to score damage, then immediately raise your shield to block the villain's swift counterattack. Fall back and hit Gomess with another Light Arrow, then dive in and strike. Repeat this until Gomess is a goner.

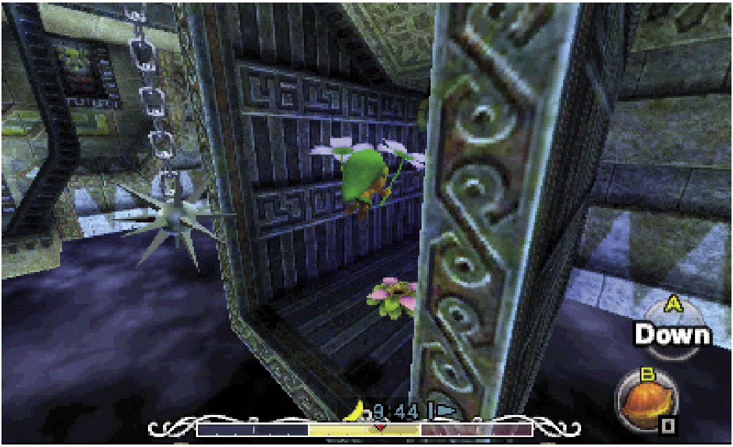
After Gomess falls, the room unseals. Open the ornate chest in the east alcove to claim the Boss Key. With this vital key in hand, exit out to the previous room, and slip past the Blue Bubbles to return to Room 4.

Dungeon Chest #19: Boss Key

Boss Key

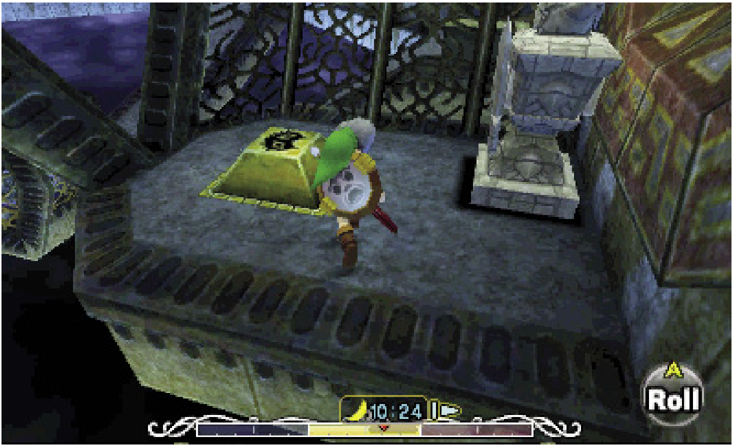
You got the Boss Key! Now you can enter the chamber where the boss lurks.

Room 4: Floating Bridge (Inverted; Revisited)

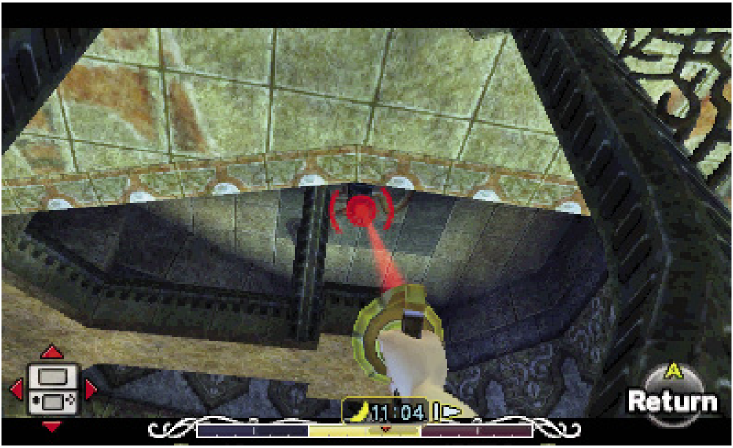


Back in Room 4, Hookshot the distant hanging mines to detonate some of them, and then glide over to the north alcove. Block those sneaky flying jars as you did before, and then use the alcove's Deku Flower to reach the west ledge. This time, go south and proceed through the southwest door to return to the temple's entrance.

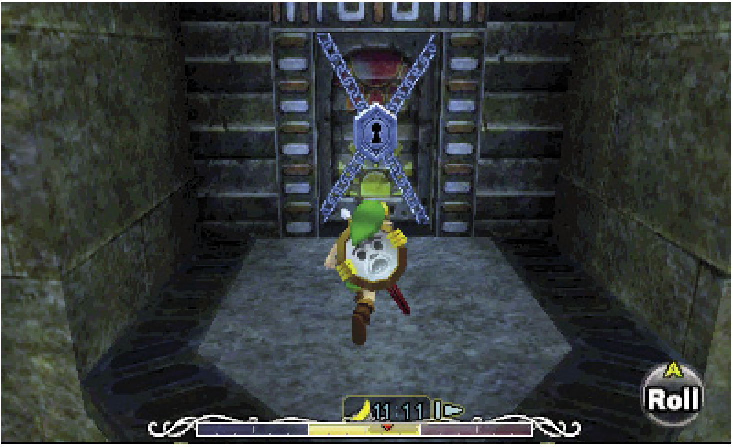
Room 1: Entrance (Inverted; Revisited)



You're back in the entrance, right near a floor switch that a Death Armos guards. This guy's a pain, so put on the Stone Mask to avoid detection as you leap over to the floor switch. Step on it to make an upside-down chest appear way up on the ceiling.

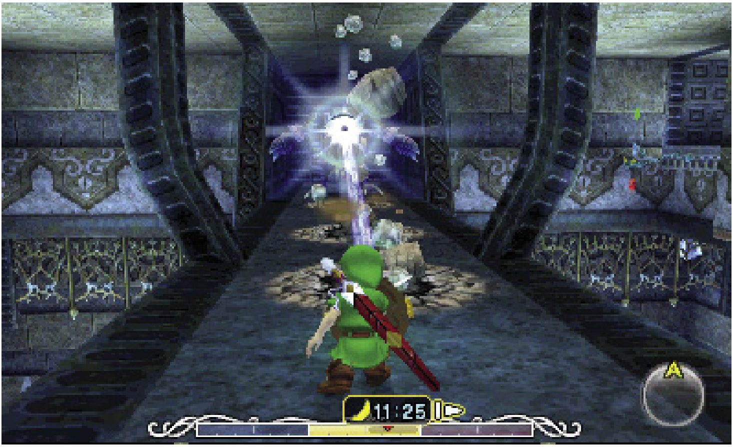


The switch won't pop back up, so there's no need to create a clone. You can't open the chest that you've just revealed without restoring the temple, but you can use it as a clever anchor point for your Hookshot. Hit the chest with the Hookshot to zip up to it.

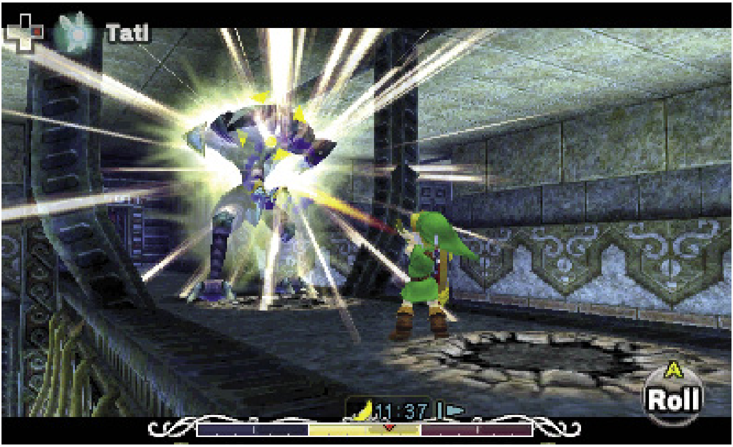


Striking the chest with your Hookshot zips you up to a tiny, high ledge. Cross it, and then open the nearby locked door with the Small Key that you found back in the inverted Floor Switch Passage. The door leads back into Room 4.

Room 4: Floating Bridge (Inverted; Third Visit)

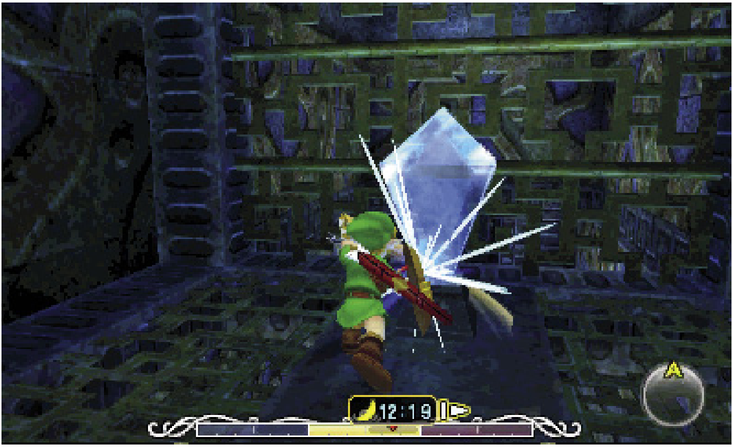


You're back in the inverted version of Room 4 on the floating bridge where you battled the Eyegore before. Bad luck: the brute is back, and it's even more dangerous now. Rather than smashing up the ground, this Eyegore fires a mighty laser from its giant eye the moment you arrive. Not cool!



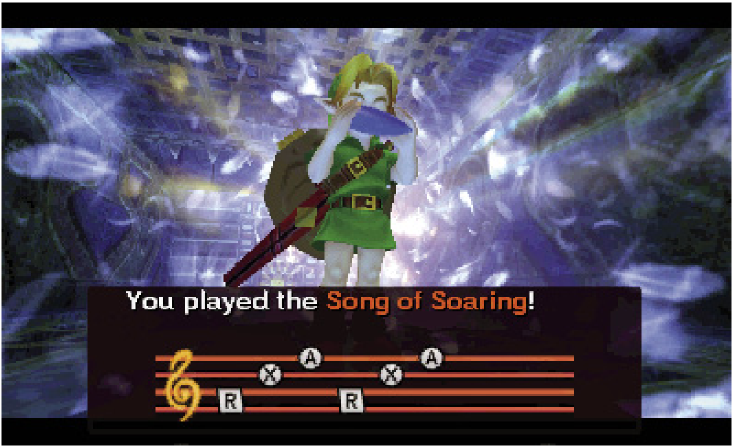
You can't block the Eyegore's laser, but you can sidestep it. Do so, and then shoot Eyegore with a Light Arrow to stun the brute. Once stunned, strike its giant eye with another Light Arrow or the Hookshot to score damage. Keep stunning and damaging the Eyegore until the monster finally falls, then proceed through the north door.

Room 9: Hiploop Hall (Inverted)



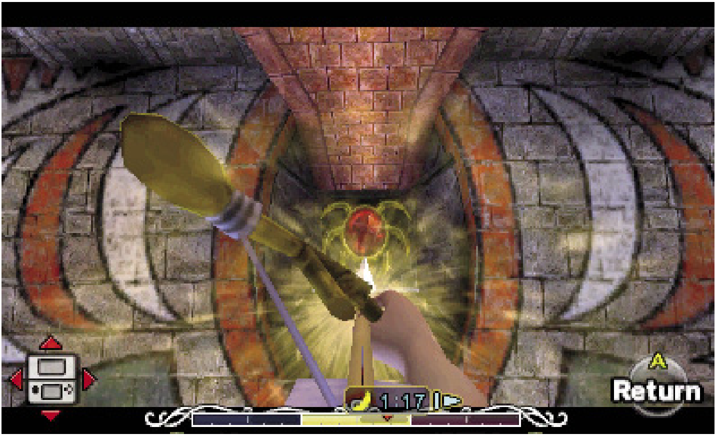
You've returned to Hiploop Hall, but now you're inside the hall's central cage. Avoid the spike trap as you move to activate the nearby crystal switch with a swing of Link's sword. Activating the switch causes a chest to appear on the ceiling, but like other chests you've seen, you can't reach it without restoring the temple. You'll open it soon enough.

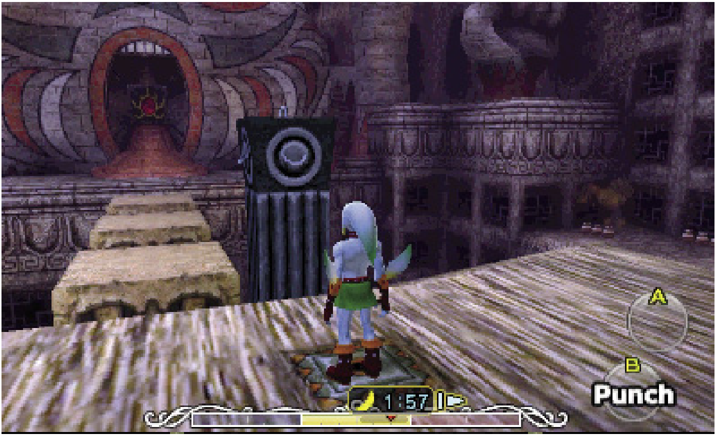
Resetting the Temple


You played the Song of Soaring!

You now have everything you need to challenge the Stone Tower Temple's boss, but several of the temple's chests still await plundering. To reach them, you must reset the temple to its original state. Play the Song of Soaring and soar to the temple's entrance, then save your game and step outside.

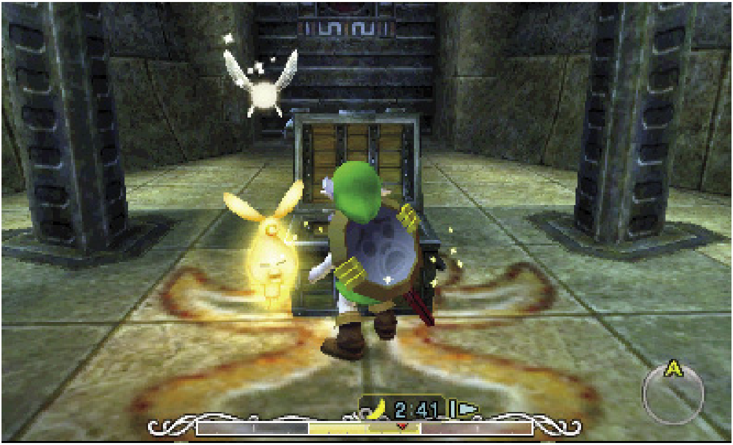
Outside the temple, leap to the second floating platform, then turn around and face the temple. Look up and shoot the red emblem on the temple's wall to flip the Stone Tower again, reverting it back to its proper orientation.





After flipping the Stone Tower, you'll find yourself standing near the owl statue. You'll need to align the floating platforms again so that you may reenter the temple. While facing the temple (facing away from the owl statue), create clones on the three nearby switches as follows: right, left, center. Hop across the platforms afterward, and reenter the temple.

Room 1: Entrance (Restored)

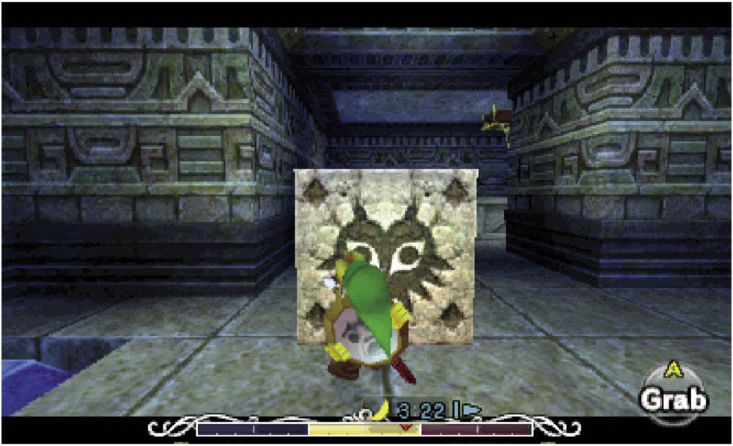


Ah, that's more like it! The temple is back to its original state, so there's less risk of falling to your doom now. Drop into the entrance's central pit, and open the chest that you revealed here while the temple was inverted to rescue a Stray Fairy. Then, climb out of the pit, and save your game on your way to the west door to Room 2.

Dungeon Chest #20: Stray Fairy #12

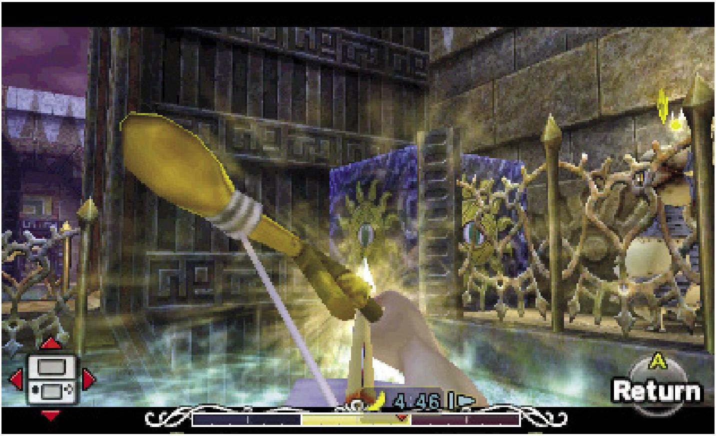
Stray Fairy #12

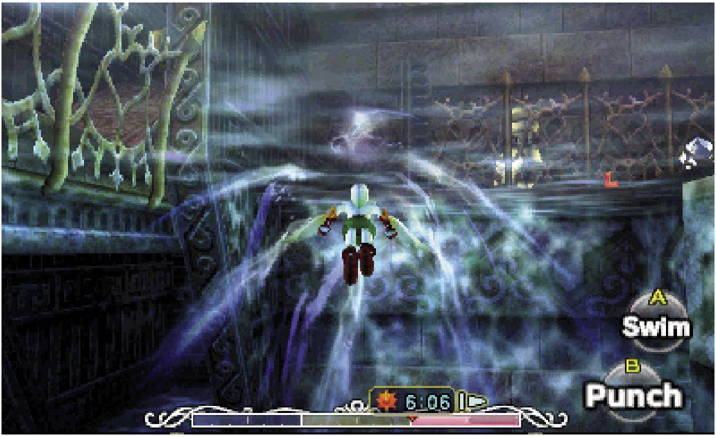
Room 2: Floor Switch Passages (Restored)



You're just passing through here, but you'll need to shove the stone block again and create clones to trigger the four floor switches like you did before. (Remember that only a clone of Goron Link can keep the big floor switch pinned down.) Trigger all four floor switches to access Room 2's north courtyard, then go through the courtyard's east door to reach Room 4.

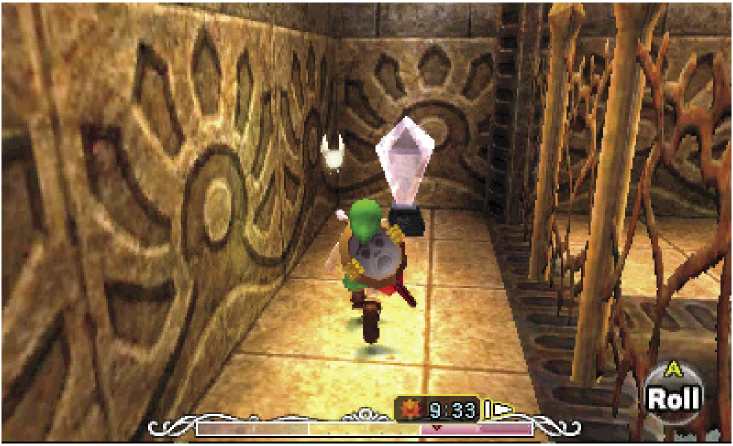
Room 4: Floating Bridge (Restored)



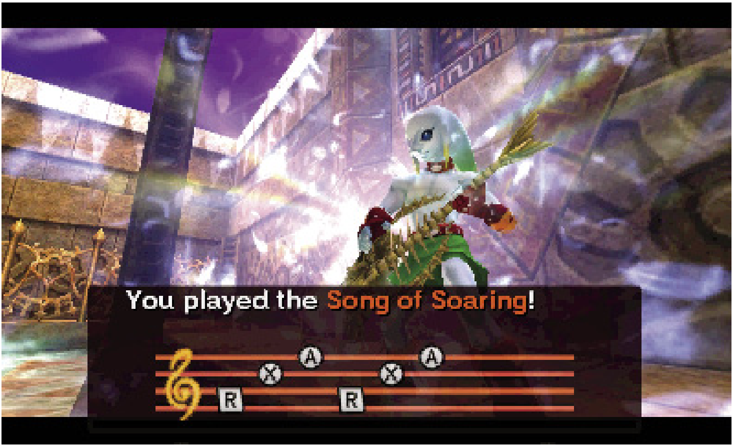


Dive into the water here as Zora Link, and swim over to the east ledge. Climb onto the east ledge, and then shoot the north sun block with a Light Arrow to get rid of it.

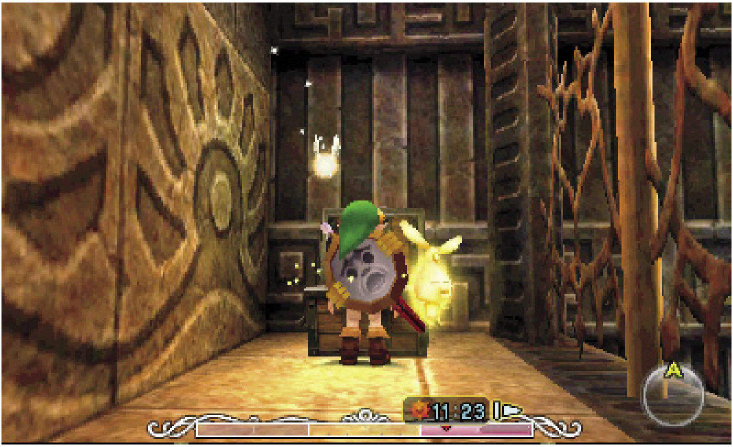
Now for the fun part. Dive into the water, and toss Zora Link's fins to defeat the northeast Dexihand. Swim into the nearby mines to destroy them, then swim down to the southeast. Remember the swimming leap you made here before to reach the south floor switch? Well, now you must make another one and land on the northeast ledge.



Use A +) to swim up to the surface at top speed. Time it correctly, and you'll leap out of the water and land on the northeast ledge. Use a bomb or the Blast Mask to defeat the Beamos that guards the ledge, then strike the crystal switch you find here to reveal a chest over on the northwest ledge.


You played the Song of Soaring!

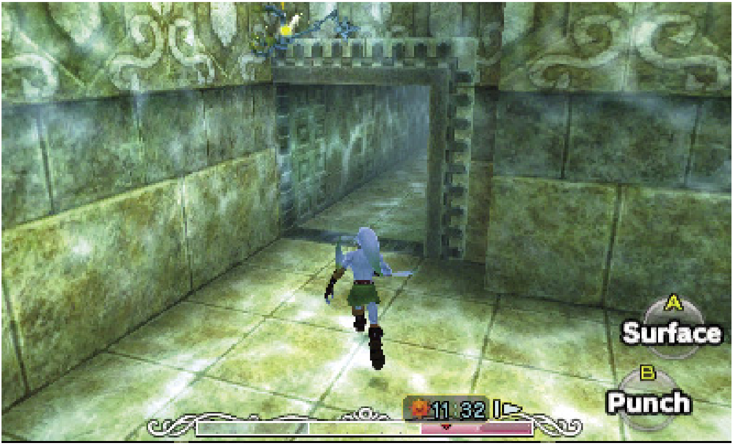
To reach the northwest chest, you must return to the west ledge. You can do this by making another swimming leap out of the water as Zora Link, just as you did to reach the northeast ledge. If you're having trouble leaping out of the water and landing on the west ledge, you can climb onto the east ledge and then use the Song of Soaring to return to the temple's entrance. You'll then simply have to travel back through Room 2 to return to this room's west ledge.



Once you're back on the room's west ledge, use a Light Arrow to banish the sun block that's plugging up the northwest ledge. Bomb the nearby Beamos, and then open the chest that you revealed by striking the northeast ledge's crystal switch to free a Stray Fairy.

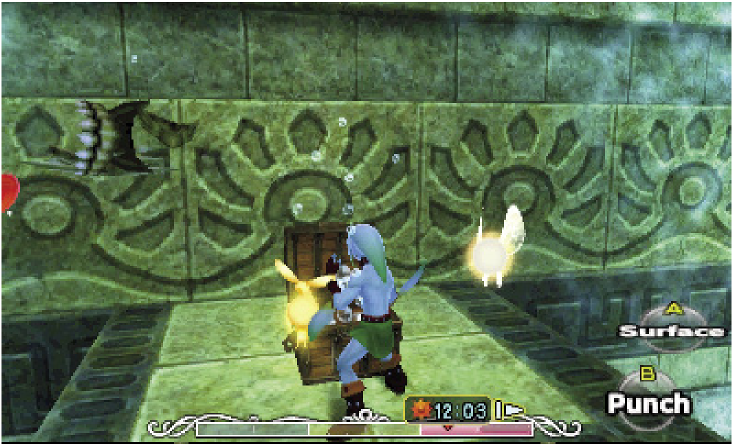
Dungeon Chest #21: Stray Fairy #13

Stray Fairy #13



Dive back underwater as Zora Link, and enter the northeast tunnel near the Dexihand. Swim through the tunnel to visit Room 5.

Room 5: Chamber of Water (Restored)

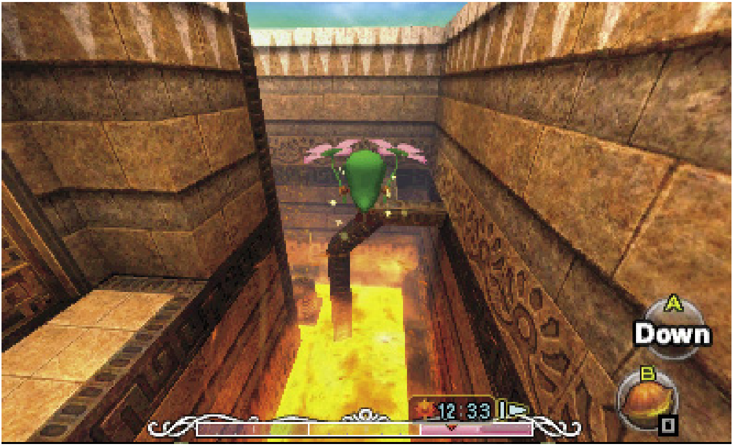


With the temple restored to its original state, you can now reach the chest that you revealed in this room while it was inverted. The chest rests atop the south ledge, which features a sun emblem. Open it to rescue another Stray Fairy. One more to go! Surface, and then go through the north door to visit Room 6.

Dungeon Chest #22: Stray Fairy #14

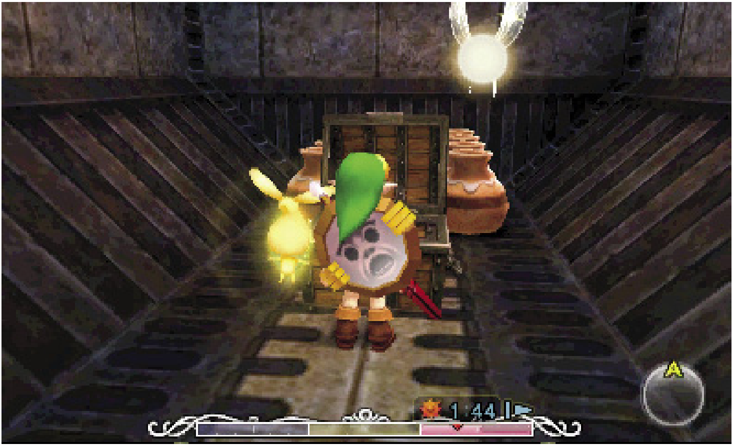
Stray Fairy #14

Rooms 6 through 8 (Restored)



Cut straight through Room 6, taking the north door to return to Room 7. Glide as Deku Link through Room 7, and go through the high southwest door to visit Room 8, where you battled the Garo Master. Take the south door to reach Room 9.

Room 9: Hiploop Hall (Restored)

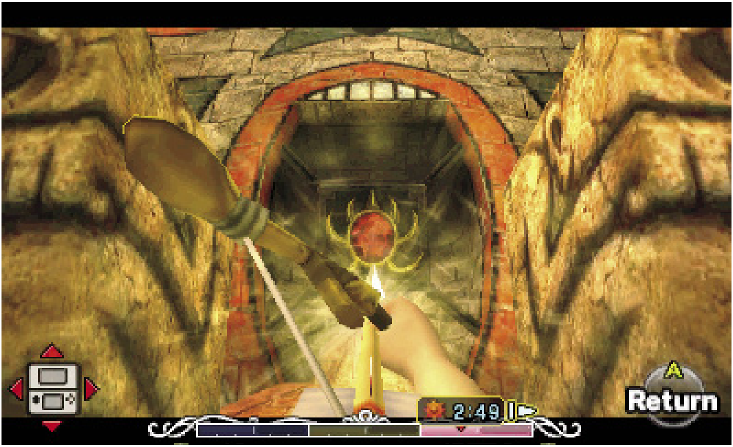


After making the trek to Room 9, drop to the ground floor, and open the chest that you revealed here by striking the crystal switch while the room was inverted. Out pops the last Stray Fairy.

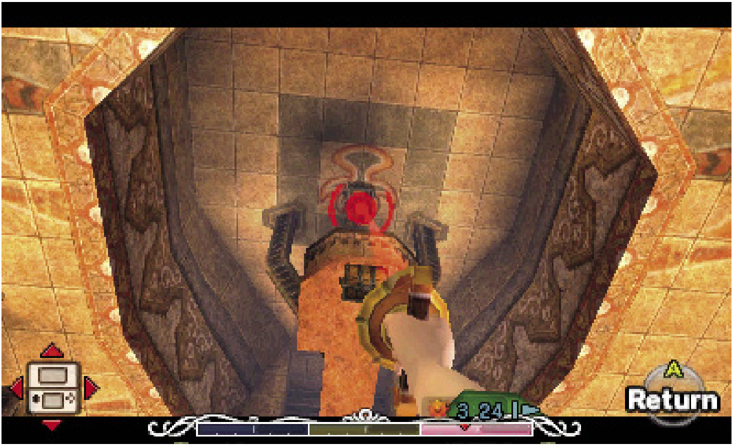
Dungeon Chest #23: Stray Fairy #15

Stray Fairy #15

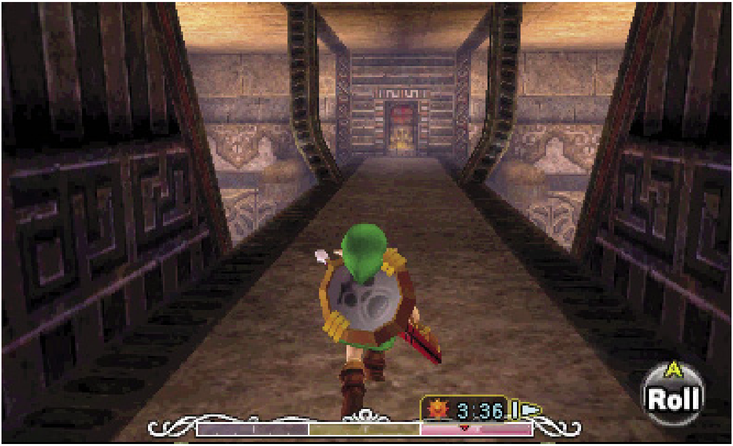
Reaching the Boss Door



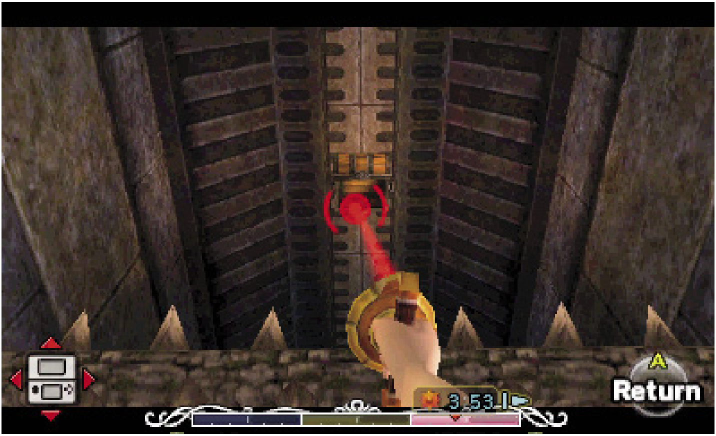
You've fully explored the Stone Tower Temple, and all that remains is to defeat the temple's boss. To do this, you'll need to invert the temple once more. Soar to the entrance, save and step outside, and then shoot the red emblem on the temple's exterior.

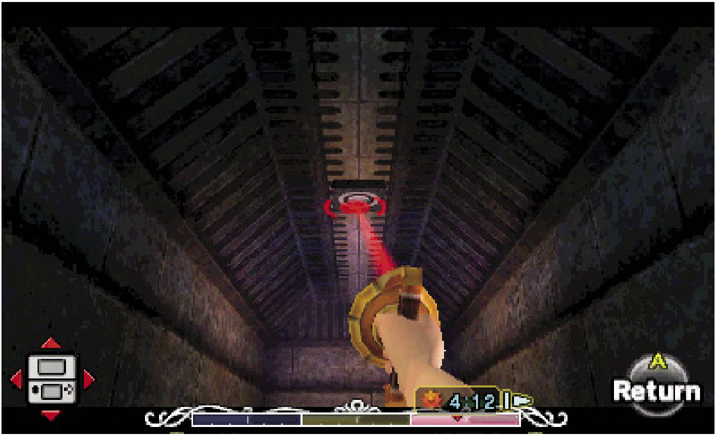


Reenter the temple after inverting it, and go about halfway down the entry walkway. Look up and target the higher of two upside-down chests on the ceiling, both of which you've already opened. Aim at the higher chest, and Hookshot up to it to land on a high, narrow walkway. Proceed through the nearby (north) door.



The door leads to the bridge where you battled the enhanced Eyegore. Thankfully, the monster hasn't returned. Cross the bridge, and enter the north door.

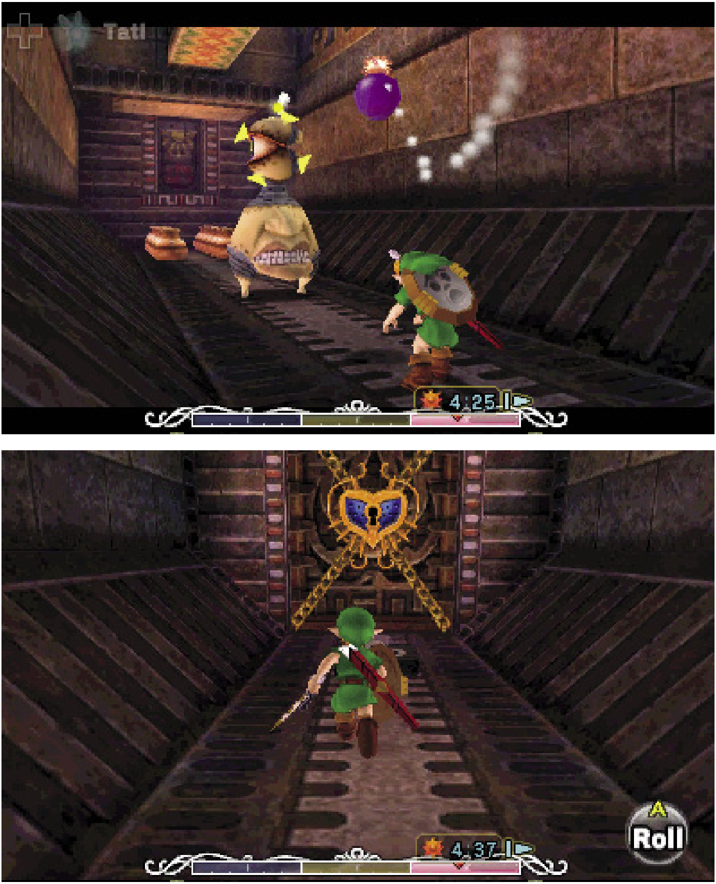


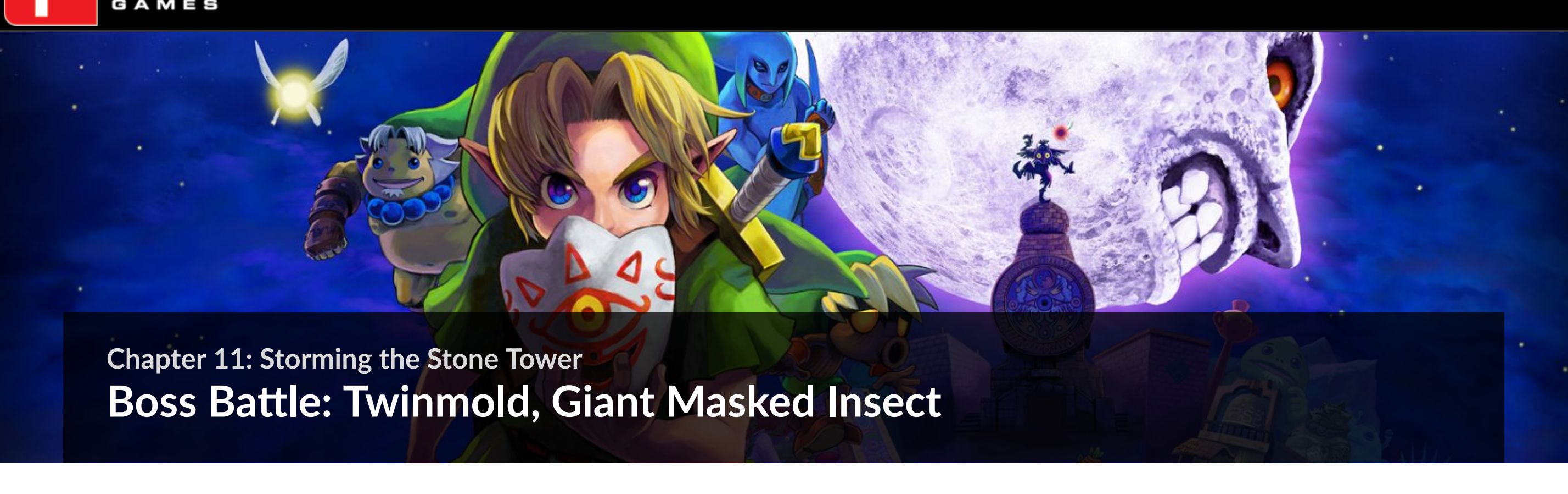


As soon as you enter the next room, look up and notice another upside-down chest on the ceiling. Hookshot up to a higher vantage.

Look out: you land directly near a rolling spike trap! Hold) to block the trap, and then Hookshot the anchor point on the ceiling to zip past the trap the next time it rolls near.

After passing the spike trap, drop to the bottom of the room, and bomb the Beamos below you. Block the first two jars that come flying toward you, and then smash the rest for items. When you're ready, proceed through the nearby Boss Door. Drop into the massive hole in the room beyond to advance to the temple's final battle.





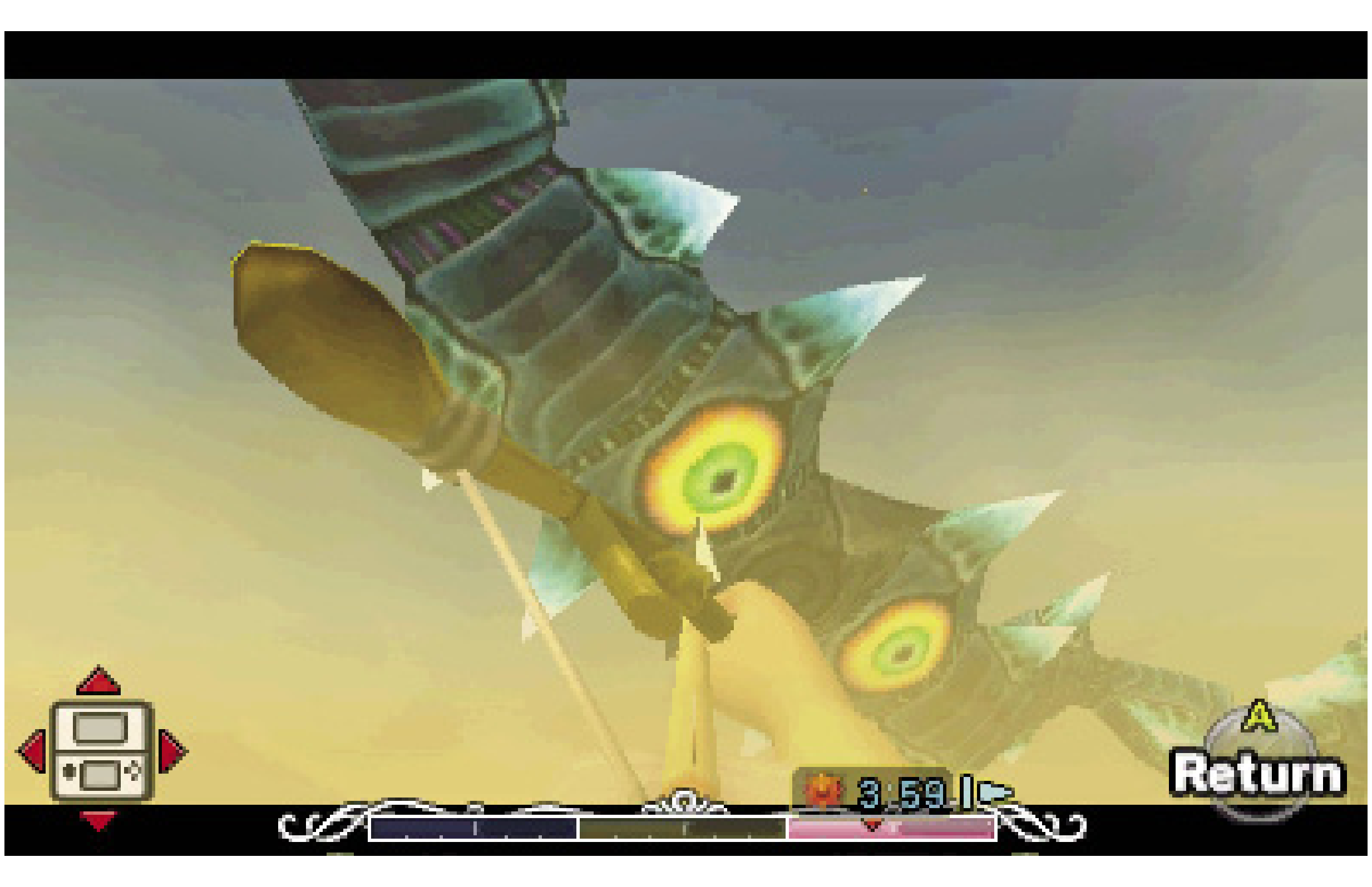
Chapter 11: Storming the Stone Tower

Boss Battle: Twinmold, Giant Masked Insect

Link lands in a sandy expanse and is welcomed by the roar of a mighty monster. Make that two monsters, for it's none other than the giant masked insect, Twinmold!

Giant Masked Insect
Twinmold

Twinmold is actually two bosses in one: two giant, flying centipedes that emerge from the surrounding sands. Each Twinmold flies through the sky for a time and then dives back into the dunes. Aim manually at the blue Twinmold first (don't use (-Targeting), and shoot regular arrows at the big yellow eyes on its underbelly as it flies through the air.

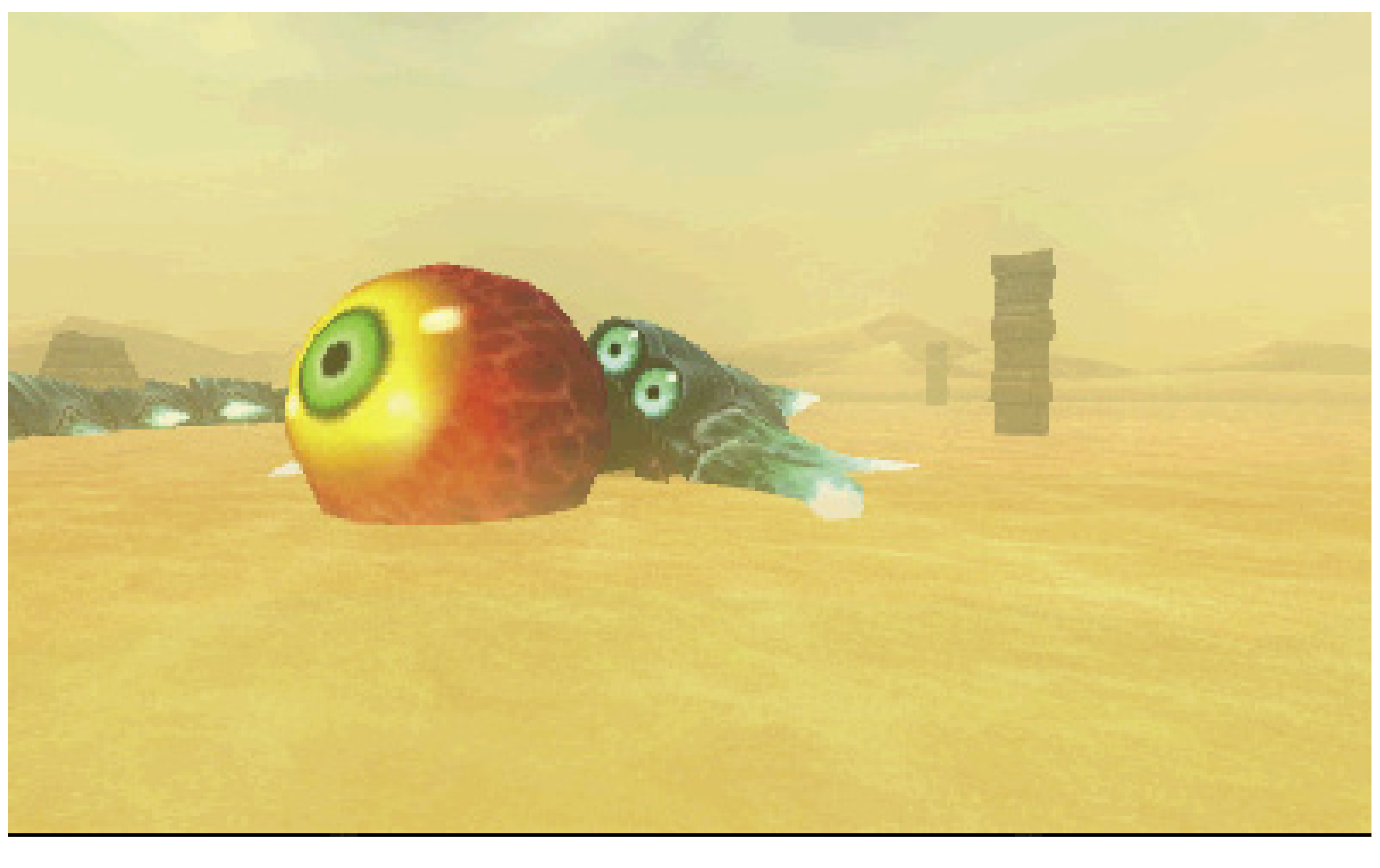


Red Twinmold's Rampage

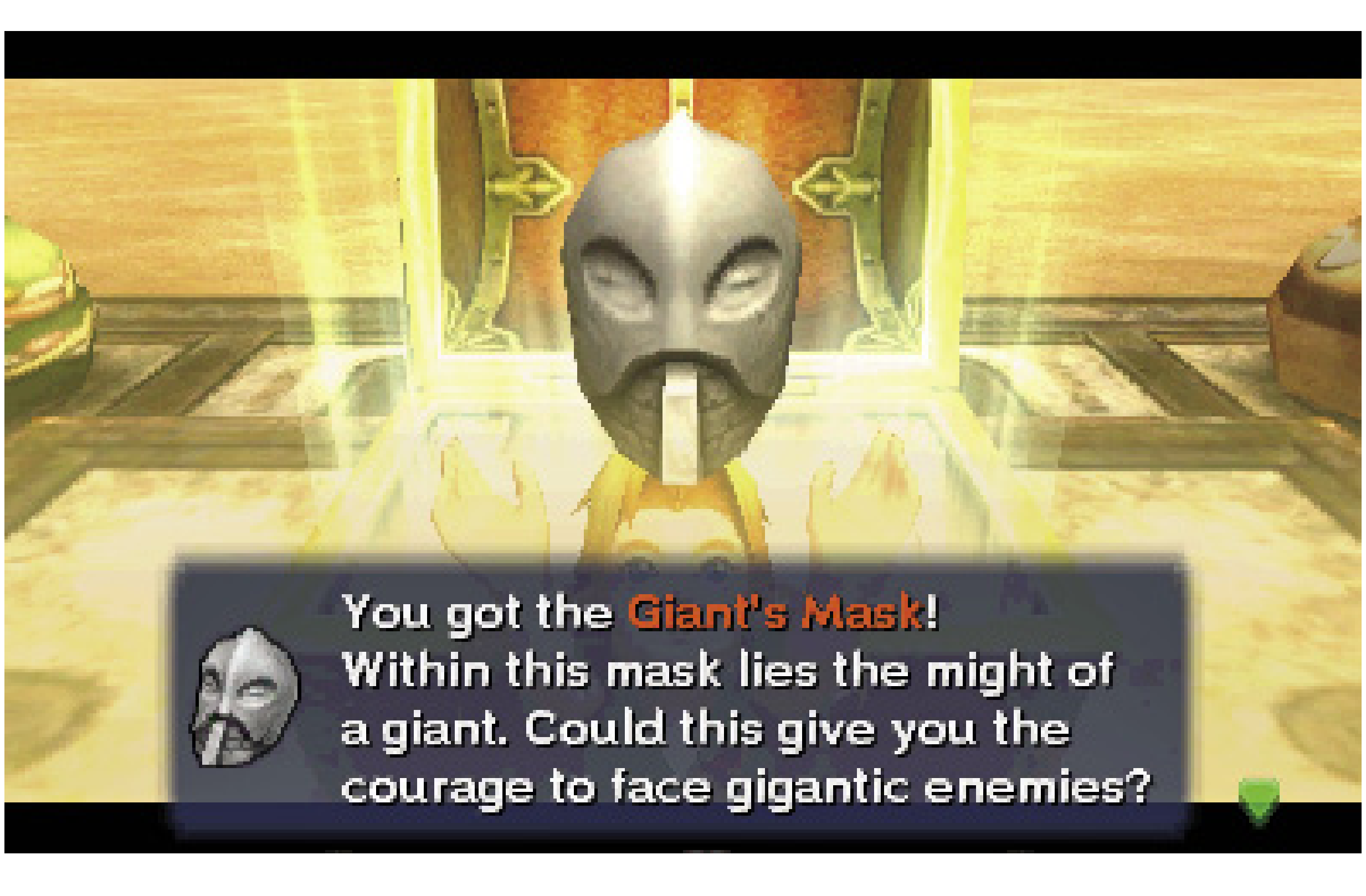
The red Twinmold occasionally flies low to the ground in an attempt to ram you. As you battle the blue Twinmold, stay mobile to avoid being rammed.

Once you put out all of the blue Twinmold's big yellow eyes, the monster collapses to the ground. Now's your chance! The blue Twinmold's main eyeball pops out, and the monster slinks around helplessly in a circle. Shoot its weak point repeatedly with Light Arrows to inflict maximum damage while you have the chance.

If the blue Twinmold survives and recovers, resume shooting out its big yellow eyes with arrows to knock it back down. Punish the weak spot each time until you at last manage to slay the blue Twinmold.

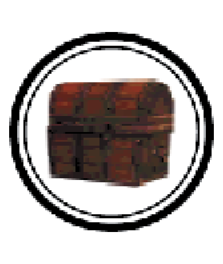


Giant Might



You got the Giant's Mask!
Within this mask lies the might of a giant. Could this give you the courage to face gigantic enemies?

After the blue Twinmold falls, a chest suddenly appears on the arena's central platform. Hurry over and open it to claim the Giant's Mask.



Dungeon Chest #24: Giant's Mask

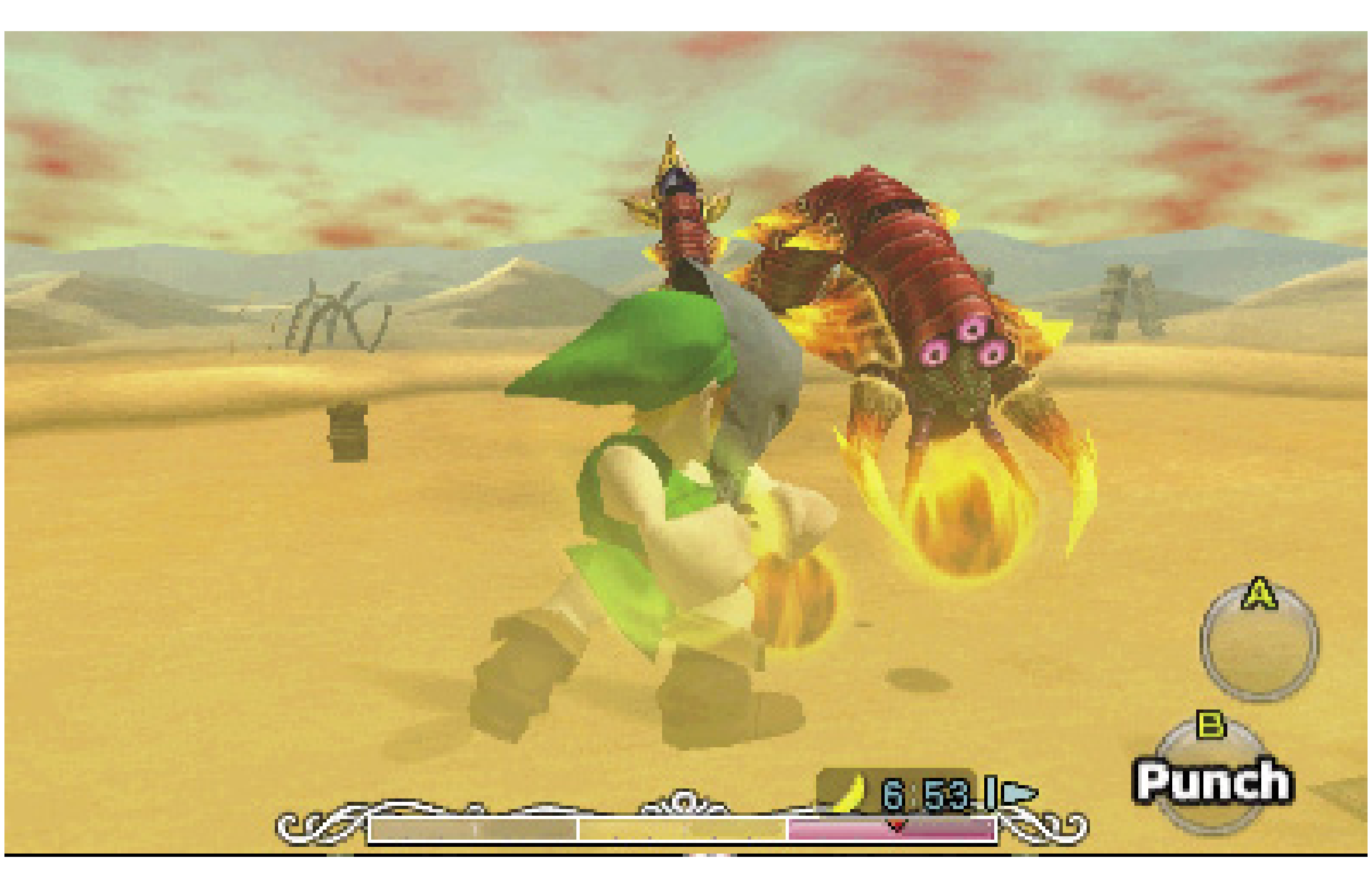
Giant's Mask

You got the Giant's Mask! Within this mask lies the might of a giant. Could this give you the courage to face gigantic enemies?

Smash the platform's big green jars for Magic Jars if you need magic power, then put on the Giant's Mask. Link transforms into a massive warrior, gaining the strength he needs to take on the red Twinmold.

More Magic

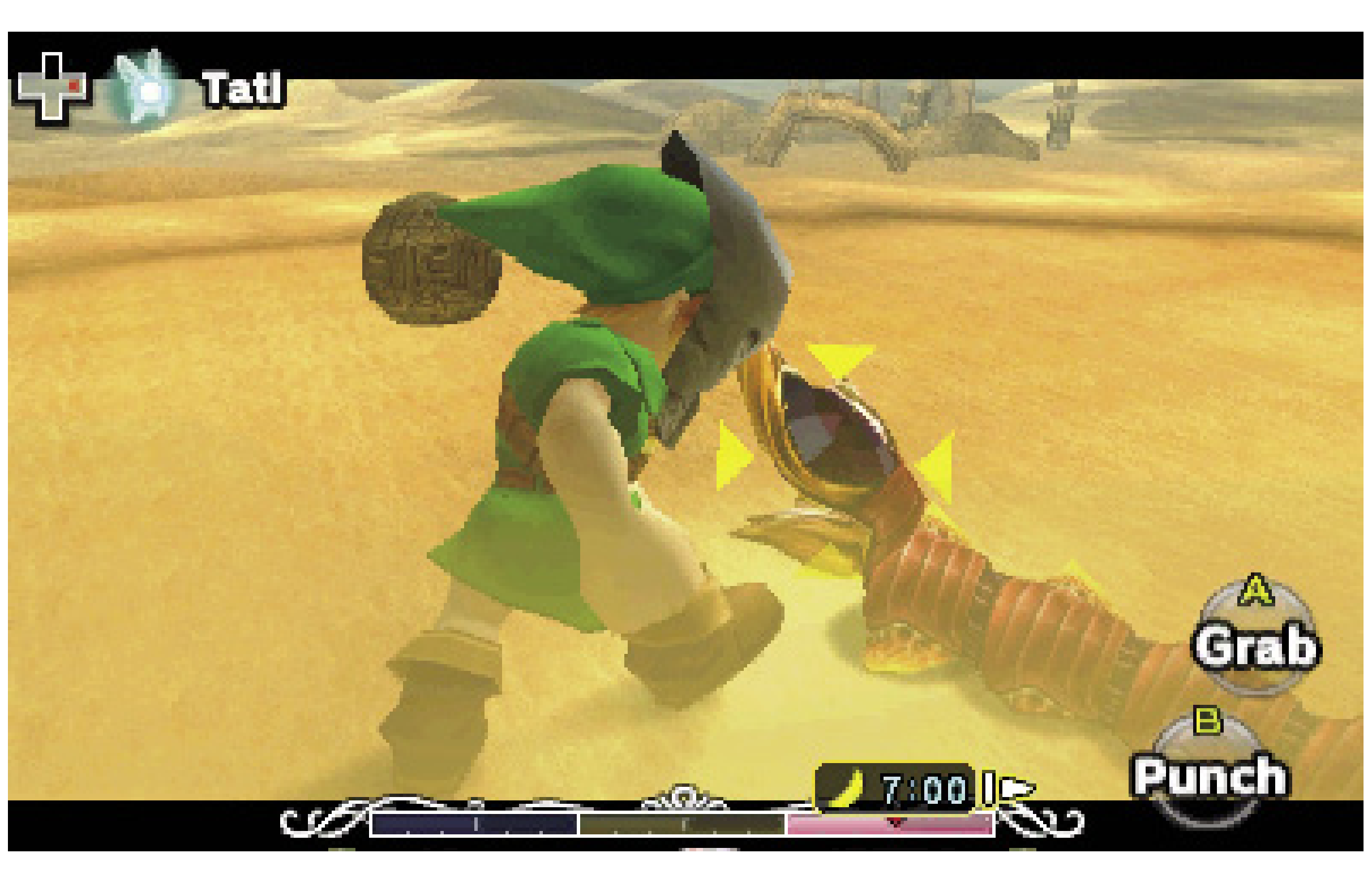
Link's magic power steadily drains while he wears the Giant's Mask. Being forced to take off the Giant's Mask at the wrong moment can be troublesome, so try not to run out of magic power. Whenever you fall below half, look for a good chance to take off the Giant's Mask and quickly smash the central platform's green jars for Magic Jars. Slap the Giant's Mask back on again afterward, and continue the fight!

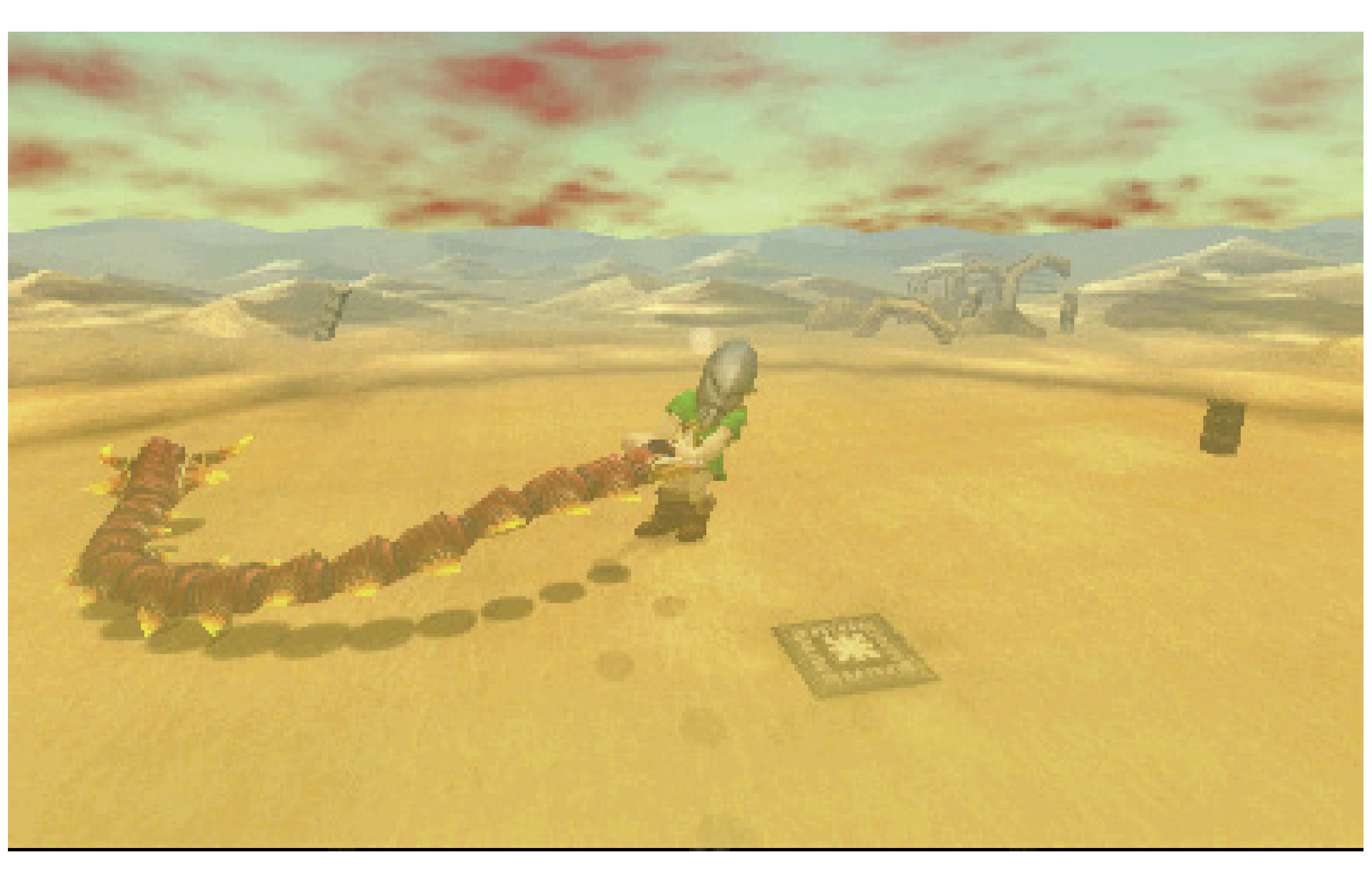


The Giant's Mask lets you batter the red Twinmold with devastating blows. Unleash a barrage of punches at the red Twinmold each time it passes by, sidestepping its fireballs and striking the boss from the side as it flies past.

Smashing Good Time

Giant Link can easily smash the pesky mini Twinmolds that red Twinmold regularly summons. Just hold B and then release it to pound the ground and wipe out whole swarms at once.





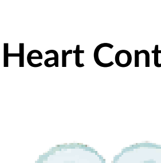
Keep battering the red Twinmold with Giant Link's heavy blows until the monster finally collapses. Take that, Twinmold! Hurry over to its tail, and notice that you can grab it.

Press A and grab the red Twinmold's tail before it recovers, and Giant Link takes the monster for a spin. The move inflicts great damage, but the red Twinmold doesn't go down without a fight. You'll need to stun it and swing it by its tail four times to win the battle.

Keep Contained

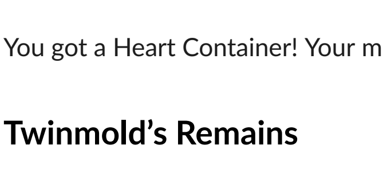
Like the three bosses before him, Twinmold leaves behind a special mask and a Heart Container. Return to the starting platform to claim these precious prizes, starting with the Heart Container.

Heart Container #4



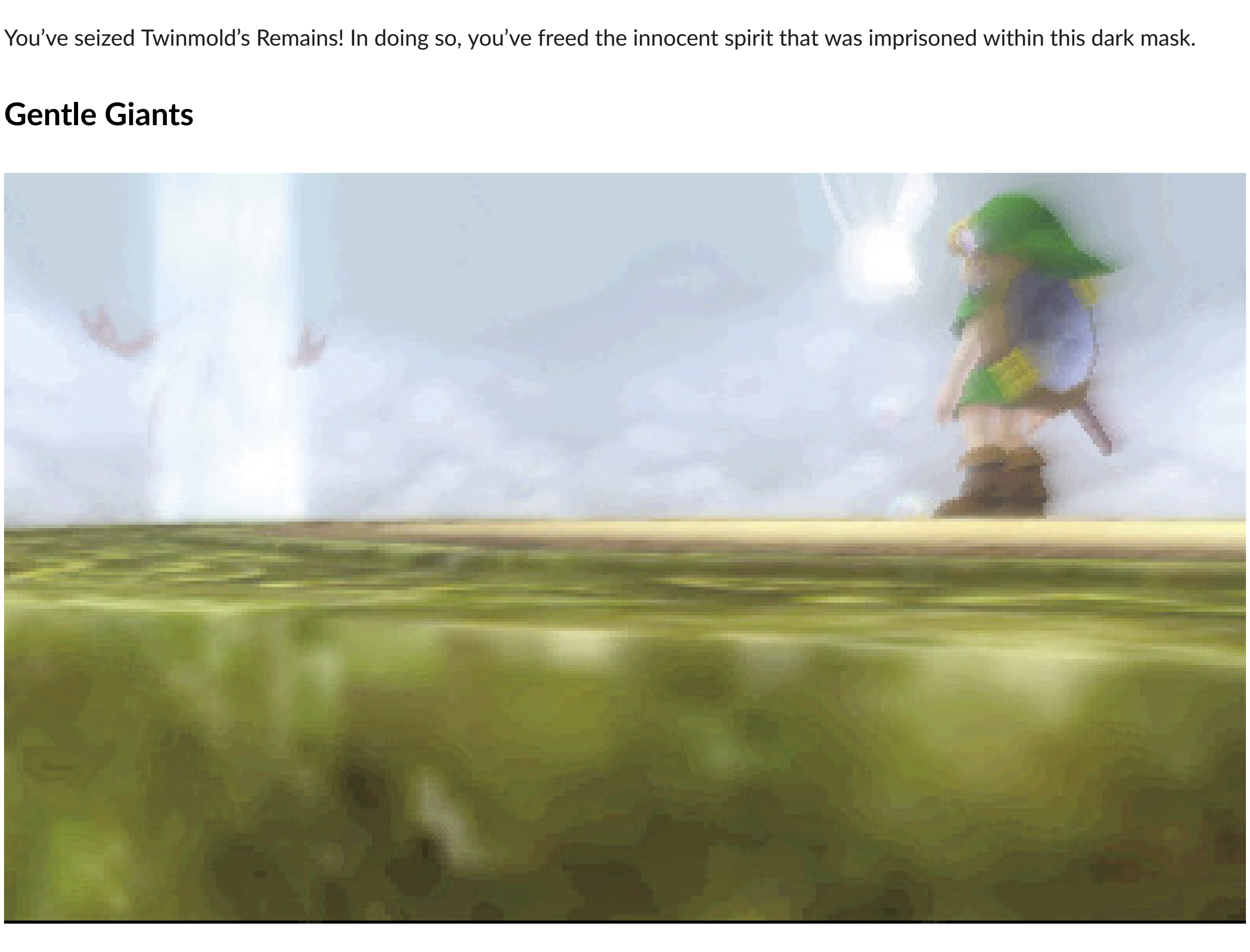
You got a Heart Container! Your maximum life energy is increased by one Heart. You also get a full refill of life energy.

Twinmold's Remains



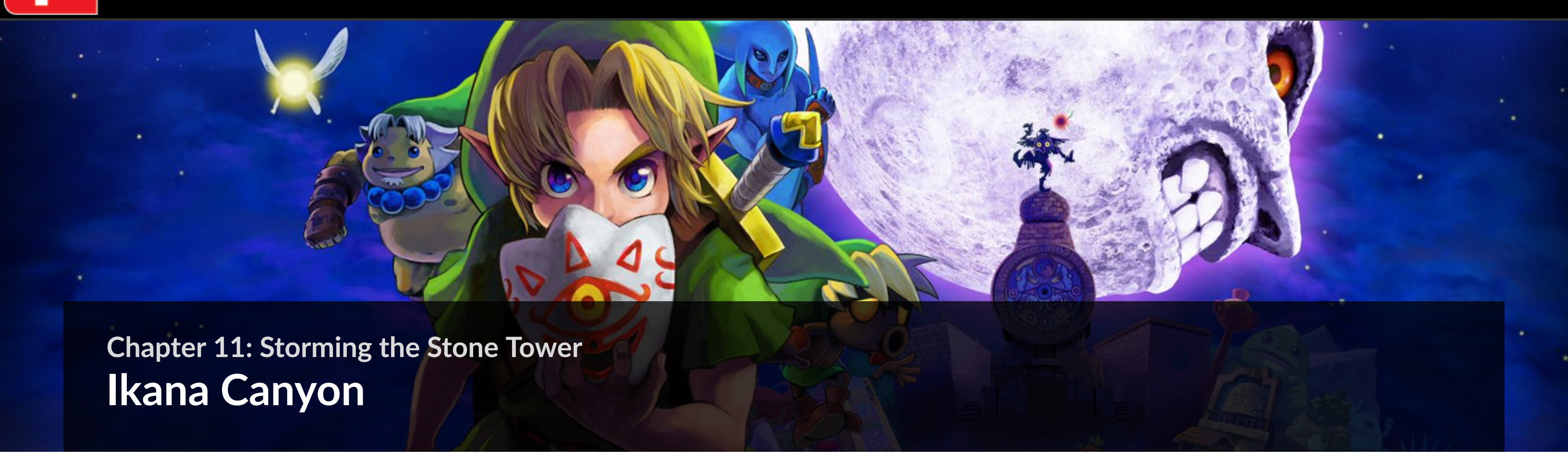
You've seized Twinmold's Remains! In doing so, you've freed the innocent spirit that was imprisoned within this dark mask.

Gentle Giants



Seizing Twinmold's Remains sends Link to an otherworldly realm. The four giant guardian spirits have been saved, and they now issue the young hero a simple message: "Call us." Tatl says that they'll call on the giants from the top of the Clock Tower, and she hopes that they can do something about the Skull Kid. The giants' response is terse and somewhat sad: "Forgive your friend" is all they say.

What friend could the spirits be talking about? Well, no matter; you've accomplished a great feat here today. The giants return to the heavens where they belong, and in the process, the land becomes cleansed of evil. Well done!

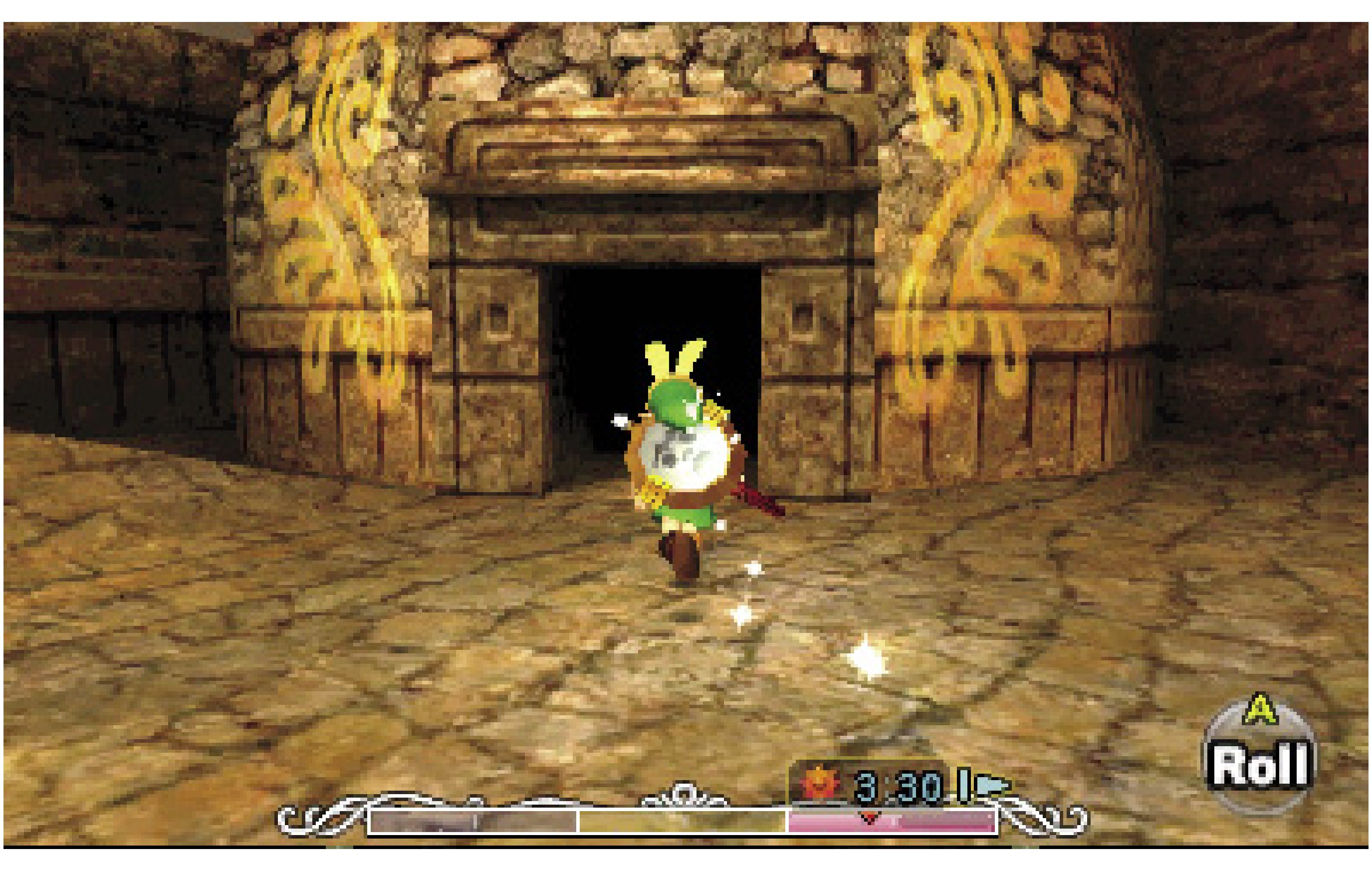


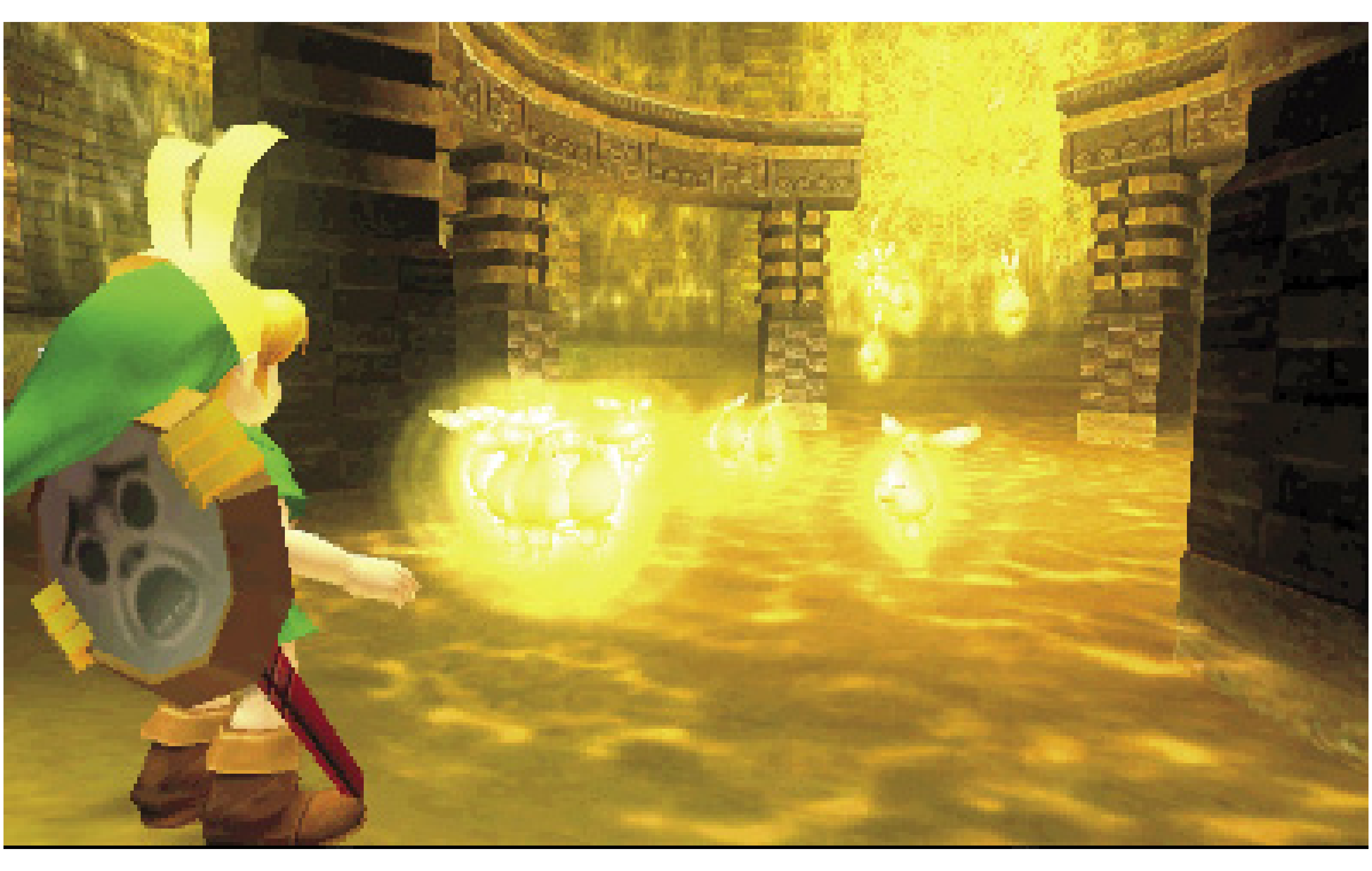
Chapter 11: Storming the Stone Tower

Ikana Canyon

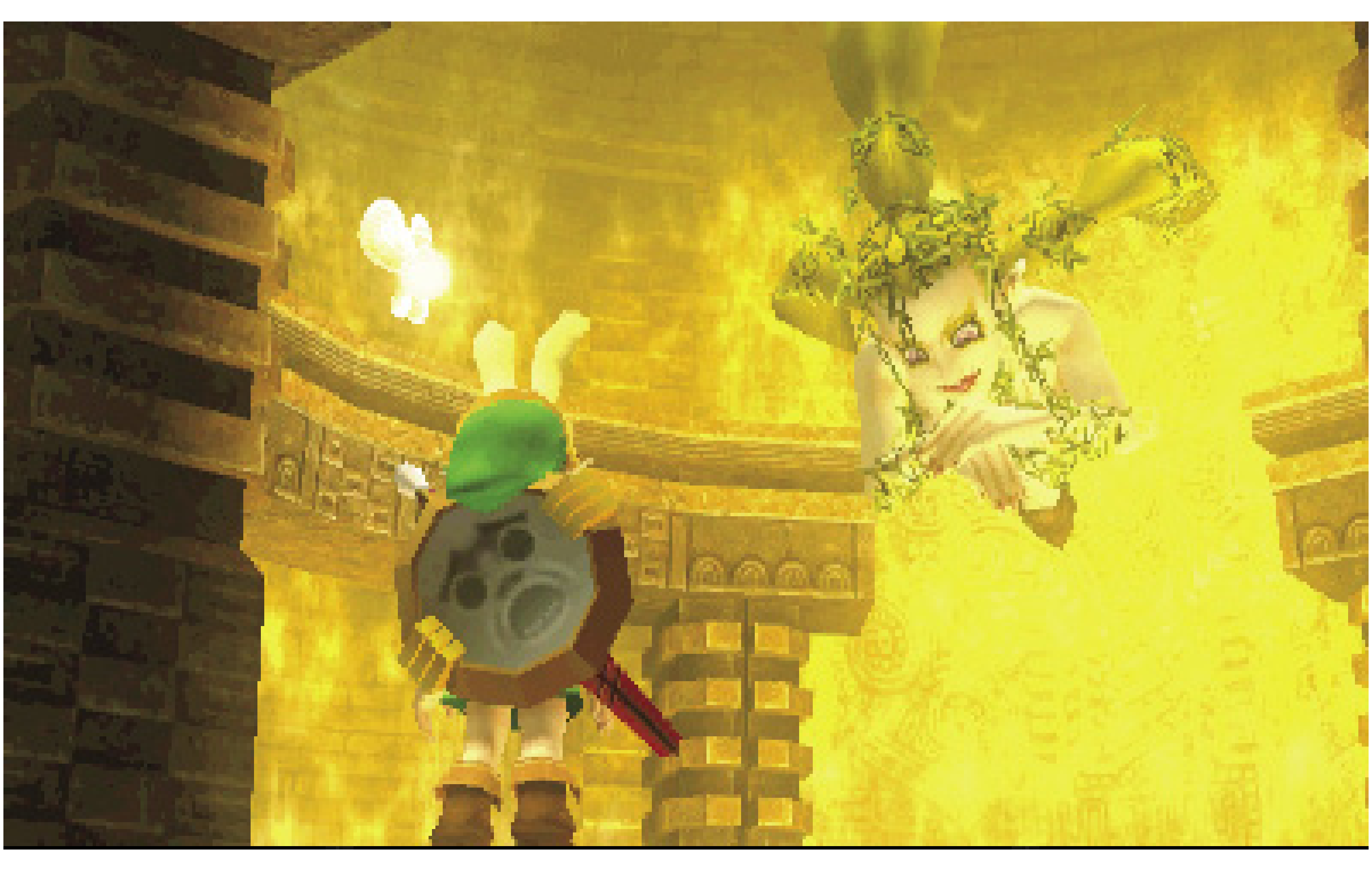
Saving the Great Fairy

You find yourself back in Ikana Canyon, standing directly near the entrance to the Stone Tower. Drop from the ledge, and locate a hole in the wall below the tower's entrance. Enter this hole to visit a Great Fairy's Fountain.



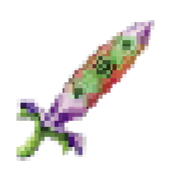


You've found all 15 Stray Fairies in the Stone Tower Temple, so step to the center of the fountain to release them. The Great Fairy of Kindness is then restored.



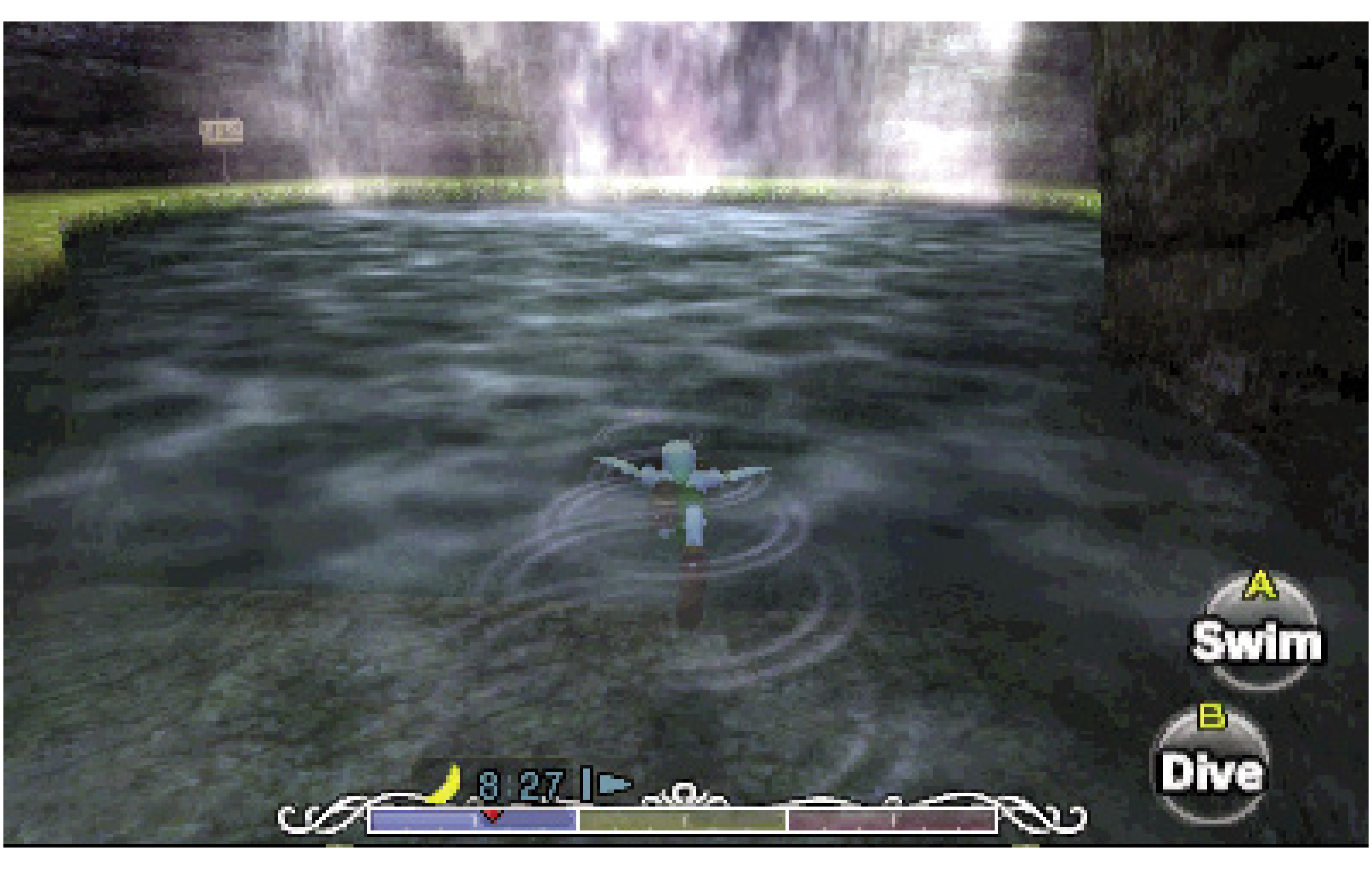
Grateful for Link's bravery and aid, the Great Fairy of Kindness grants him a special gift: the Great Fairy's Sword. It's a most powerful blade, but unlike Link's other swords, this giant weapon must be equipped like the Hookshot or Hero's Bow in order to be used.

Great Fairy's Sword



You got the Great Fairy's Sword! Equip it to use it. With black roses etched into it, the Great Fairy's Sword is the most powerful of all blades.

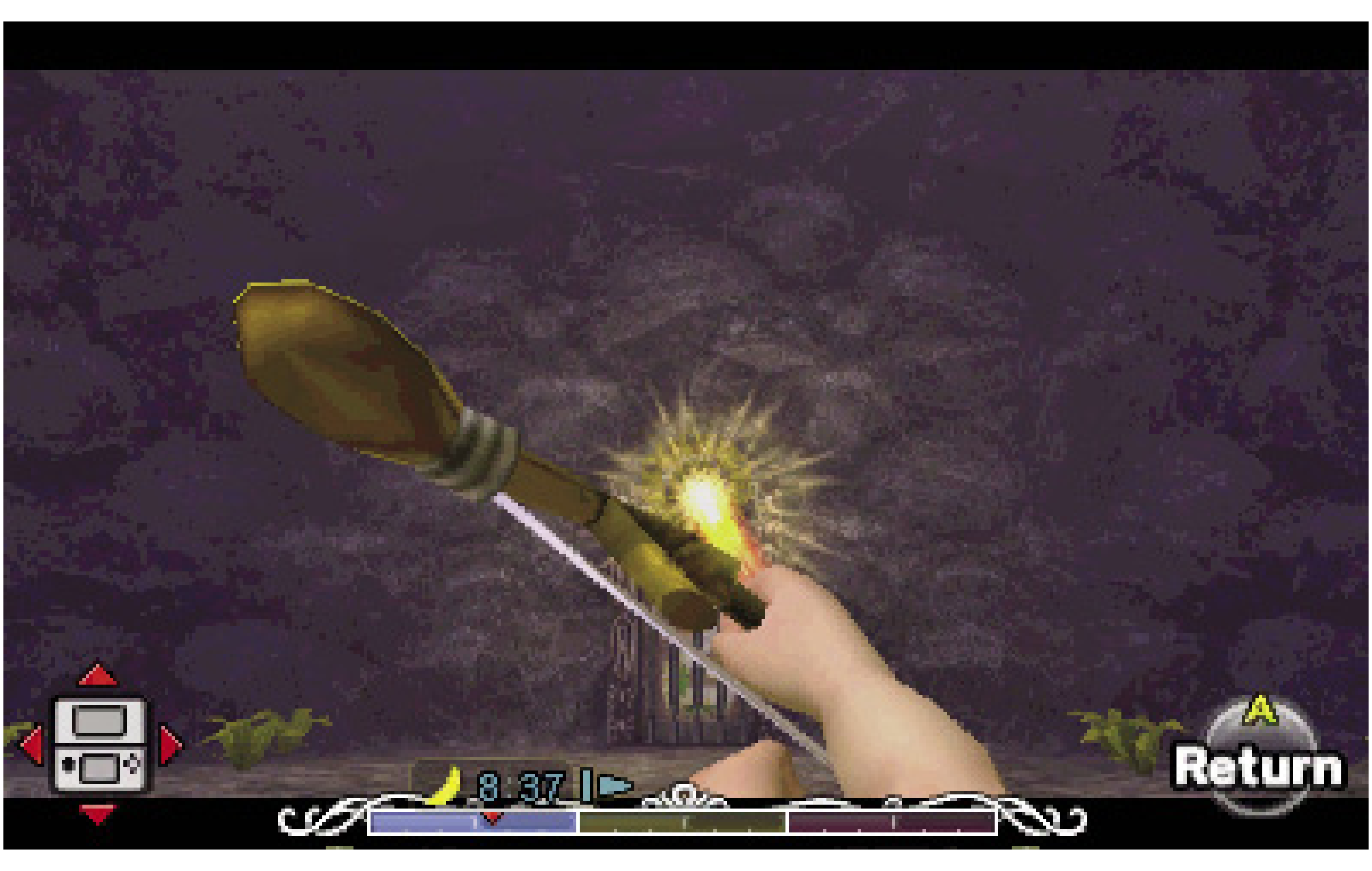
Secret Shrine



There's one more thing worth doing before you reset time. Leave the Great Fairy's Fountain, and play the Song of Soaring. Soar to nearby Ikana Canyon and save at the owl statue, then travel south, heading for the canyon's mighty river. Dive into the river as Zora Link and swim west, heading for a secret cave that lies behind the river's west waterfall.

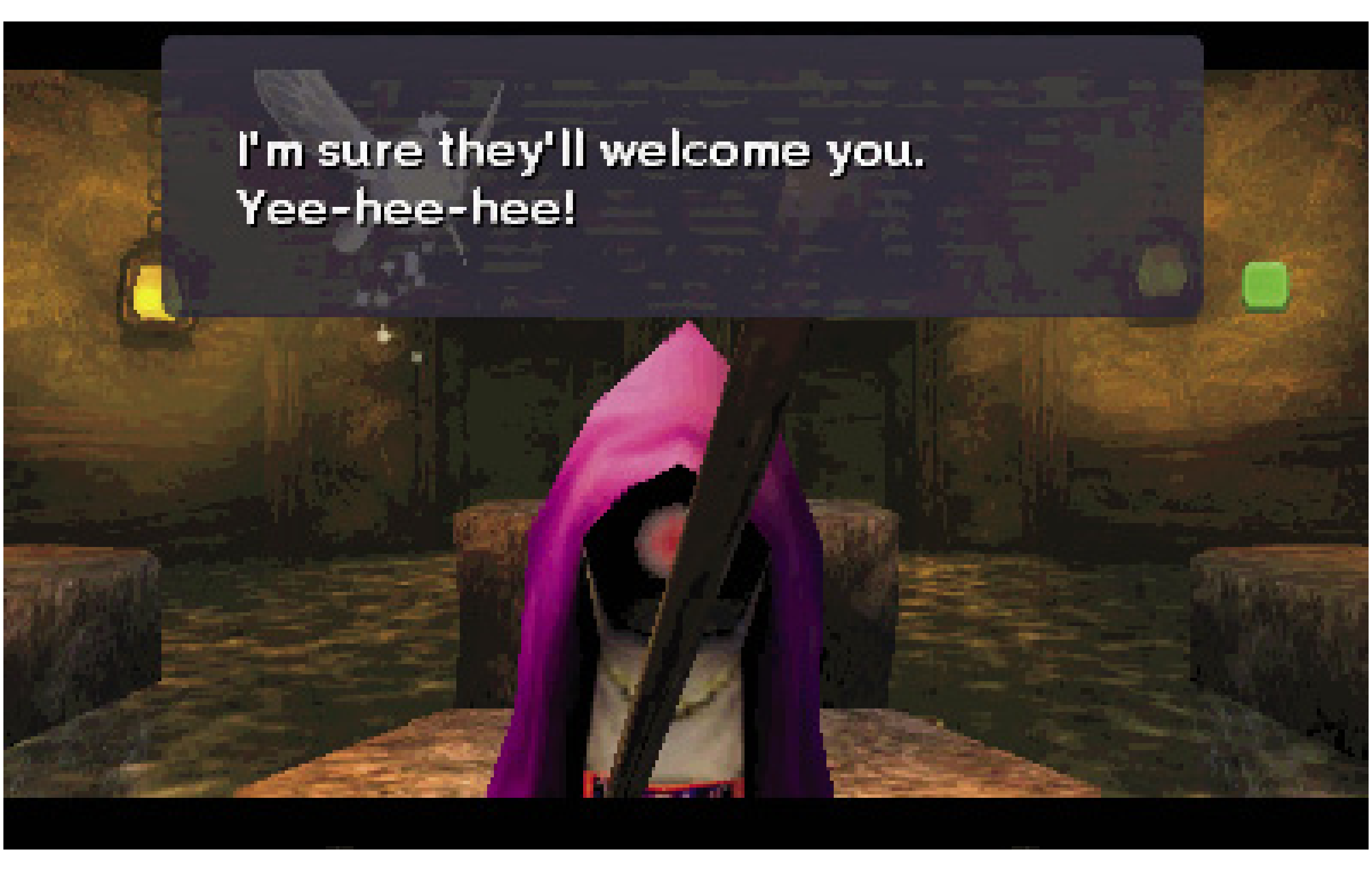
Shortcut to the Potion Shop

Swimming to Ikana River's west end takes you to the Magic Hags' Potion Shop in the southern swamp. Handy!



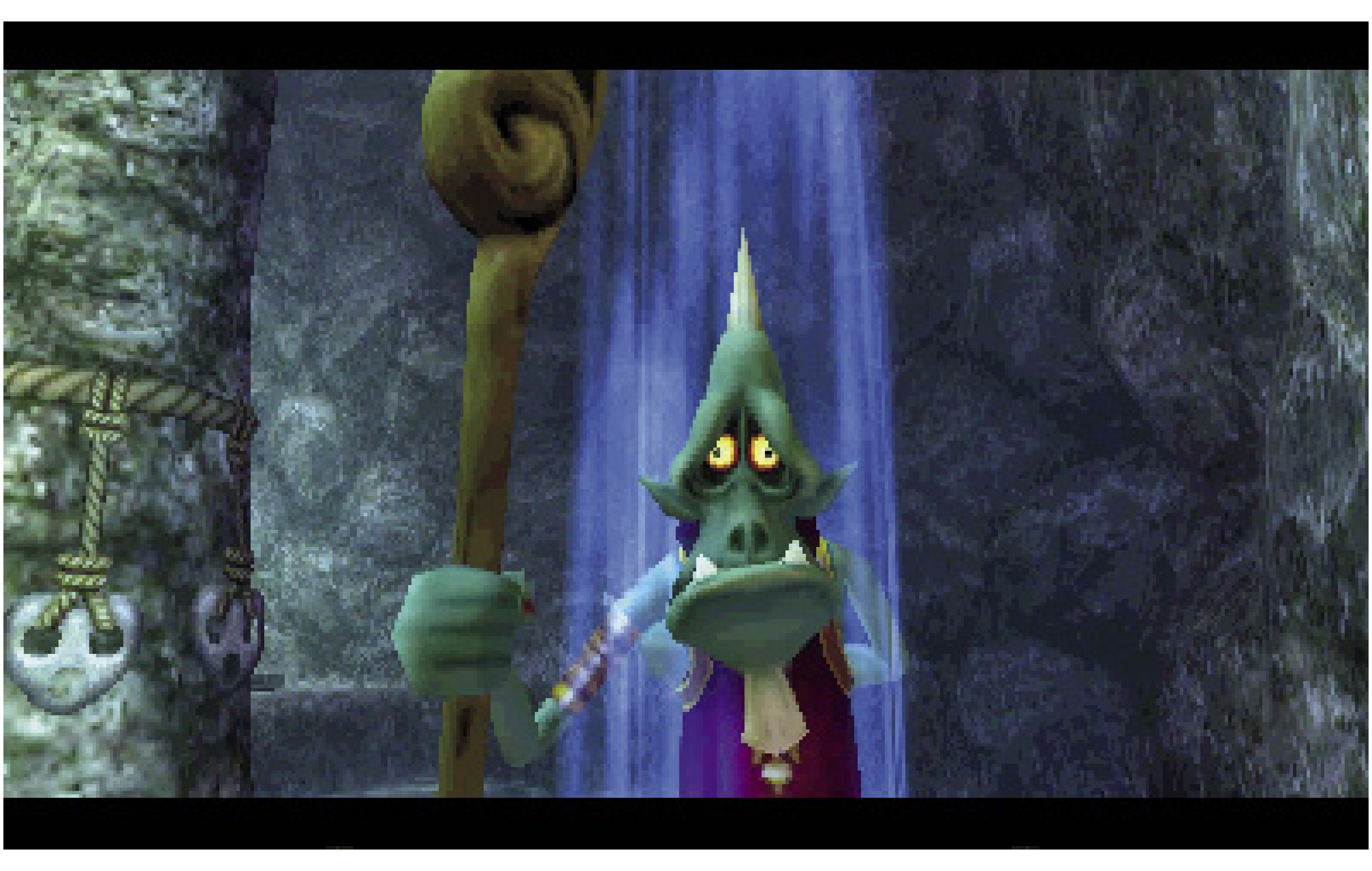
Enter the cave to visit a secret shrine. Shoot the sun emblem above the door with a Light Arrow to unseal it, then go through to speak with a spooky Garo.

The Garo cryptically says that some wandering spirits you've met before are eager to meet you once more. The Garo invites you to explore the shrine, and then promptly disappears.



I'm sure they'll welcome you.
Yee-hee-hee!

The shrine features four passages, with each one leading to a different mini-boss encounter. You've battled each of these brutes before during your dungeon explorations, so there's nothing new to fear. Here's what you'll find in each of the shrine's four rooms:

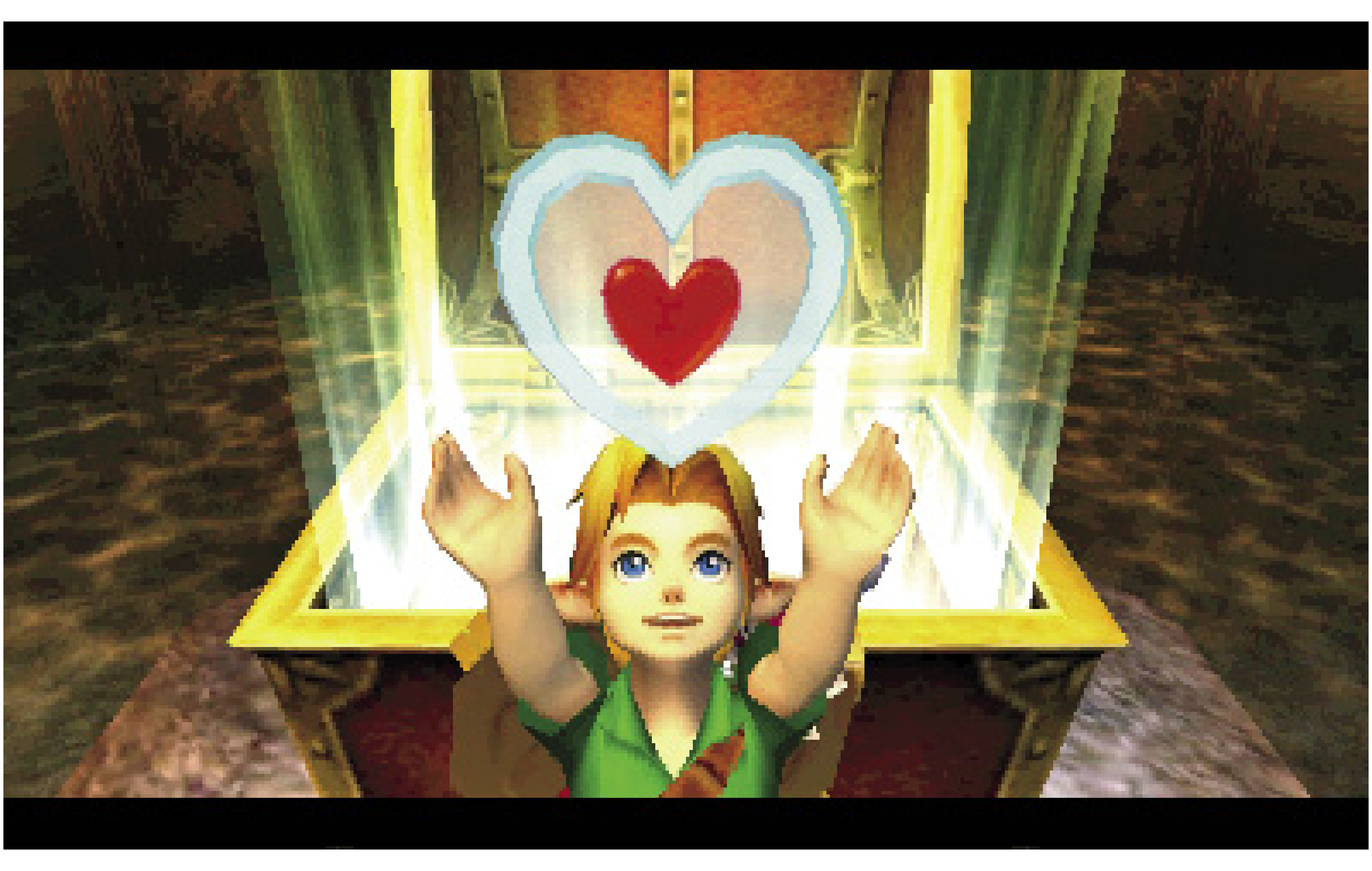


West Room: Dinolfos. Three of them, to be exact. An easy fight. Interrupt their aggressive attacks with blows of your own. Afterward, open the chest that appears for a Silver Rupee.

Northwest Room: Wizzrobe. He's back! Use Tatl to track his location, and shoot Light Arrows to slay him quickly. Open the chest he leaves behind for another Silver Rupee.

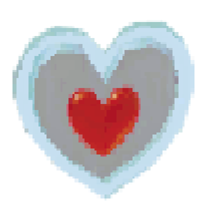
Northeast Room: Wart. Remember this eyesore? Hookshot all of his pink eyes away and slash them to bits, then attack Wart's main eye with the Hookshot or Hero's Bow. Roll to avoid his crazed charges, and open the chest he leaves you for another Silver Rupee.

East Room: Garo Master. You just fought this guy in the Stone Tower Temple, and he hasn't changed a bit. Block his attacks, back him toward a wall, stun him with the Hookshot, and then slash him with your sword. Repeat until the master becomes the student, then claim your Silver Rupee reward.



After you've bested all four mini-bosses, return to the main chamber. The eerie Garo has returned, and he promptly rewards your valor with an even better prize than all of those Rupees—a Piece of Heart!.

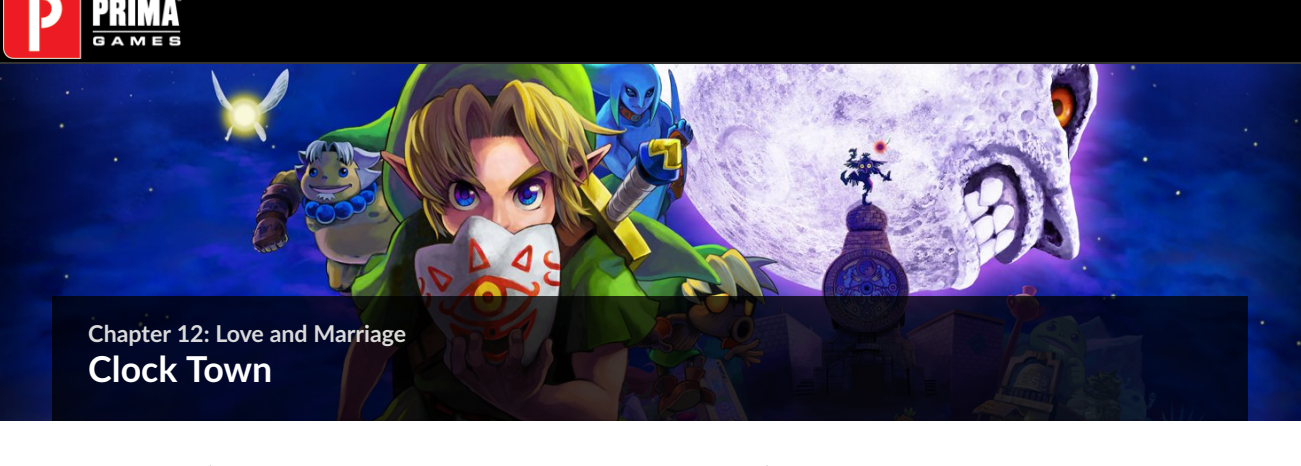
Piece of Heart #45



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

That's It for Ikana

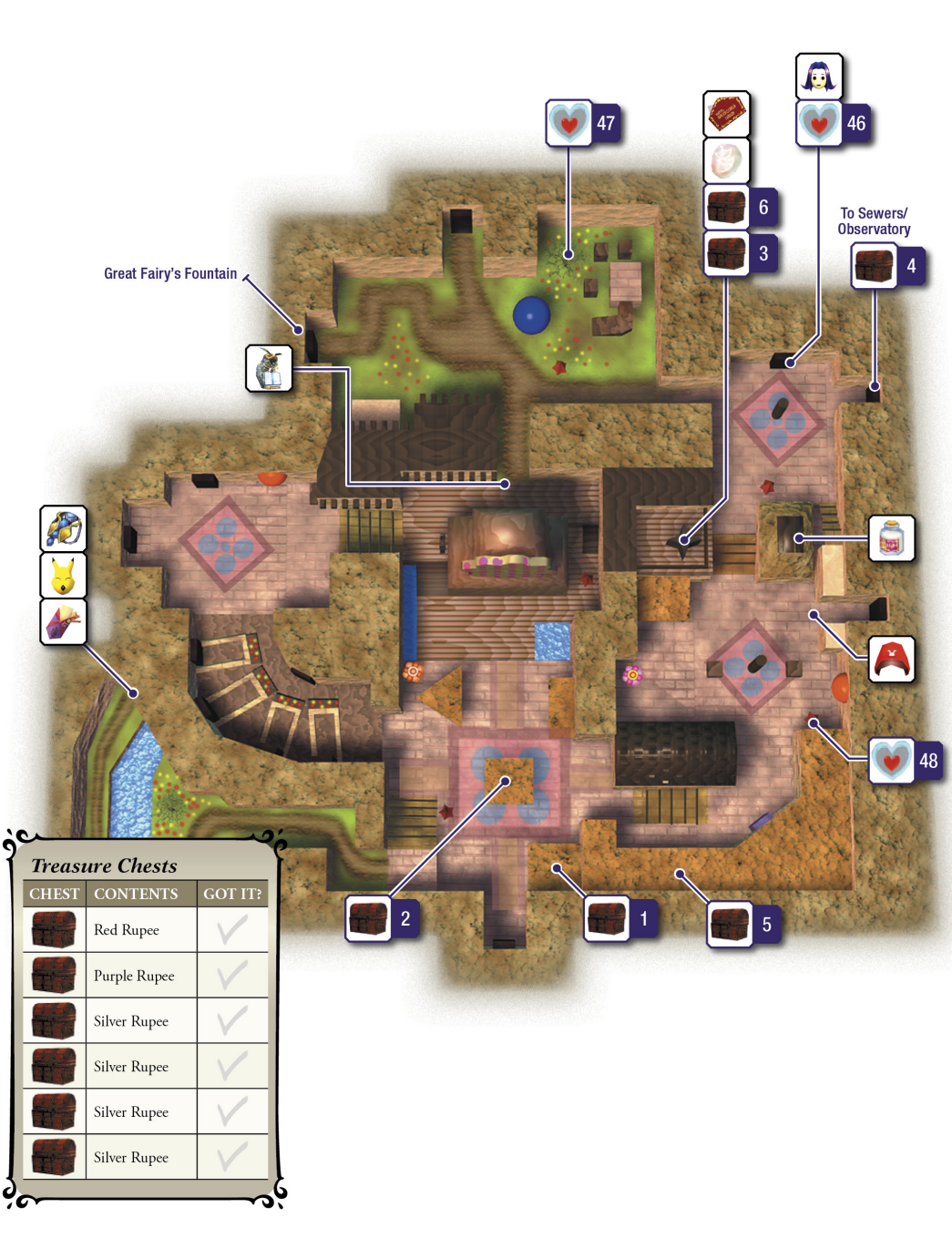
You've done great things for the Kingdom of Ikana, hero, but the time has come to rewind. Soar somewhere and save your game, then play the Song of Time to return to the Dawn of the First Day. The ending is at hand!



Chapter 12: Love and Marriage

Clock Town

Through Link's strength and heart, the foul curses that have plagued Termina's four guardian spirits have at last been lifted. Our hero is now poised to bring the Skull Kid's mischievous meddling to an end, but several tasks beg completion around Termina before the final confrontation. Follow along to finish up your good deeds around Termina, or flip ahead to the next chapter if you'd prefer to advance directly to the final battle.

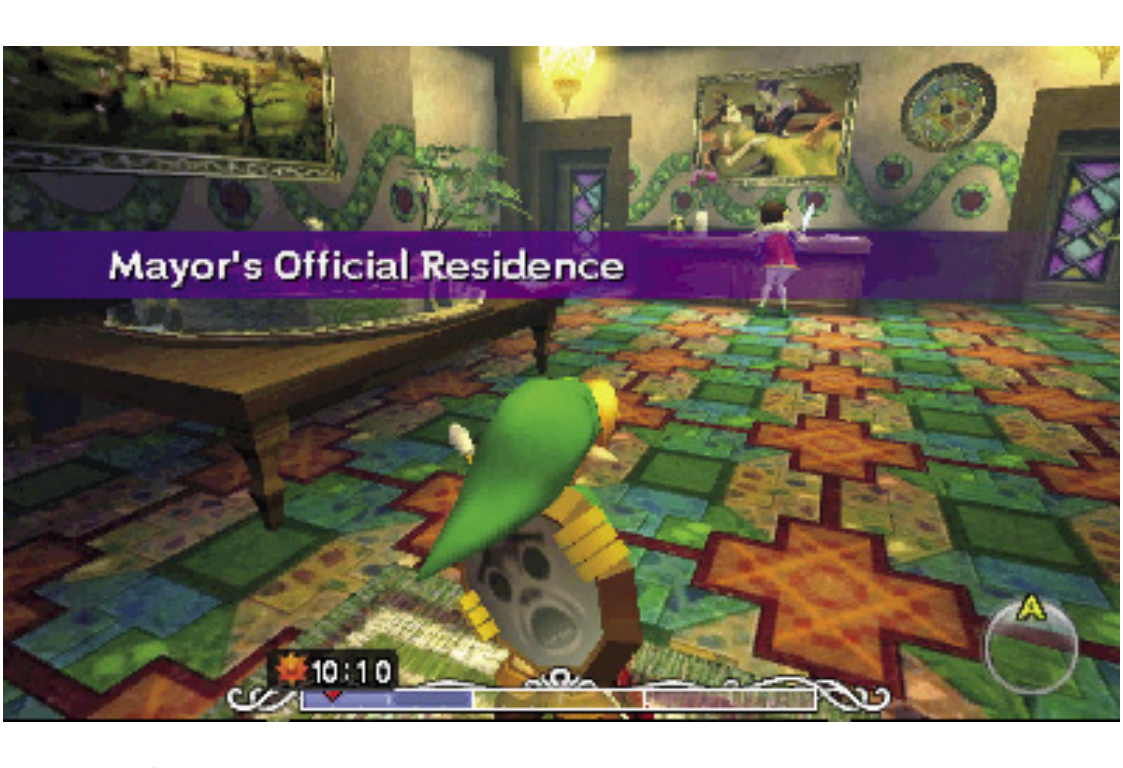


Treasure Chests

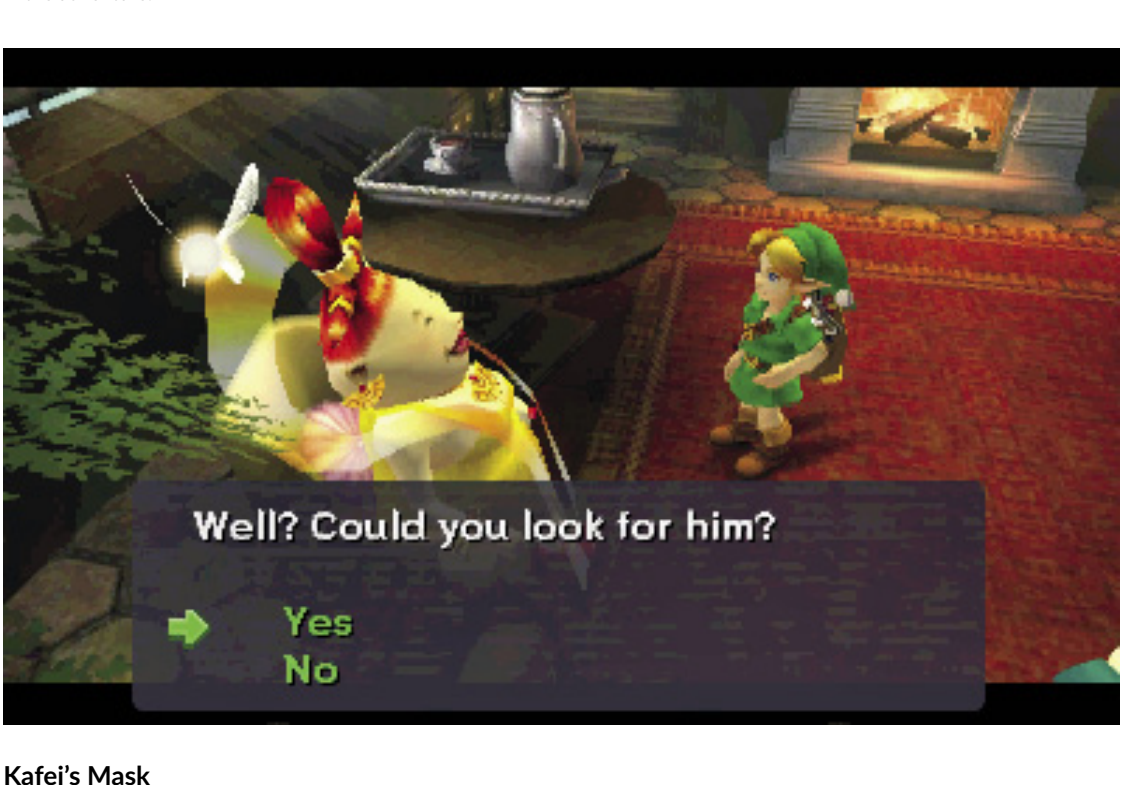
CHEST	CONTENTS	GOT IT?
	Red Rupee	✓
	Purple Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓
	Silver Rupee	✓

Seeking Kafei

There's no need to slow down time at the start of this new cycle, as you need the clock to strike 10 a.m. You can use the Song of Double Time to speed things up, if you like. When the hour approaches, head to the north end of East Clock Town, and enter the Mayor's Official Residence after it opens at 10 a.m.



Inside the Mayor's Residence, enter the door on the right side of the reception desk to visit a cozy lounge. Speak with the woman in yellow here, whose name is Madame Aroma, and agree to help find her missing son, Kafei. Madame Aroma then hands you Kafei's Mask. However, it's possible that you've already obtained this mask by speaking with Madame Aroma earlier in the adventure.

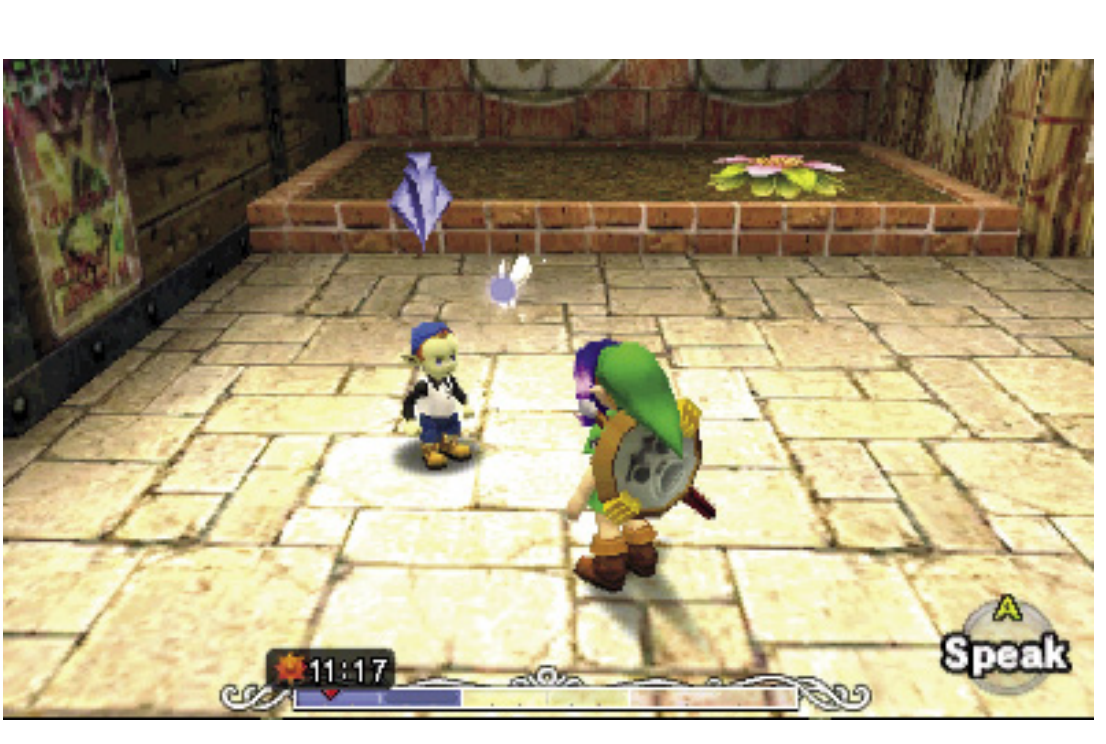


Kafei's Mask

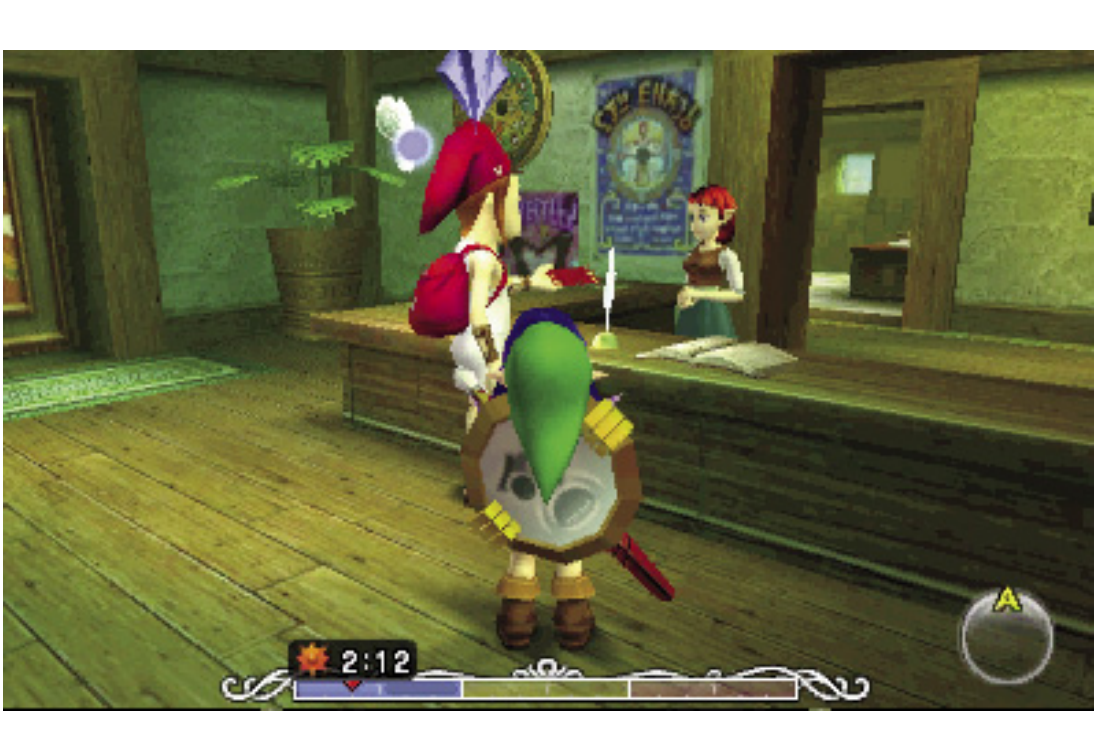
You've been given Kafei's Mask and recruited to locate a missing person! Wear this to inquire about the missing Kafei.

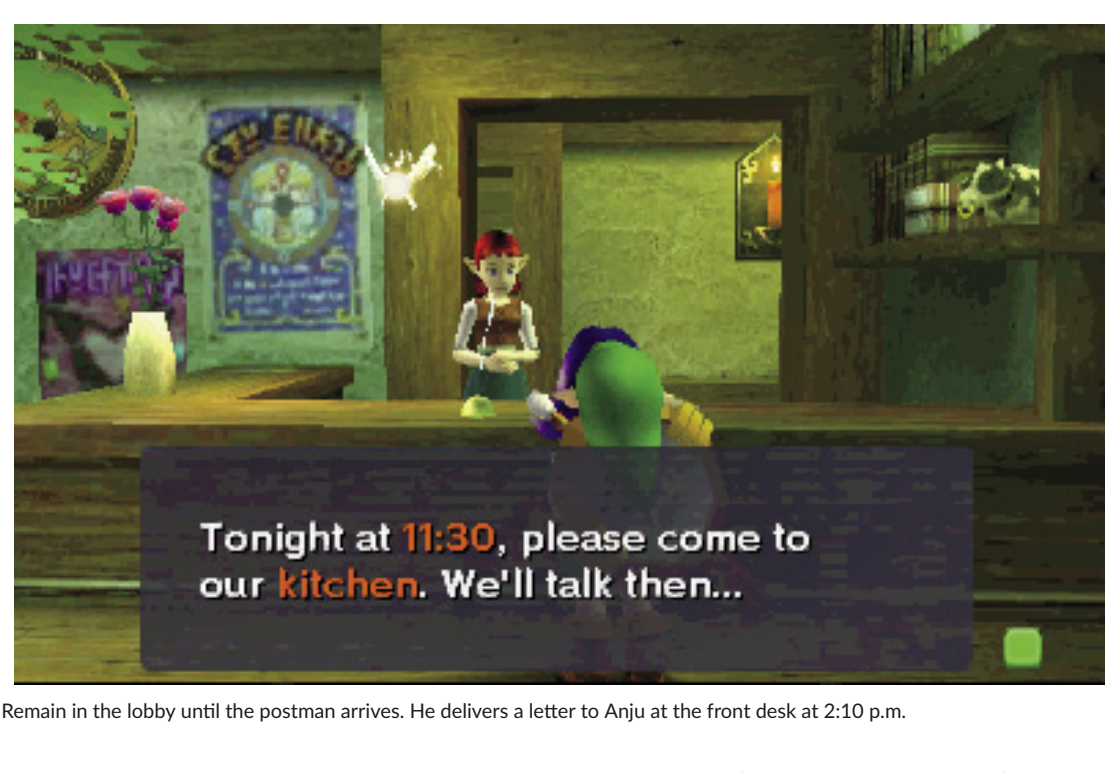
Put on Kafei's Mask, and begin questioning the townsfolk. You'll learn that Kafei is having some sort of relationship problems with Anju, the girl who works at the Stock Pot Inn. Additionally, Kafei has been seen around the Laundry Pool. Question the locals until the clock nears 2:00 p.m., then enter the Stock Pot Inn, located in East Clock Town.

Anju takes up her post behind the front desk just before 2 p.m. Talk to her while wearing Kafei's Mask, and you'll learn that she waits every day for the postman to deliver news from him.



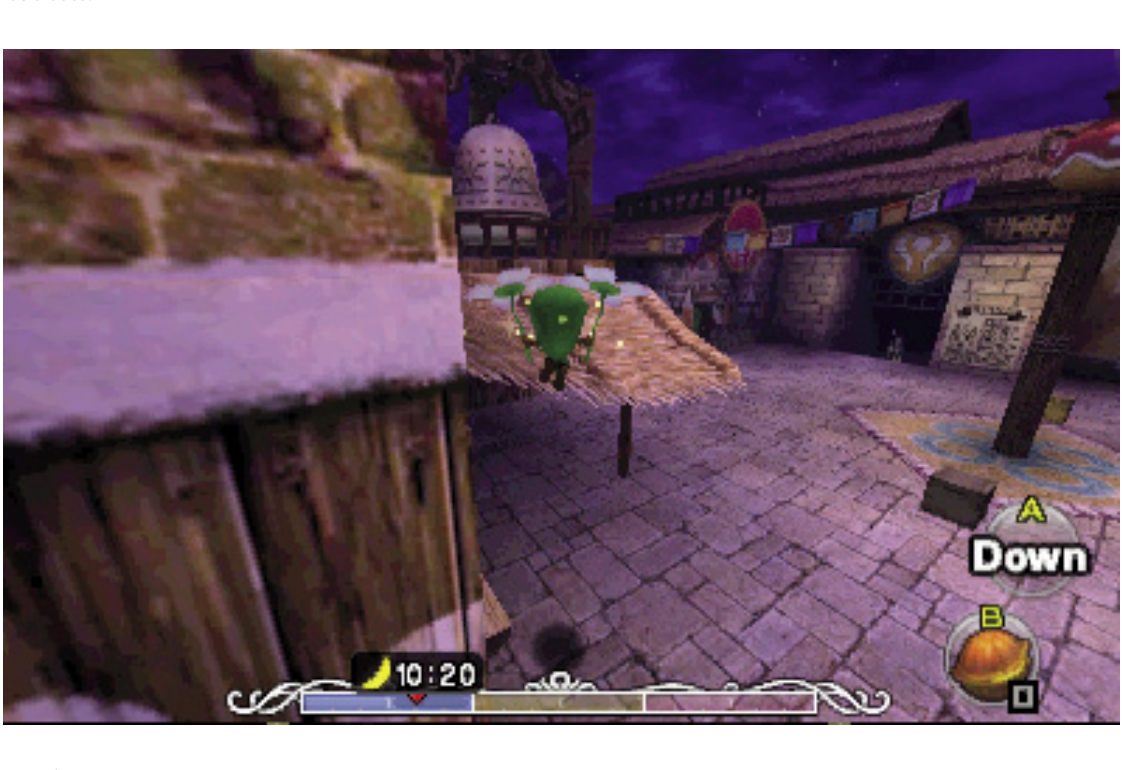
Special Delivery



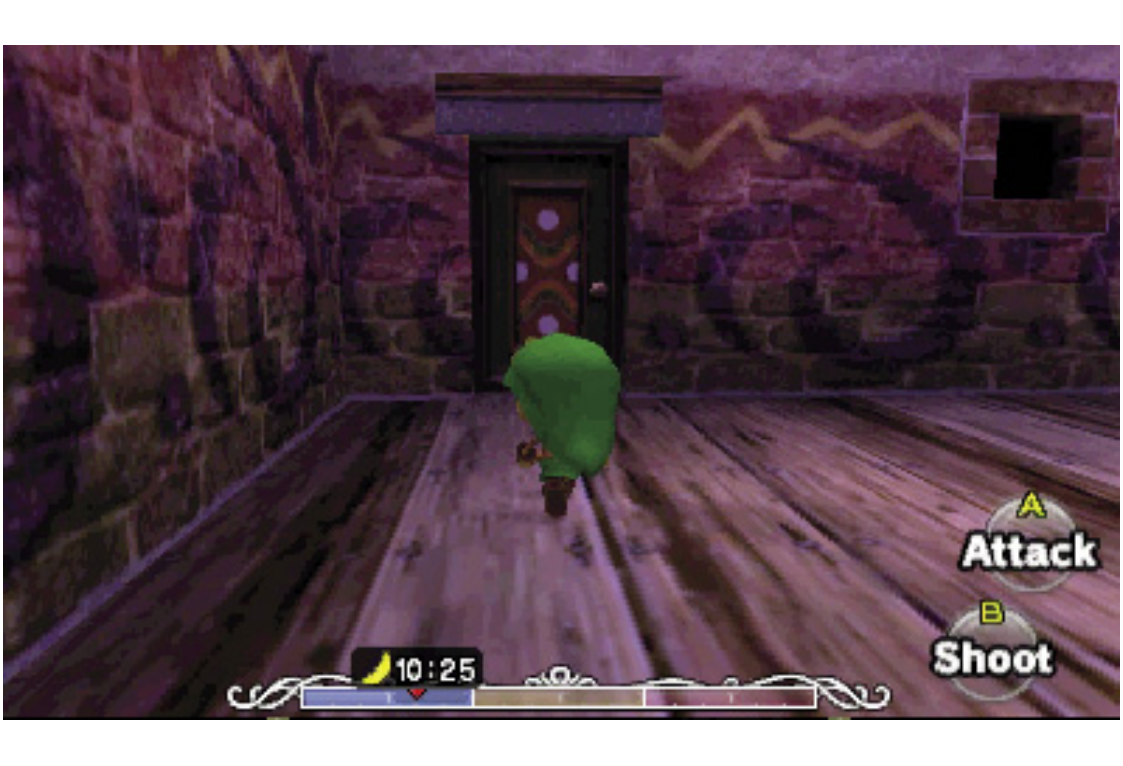

Tonight at 11:30, please come to our kitchen. We'll talk then...

Remain in the lobby until the postman arrives. He delivers a letter to Anju at the front desk at 2:10 p.m.

Wait until the letter is delivered, then speak with Anju again while still wearing Kafei's Mask. She tells you that she's just received a clue that can help you find Kafei, and she asks that you return to the inn at 11:30 p.m. and meet her in the kitchen. It's a date!



There's nothing urgent to do until your meeting with Anju. Leave the inn, and locate the nearby Deku Flower. Put on the Deku Mask, and then play the Song of Double Time to advance to 11 p.m. on the Night of the First Day. Afterward, dive into the Deku Flower to glide onto the Stock Pot Inn's straw roof.



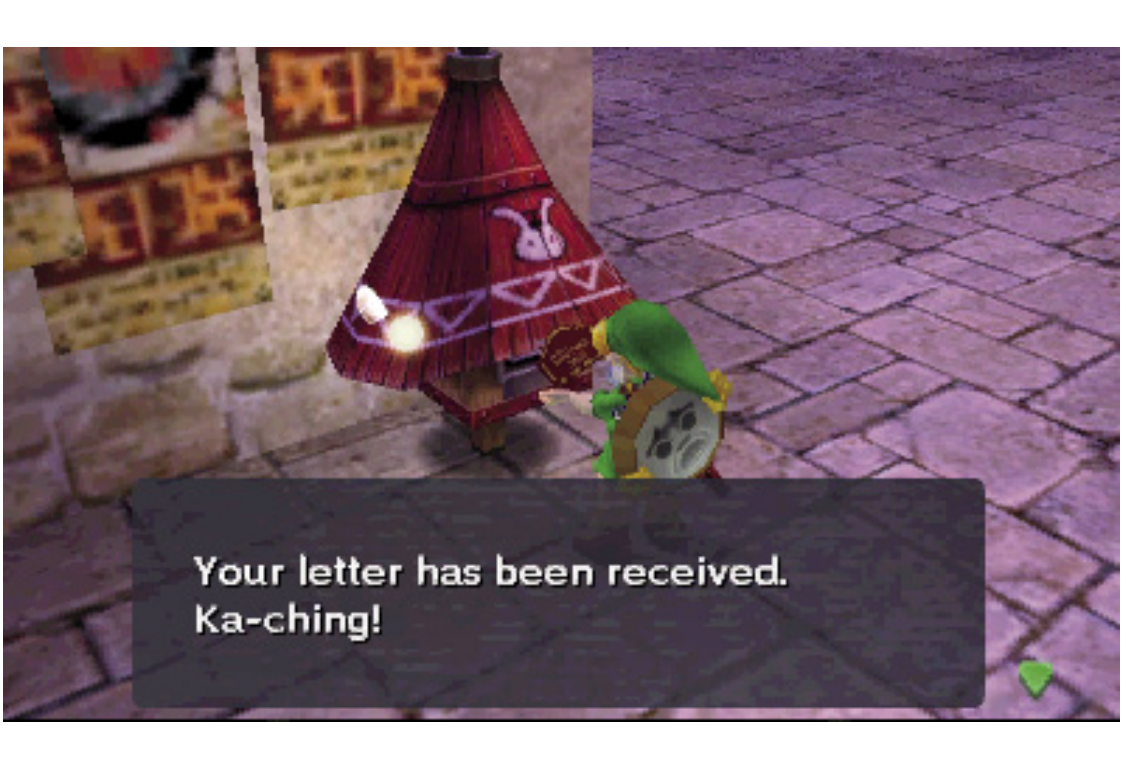
Cross the roof, and go through the door to enter the Stock Pot Inn's second floor. (The inn's front door is locked this late at night, so that's why you're using this entrance.)

Go downstairs to the kitchen, which is located at the end of the first floor's hall. Wait in the kitchen for Anju to arrive; she shows up just before midnight. Speak with Anju, and she'll tell you that she has received a letter from Kafei. Tell Anju that you'll help her, and she'll give you a letter to mail to Kafei in return.

Letter to Kafei

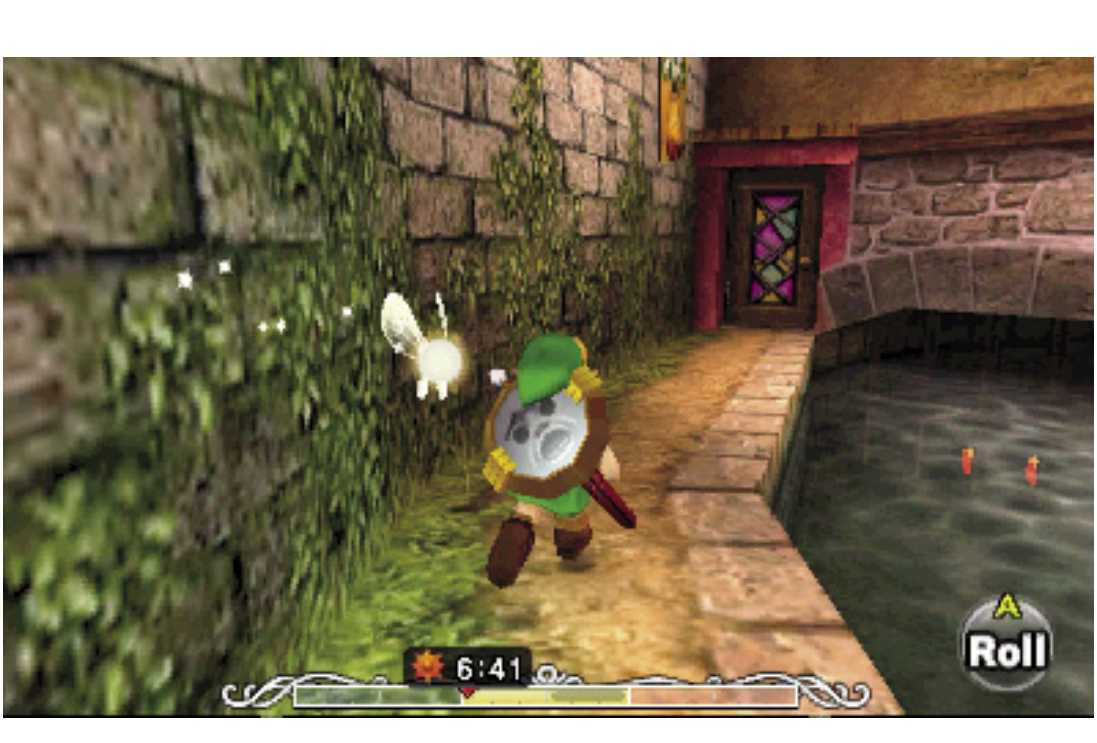
You were given a Letter to Kafei! Quick! Deliver it for Anju by taking it to a mailbox.

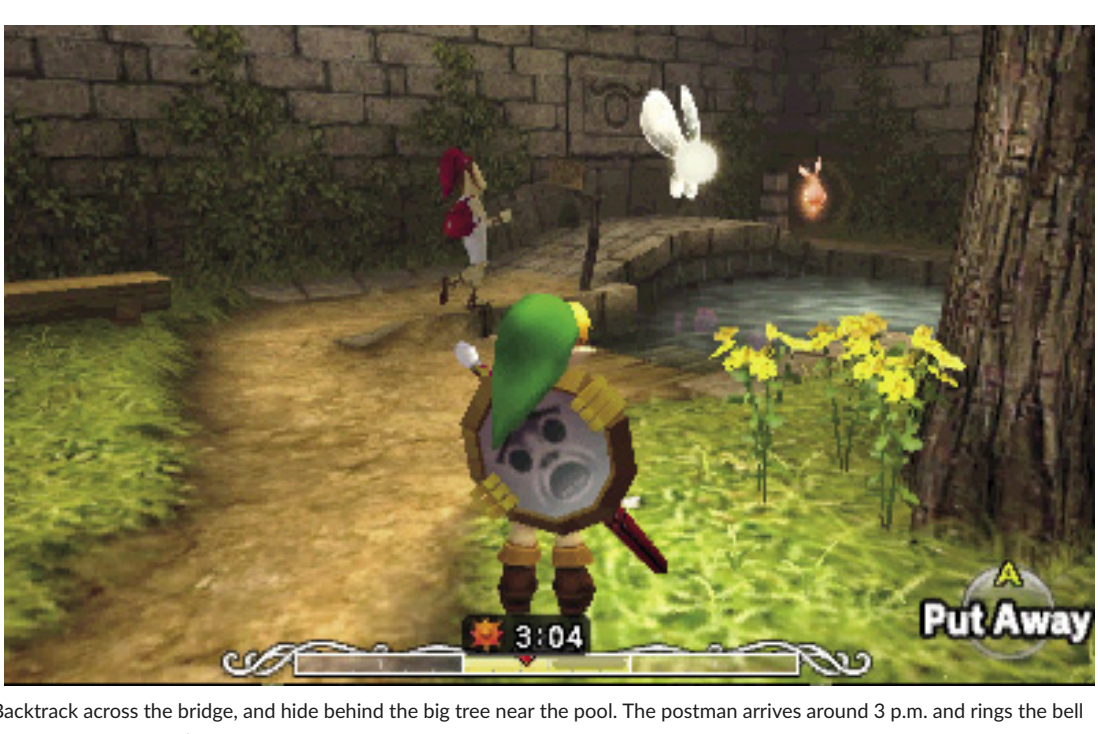
Exit the inn, and find a mailbox. (There's one to the south near the Town Shooting Gallery.) Inspect the mailbox, and mail the letter that Anju gave you. Now you just need to wait for the postman to deliver it. That won't happen until tomorrow, so play the Song of Double Time and skip ahead to the Dawn of the Second Day. The next part can be tricky, so it's recommended that you save your game.



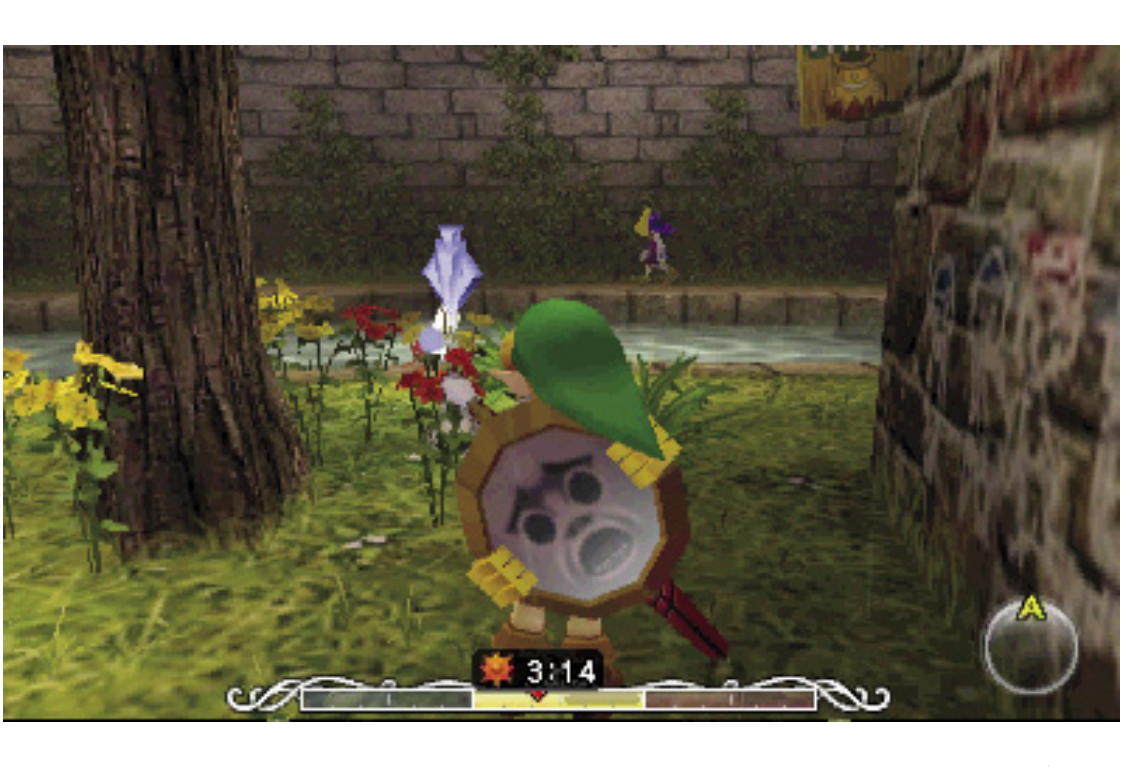
Meeting Kafei

The good people of Clock Town have hinted that Kafei has been seen around the Laundry Pool. Go to the Laundry Pool, which is found in Clock Town's southwest corner, and cross the little bridge to reach a door to the north. The door is locked tightly—could Kafei be hiding in there?

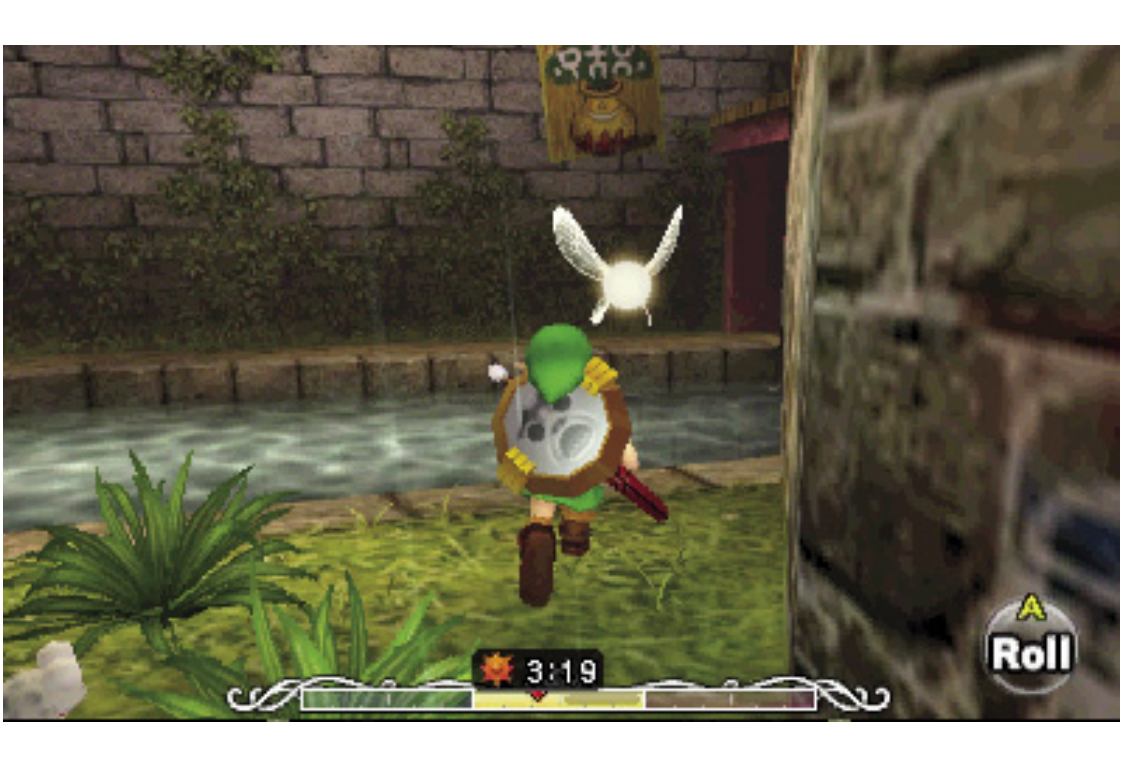




Backtrack across the bridge, and hide behind the big tree near the pool. The postman arrives around 3 p.m. and rings the bell near the Laundry Pool's bridge to signal a special delivery. To speed things up, use the Song of Double Time. Advance to 2 p.m. so you can watch the postman arrive.



After the postman rings the bell near the bridge, a masked child emerges from the locked door across the pool. You can't let the masked child see you, so remain hidden behind the big tree until the child moves onto the bridge to meet the postman.



When the masked child nears the bridge, leap directly into the pool, and swim straight over to the north door from which the masked child emerged. You can't use the bridge to cross the pool, or the child will see you and flee. Hurry and enter the door before the child returns and locks you out.

You did it! Once you're through the door, head upstairs and wait for the masked child to return. Talk to the child when he arrives and agree to keep his secret. He'll say that he trusts you and takes off his mask to reveal that he is, in fact, Kafei.

Curiously, Kafei appears to be a child, not an adult with whom a grown woman like Anju would have fallen in love. He explains that a strange masked imp turned him into a child. It must have been the Skull Kid! However, Kafei's youthful appearance is not the reason for his shame. Instead, Kafei explains that a prancing man with a grinning face stole a precious wedding mask from him. Could he mean the evil thief that you've encountered in North Clock Town and Ikana Canyon?

Kafei won't meet Anju without the wedding mask that he intends to give her. He has a plan to reclaim the wedding mask, but in the meantime, Kafei gives you a pendant that he asks you to deliver to Anju.

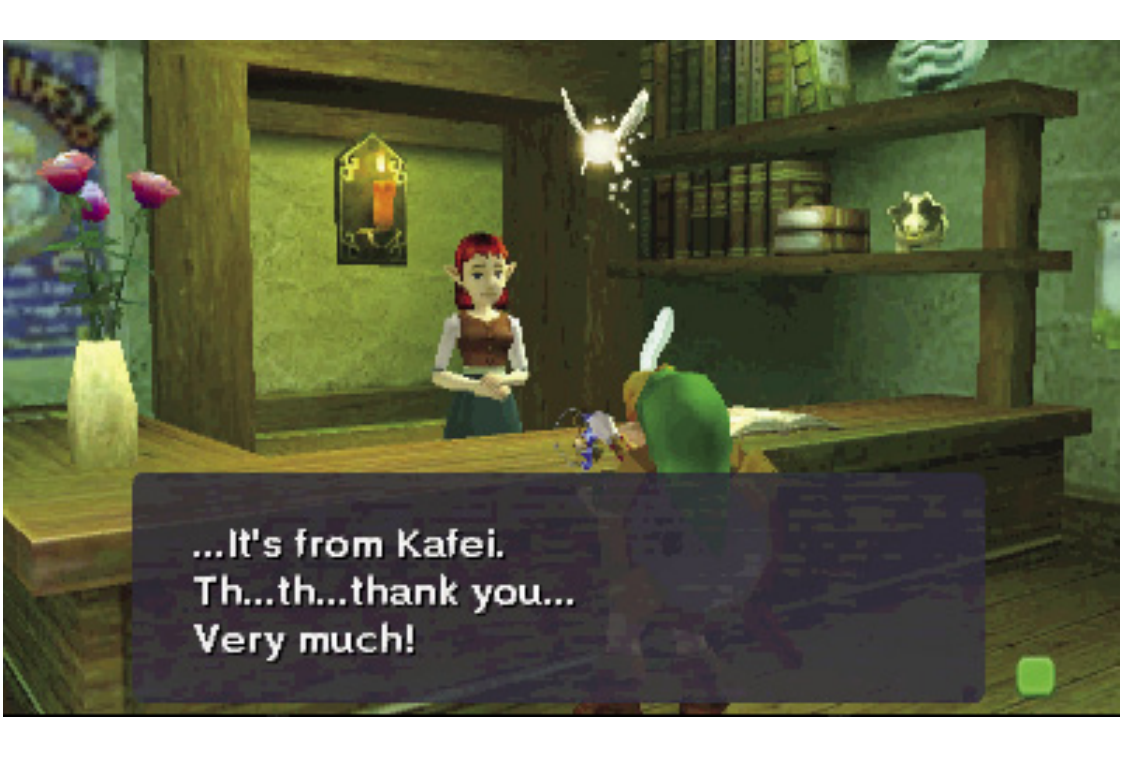
Pendant of Memories

You accepted the Pendant of Memories! Though you may not understand these grown-up matters, you should probably take the pendant to Anju, anyway.

Eye Spy

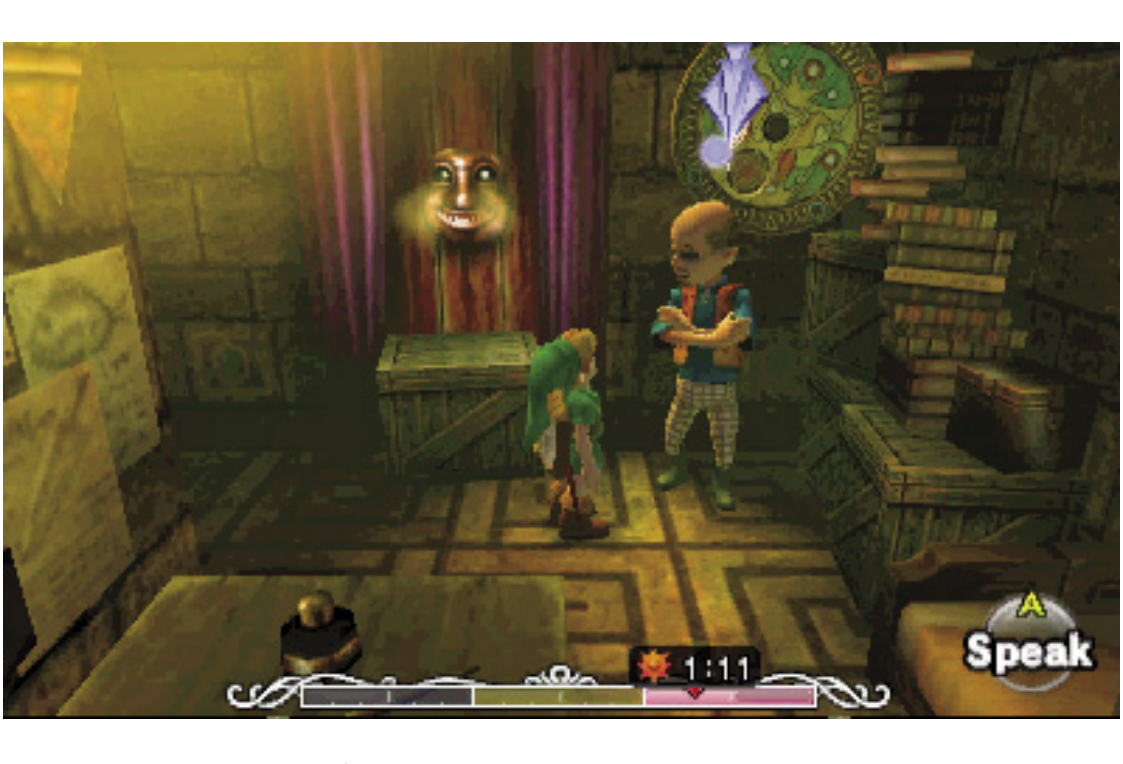
Speak with Kafei again before leaving his hideout, and he'll tell you to look through a hole in the nearby wall. Hop onto the nearby crate, and look through the hole to peek into the Curiosity Shop. Kafei's certain that his stolen wedding mask will end up in that shop sooner or later.

Thanks for the Memories

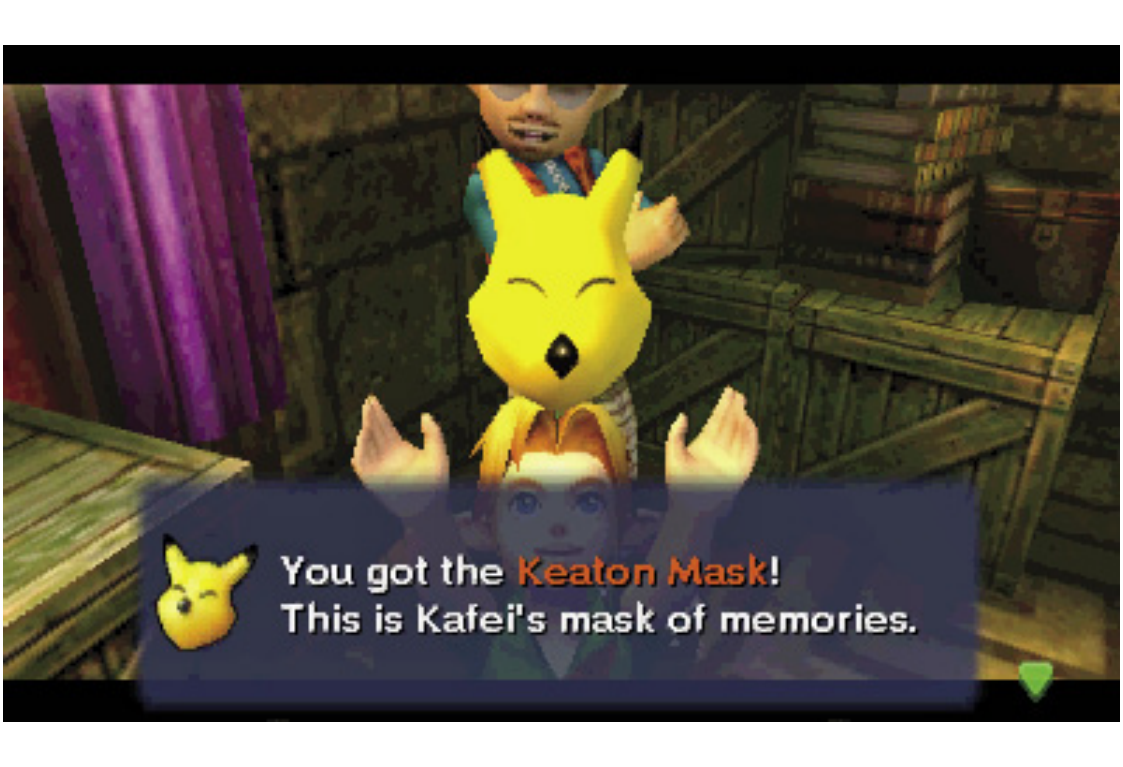


The Pendant of Memories is a gift for Anju. Return to the Stock Pot Inn, and give Anju the Pendant of Memories to lift her spirits. Nice work! That's all for today; exit the inn, and play the Song of Double Time to advance to the Dawn of the Final Day.

A Curious Turn



Head for the Laundry Pool. Enter Kafei's hideout for a surprise: instead of Kafei, the man who runs the Curiosity Shop is waiting for you there.

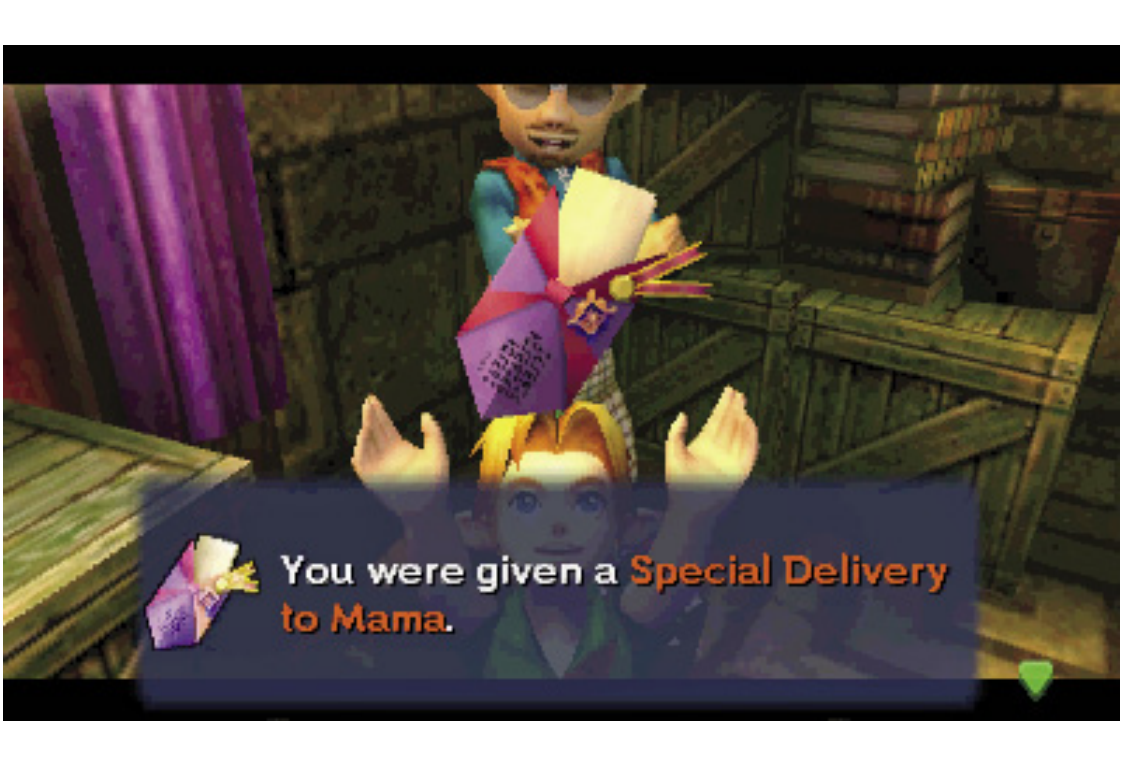


The man from the Curiosity Shop informs you that he has a message from Kafei. It seems that the man has known Kafei all his life. In fact, years ago, the man gave Kafei the Keaton Mask that Kafei has been wearing to hide his youthful appearance around town. Kafei seems to have left the Keaton Mask behind, and although he isn't sure why, the man decides to give it to you.

Keaton Mask

You got the Keaton Mask! This is Kafei's mask of memories. Accepting this keepsake doesn't make much sense to you, but you should still take it.

The man goes on to say that Kafei wants you to get a letter to his mom, and he hands you an express mail package. He then says that a customer came to his shop last night. It was Sakon, the greedy thief, and Kafei chased him out of the shop. The man says that he believes Sakon lives in Ikana Village.

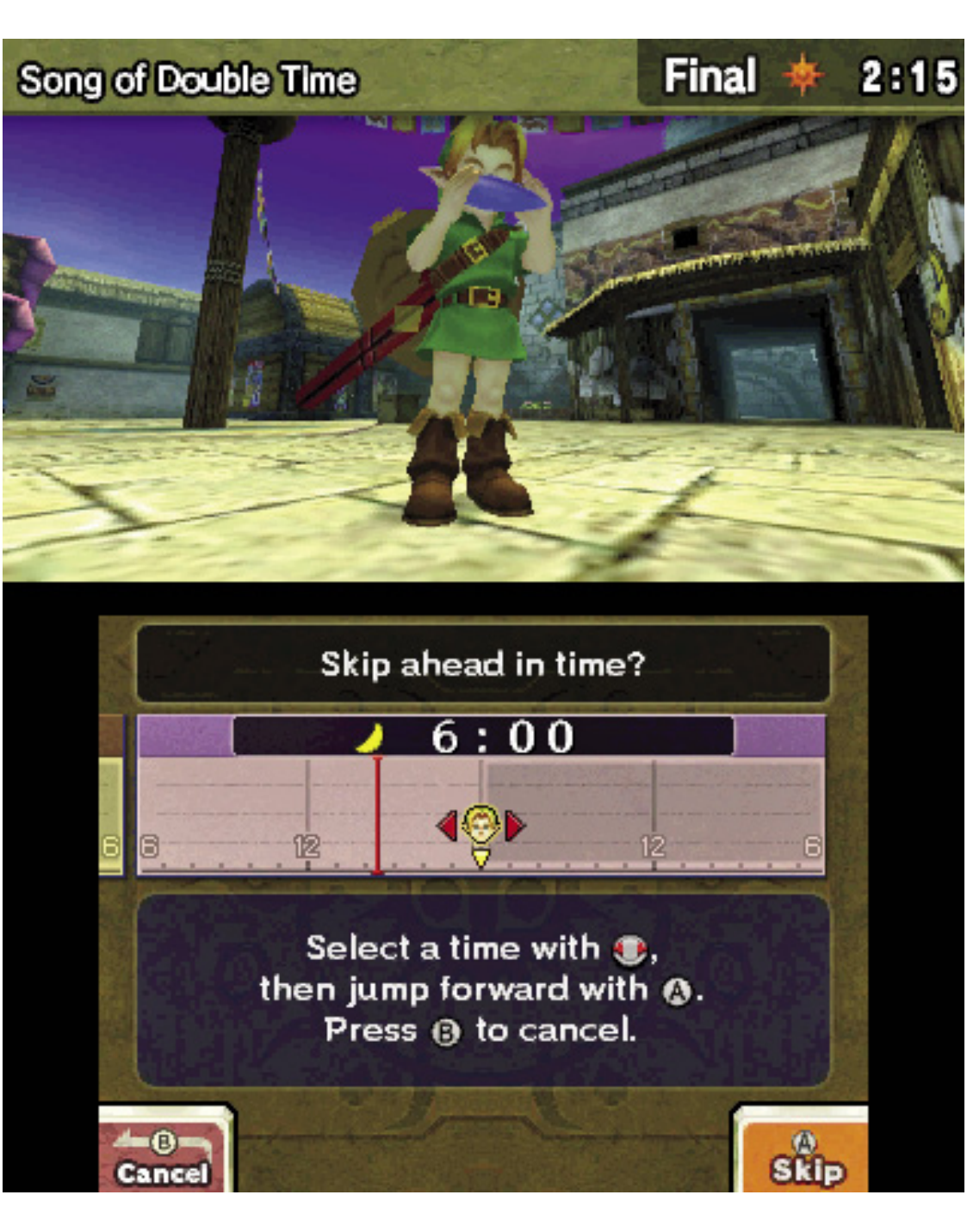


Special Delivery to Mama

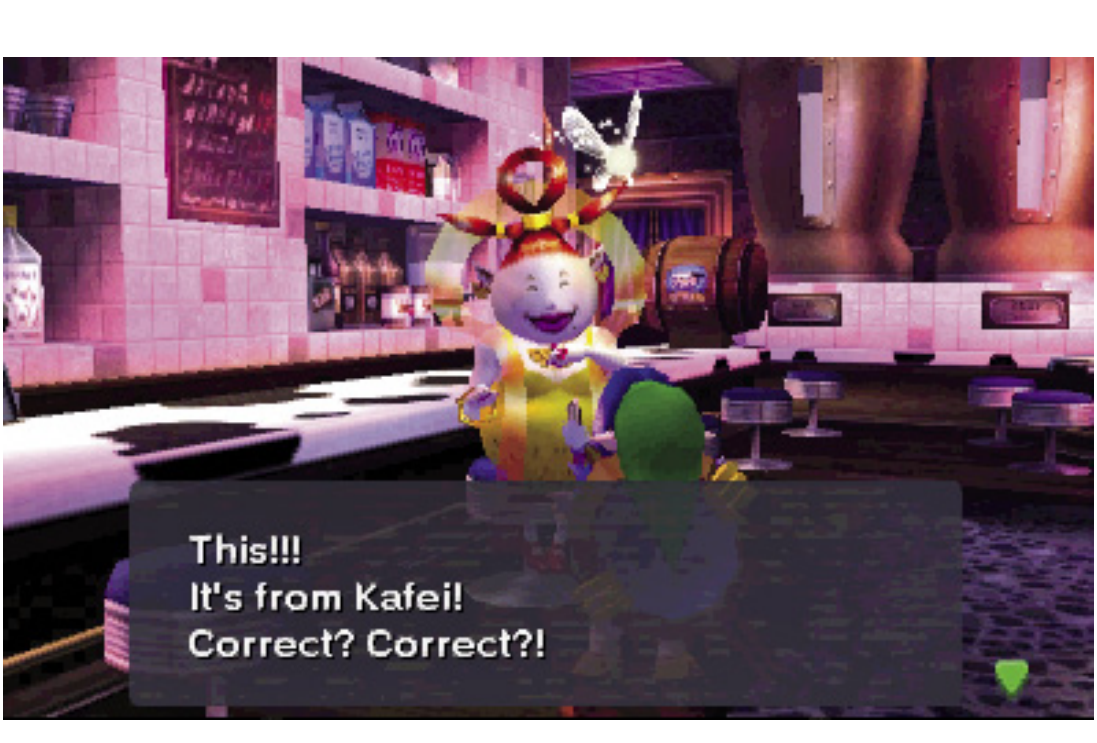
You were given a Special Delivery to Mama. This is priority mail, so hurry up and deliver it!

Mail for Mama

You'll be getting some use out of the Keaton Mask eventually, but first, you've got to deliver that express mail. There are two ways to deliver it; the best way is covered here first. First, save your game. Then, head to East Clock Town, and locate the Latte Milk Bar near the east gate. Play the Inverted Song of Time to slow down time, then play the Song of Double Time to advance to the Night of the Final Day (6 p.m. exactly). Use Romani's Mask afterward to enter the bar.



Kafei's mom, Madame Aroma (whom you met in the Mayor's Official Residence before), sits at the Milk Bar's counter during the Night of the Final Day. Swap Romani's Mask for Kafei's Mask, and then speak with Madame Aroma. Give her the Special Delivery to Mama that you're carrying.



Thrilled to hear from her long-lost son, Kafei, Madame Aroma hands you a new bottle that's filled with top-shelf Chateau Romani. After you've polished off its potent contents, the Empty Bottle is yours to keep.

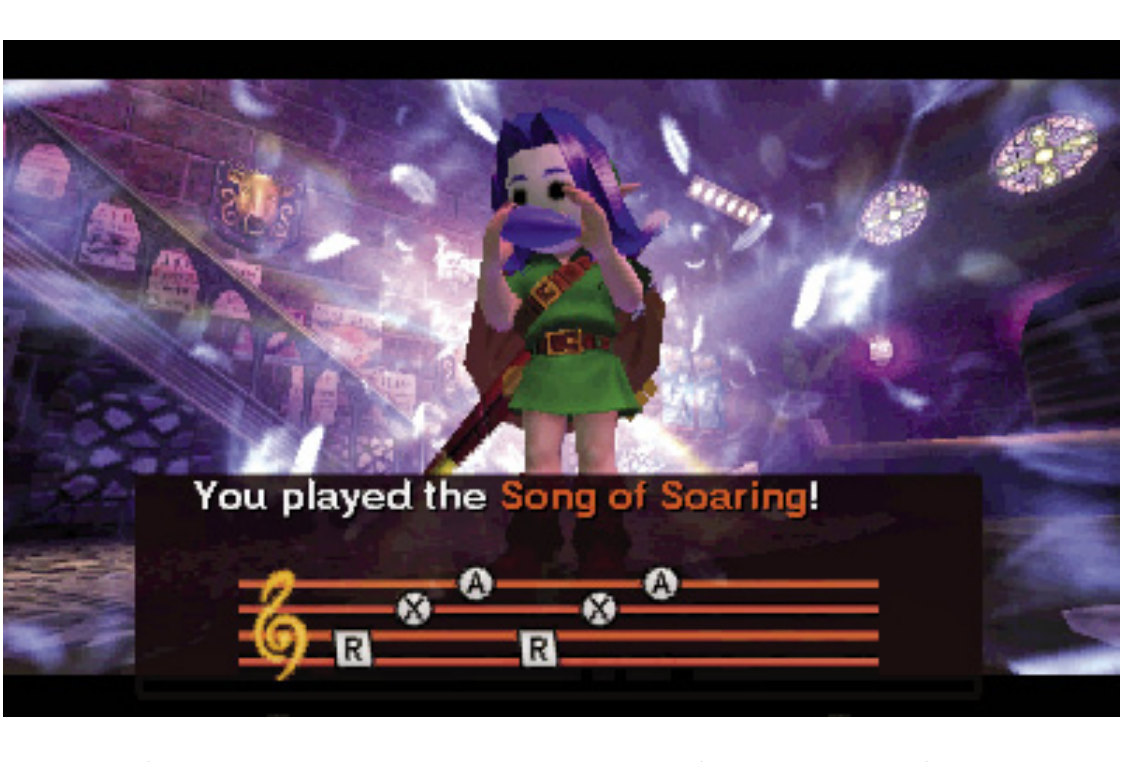
Bottle of Chateau Romani

You got a Bottle of Chateau Romani! Drink it to replenish your magic power and make it everlasting. Swirl it around with your tongue to enjoy its flavor to the fullest. Its effects will last until you travel back in time.

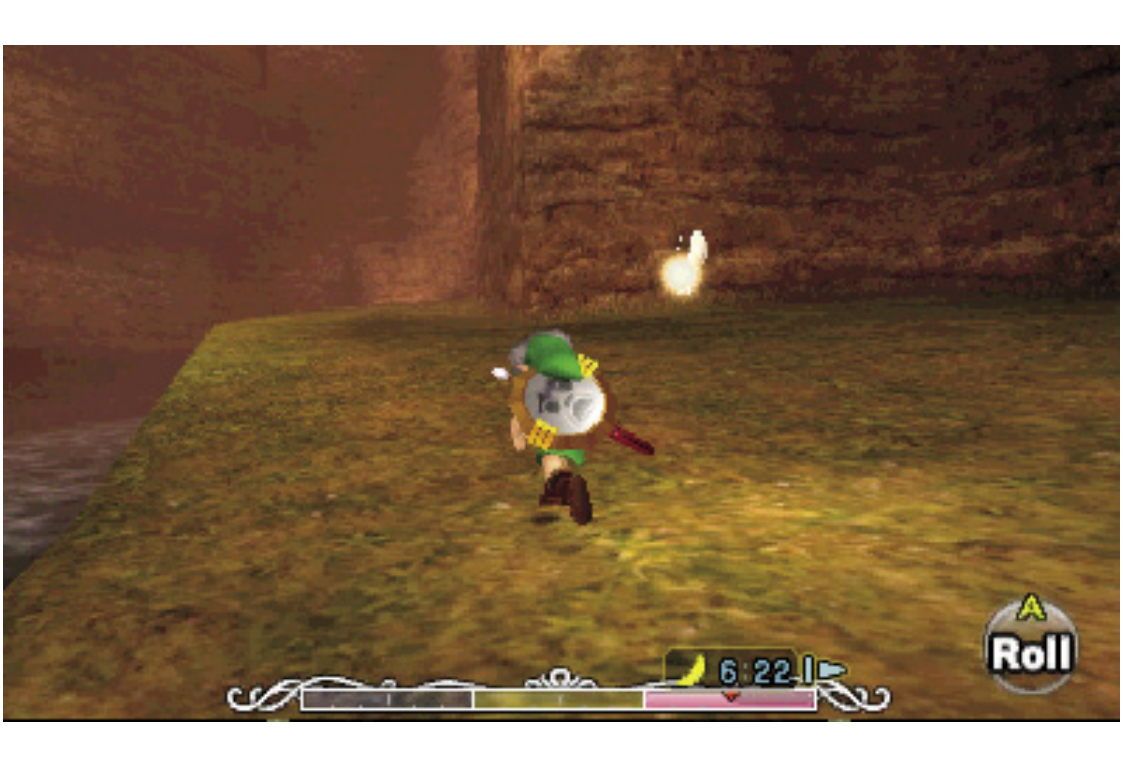
Empty Bottle #7

You got an Empty Bottle! You can carry various items in this. Equip the bottle, and use it to contain or release items.

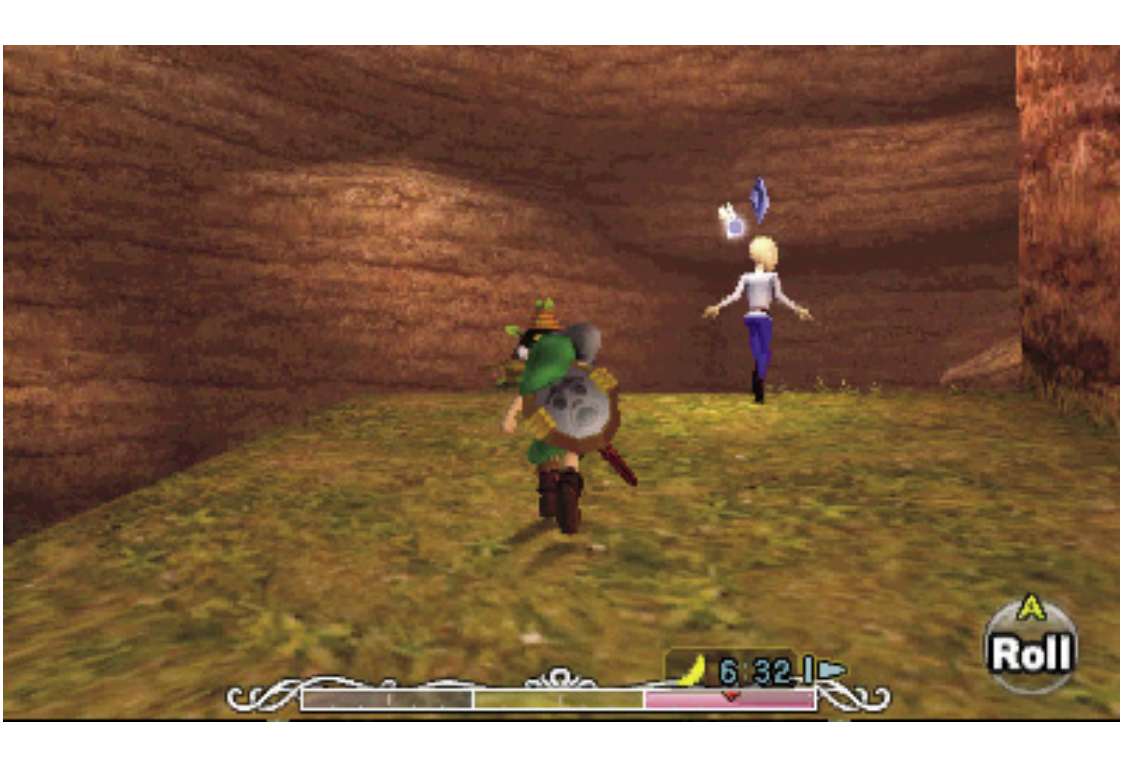
To Sakon's Hideout!



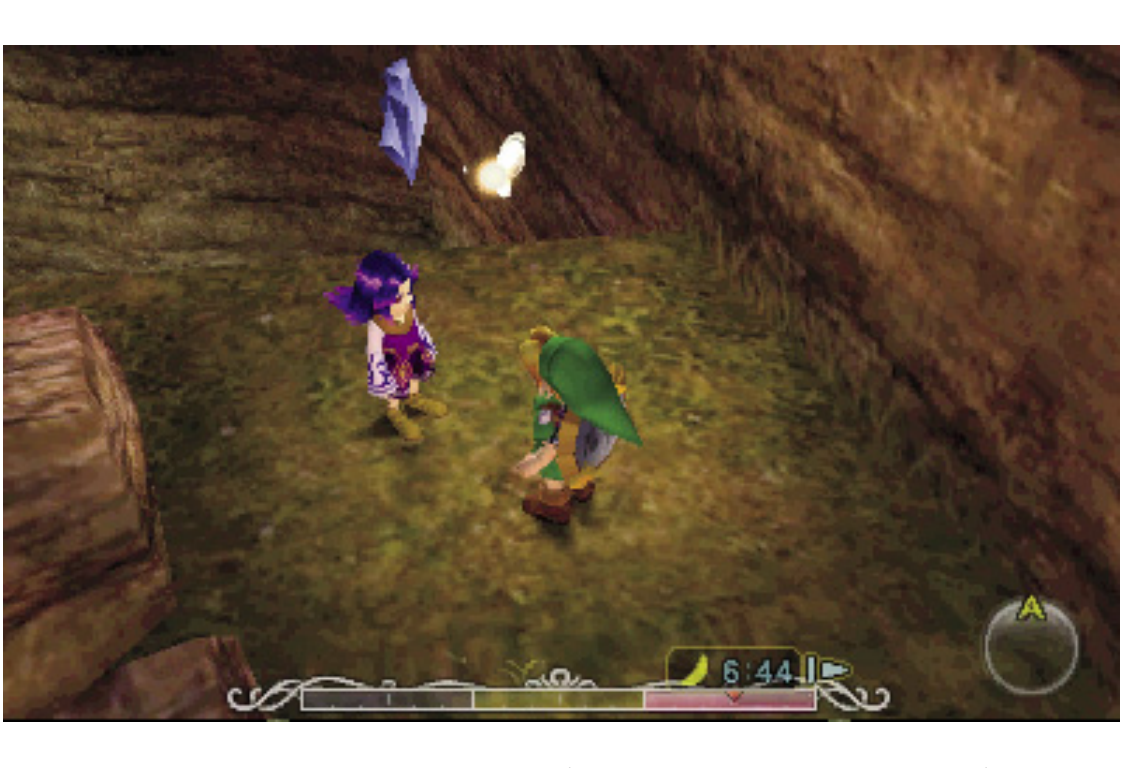
With any luck, it's still well before 7 p.m. on the Night of the Final Day. You don't have much time, so don't bother leaving the bar; soar directly to Ikana Canyon instead.



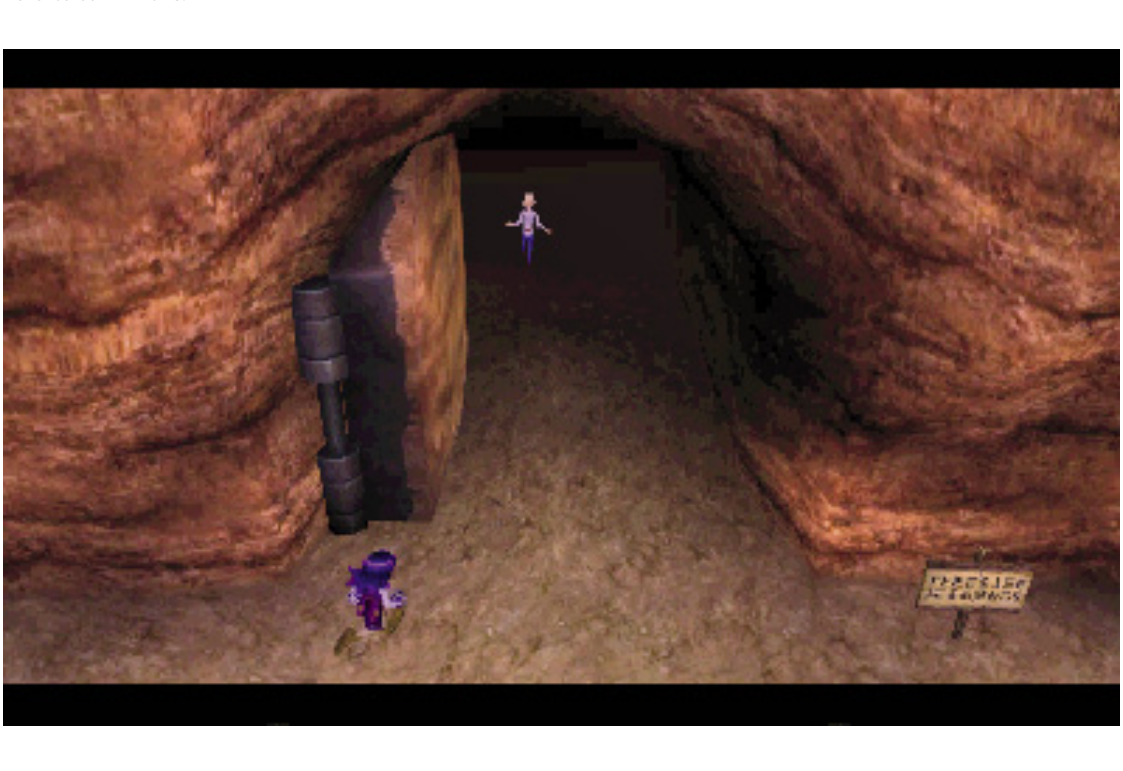
When you arrive in Ikana Canyon, put on the Stone Mask, and then leap from the south cliff and splash down in the river. Climb onto the dock near the Octoroks, and then sprint eastward along the riverbank, passing through a cave tunnel.



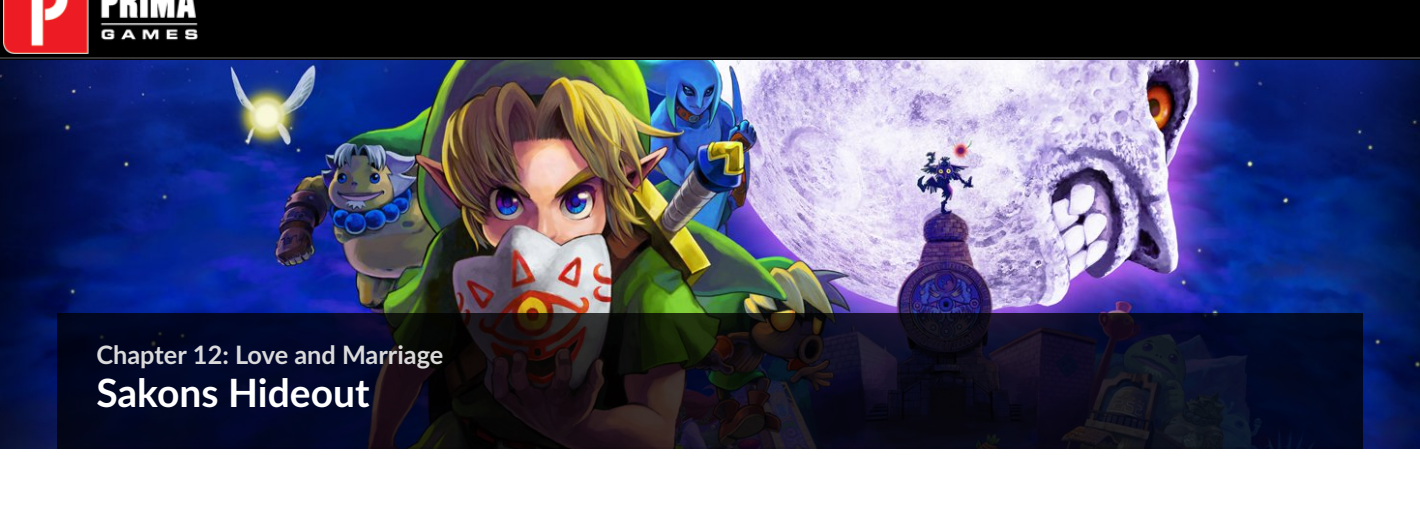
Follow the riverbank to its east end. If you've gotten here quickly (before 7 p.m.), you'll notice the evil thief, Sakon, running ahead of you. The Stone Mask ensures that you won't startle Sakon, who's slinking off to his secret hideout.



Run past Sakon, and hide behind the large rocks at the riverbank's end. Hey, Kafei is hiding back there, too! That's right: the thief stole a precious mask from Kafei, so Kafei must have tracked Sakon here, as well. Take off the Stone Mask to speak with Kafei to confirm this.

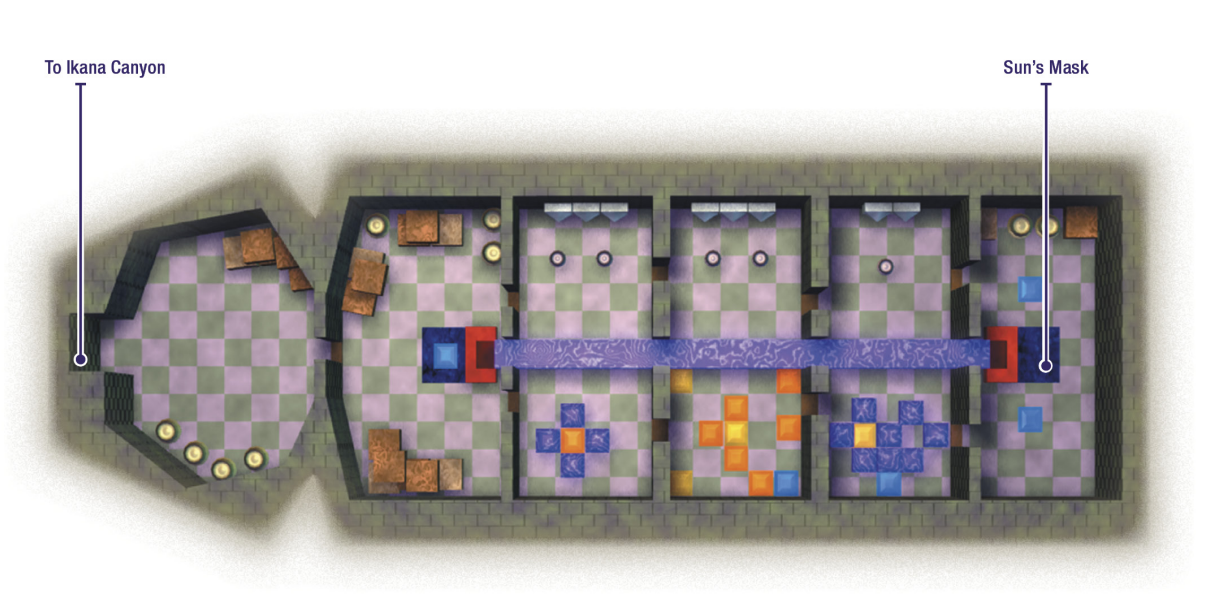


Hide behind the rocks with Kafei until Sakon opens the door to his nearby hideout. Kafei chases Sakon into the hideout, but he could be getting in over his head. Hurry after Kafei, and lend him a hand.



Chapter 12: Love and Marriage

Sakons Hideout

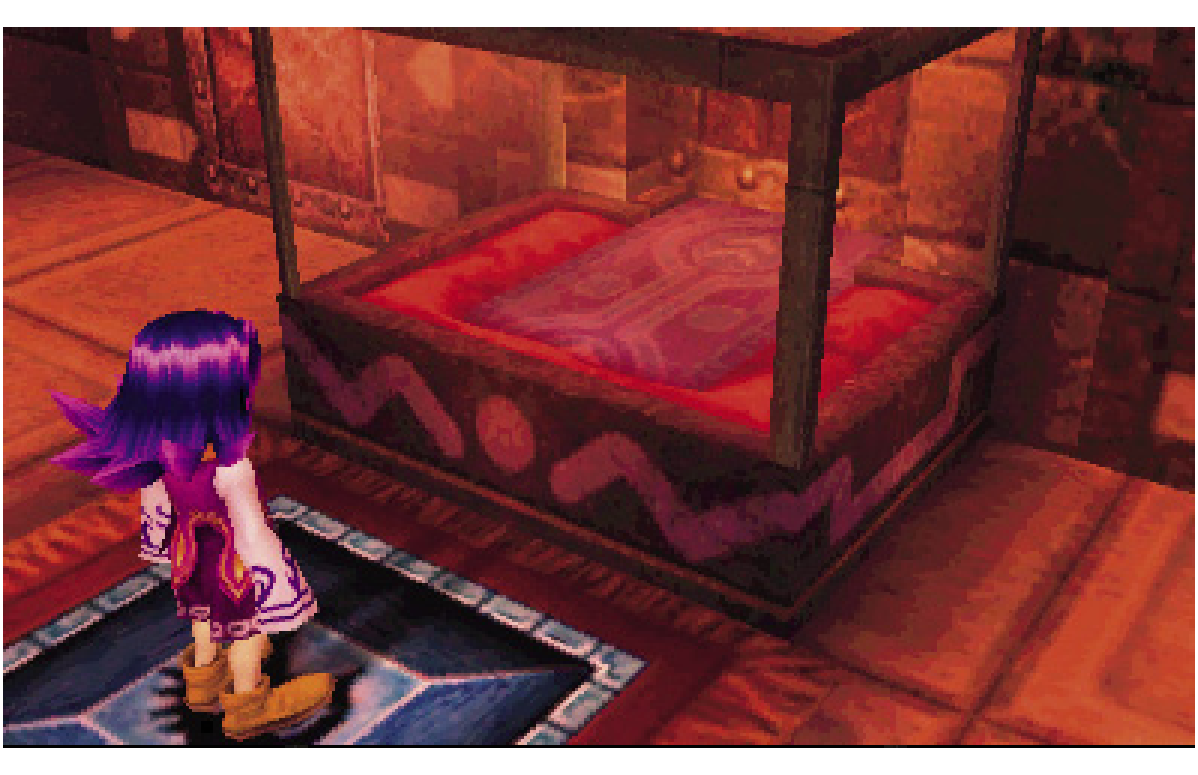


Room 1: Entrance

Once you're inside Sakon's Hideout, take off the Stone Mask, and go through the door ahead of you. You find Kafei in the next room. He's found the Sun's Mask that Sakon stole from him.

Unfortunately, Kafei sets off a security system by stepping on a floor switch. A conveyor belt draws the mask into another room, the door to which closes when Kafei steps off the floor switch. Not good!

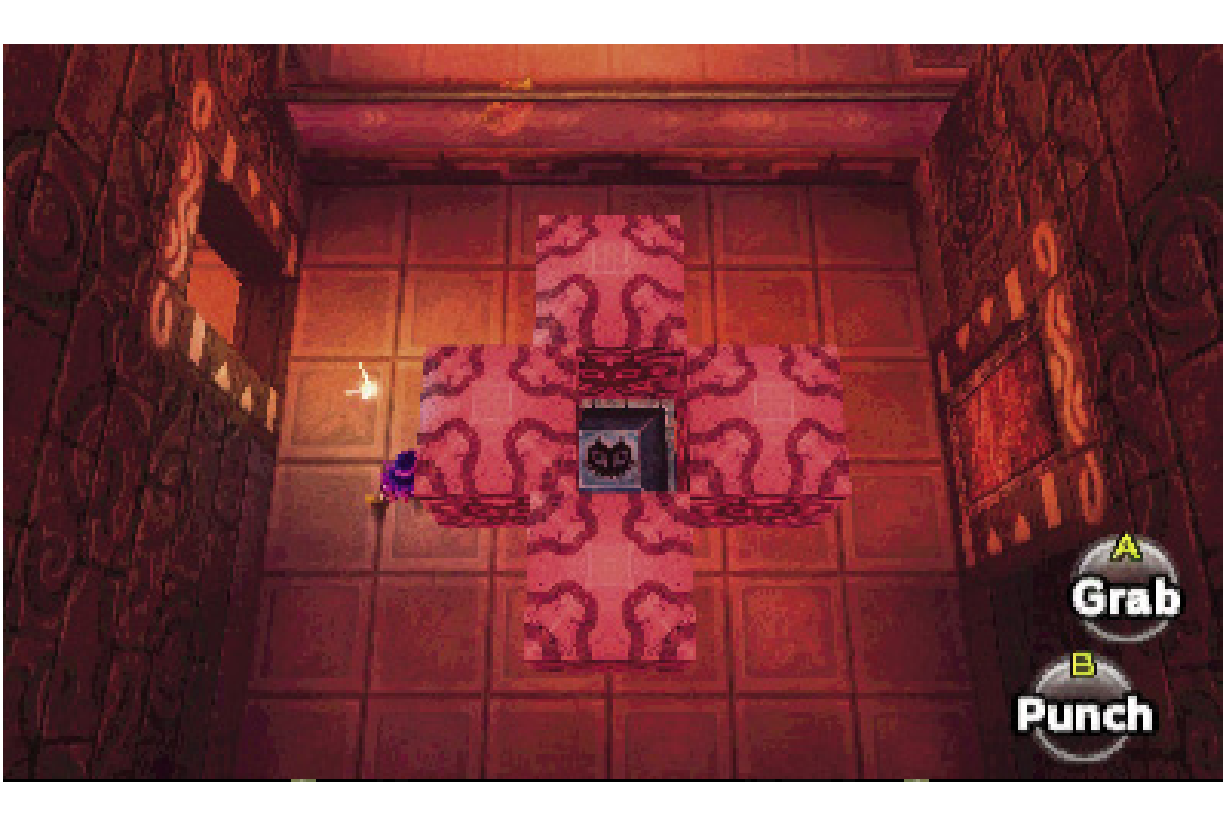
Kafei asks Link to stand on the floor switch and keep the door open so that he can pursue the mask. Move Link onto the floor switch, and you'll be granted control of Kafei. Hurry through the door to the next room.



Mask Dash

The conveyor belt keeps pulling the mask away from you. If you take too long to solve Sakon's Hideout, the mask will be lost, so time is of the essence.

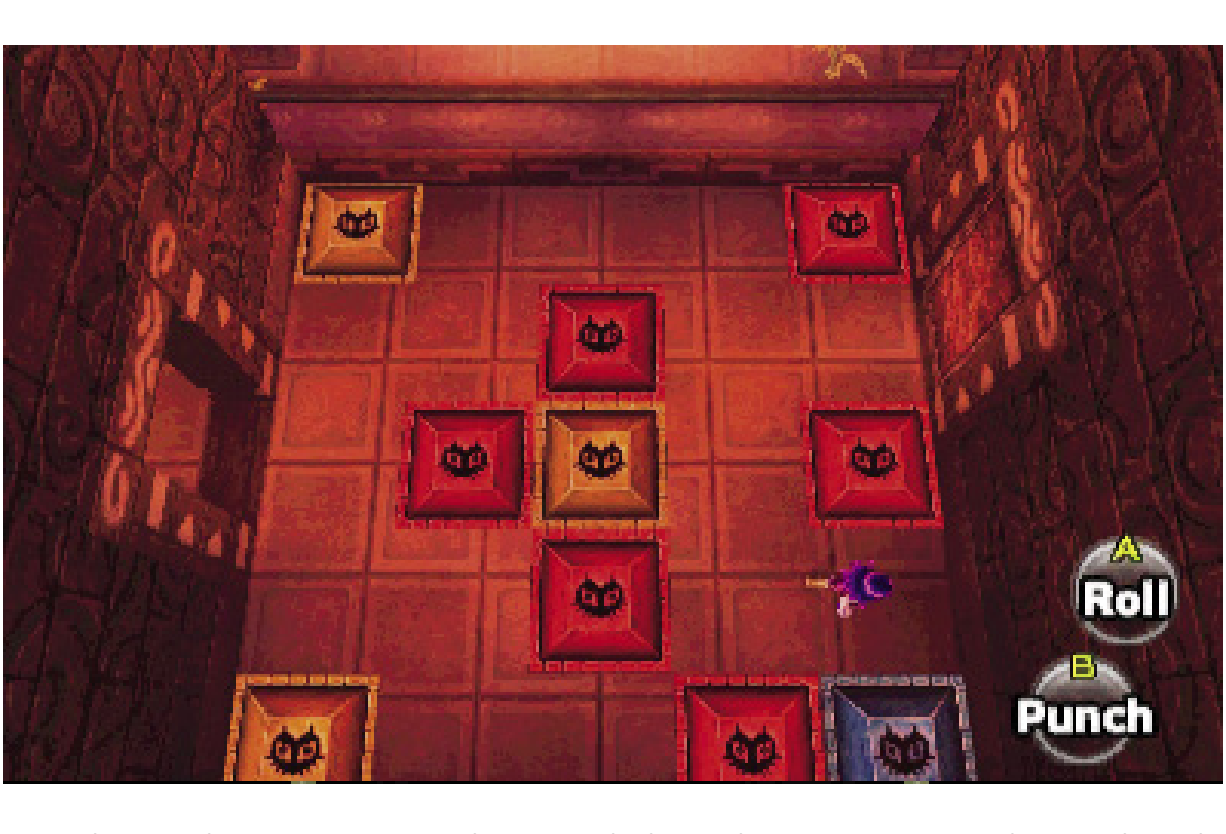
Room 2: Four Blocks and a Floor Switch



The room beyond the door features a floor switch that's surrounded by four stone blocks. Quickly grab one of the blocks, and shove it onto the floor switch in the middle. Doing so opens a door, allowing Link to enter the room and explore its other side.

The action switches to Link. Move him into the room with Kafei, and slay the Deku Baba that guards the far door. This opens the door back near Kafei, letting him proceed into the next room ahead of Link.

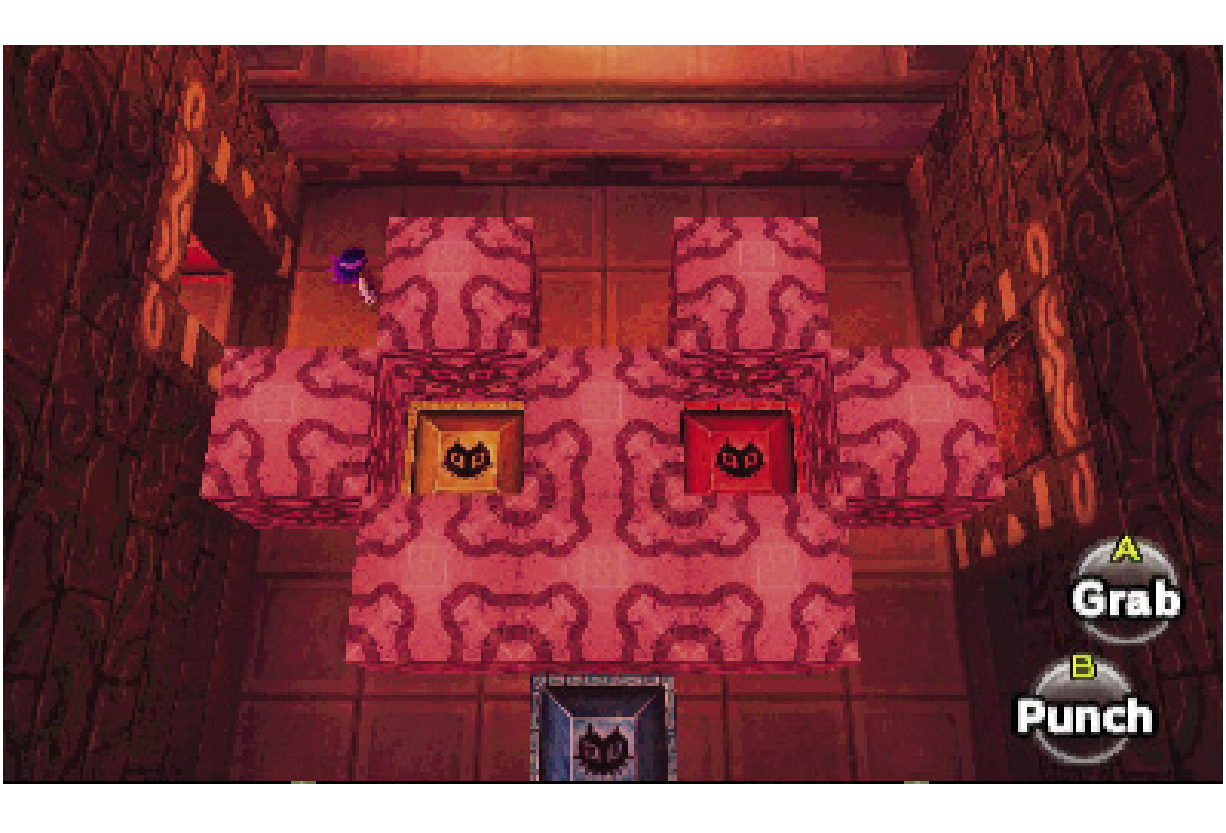
Room 3: Floor Switches Galore



You now have control of Kafei again. Hurry into the next room, but be careful not to step on any of its red floor switches. Red switches cause the conveyor belt to speed up, which is not good. Step on the yellow floor switches instead to briefly slow the conveyor belt as you carefully make your way to the blue floor switch in the corner.

Triggering the blue floor switch opens a door that lets Link into the room. As Link, hurry inside, and cut down two Deku Babas to open the way forward for Kafei. As Kafei, step on the central yellow floor switch to slow the conveyor belt again on your way into the next room.

Room 4: Lots o' Blocks

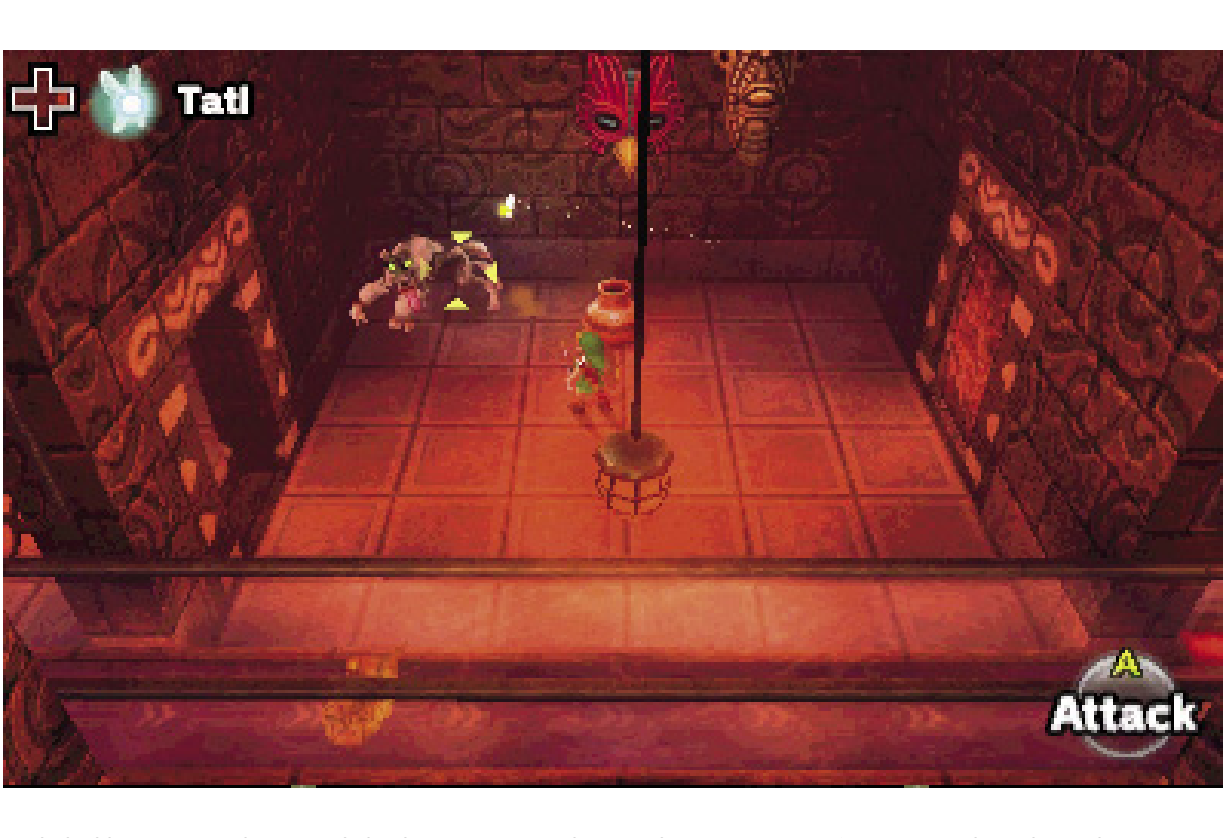


This room is filled with stone blocks that you must move in order to reach the blue floor switch to the south. Here's how to solve the room and reach the blue switch:

Run over to the farthest block near the far (right) wall, and shove it downward.

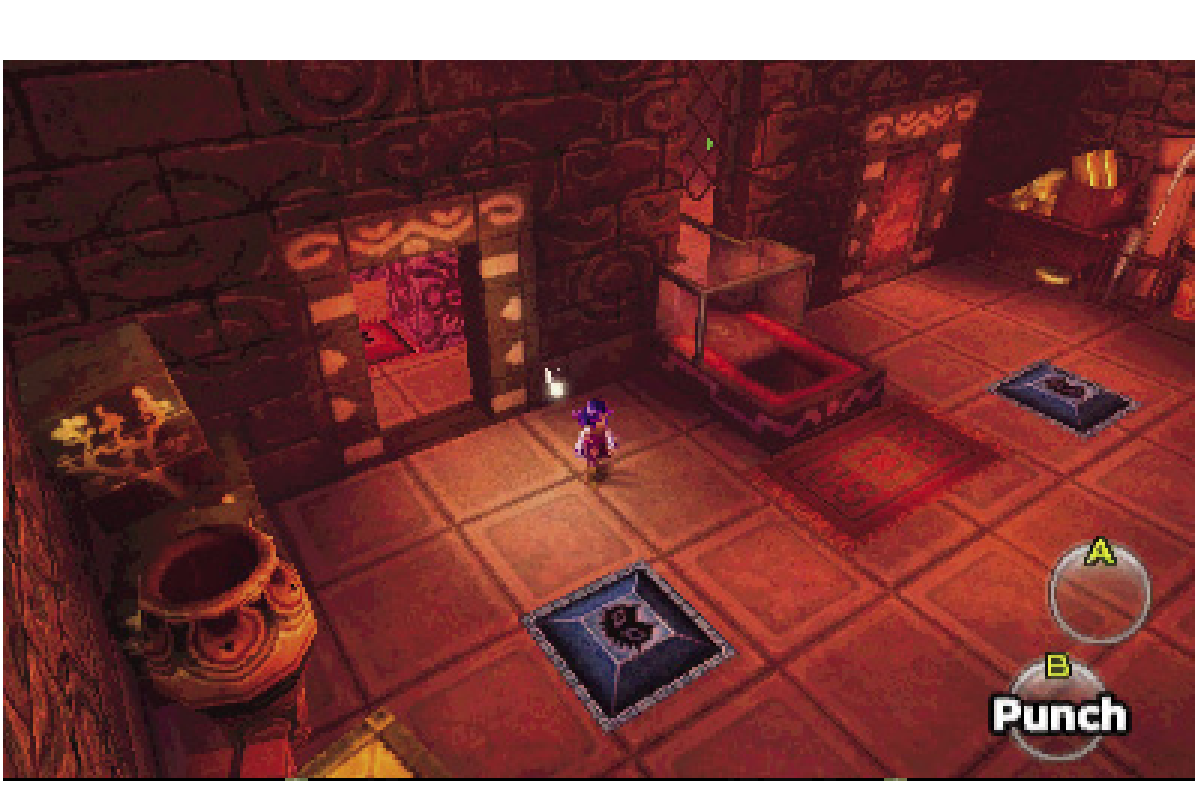
Step on the red floor switch, then quickly shove the center block to the left, moving it onto the yellow floor switch. This slows the conveyor belt once more.

Shove the nearby block downward, moving it onto the blue floor switch.



With the blue floor switch triggered, the door opens for Link. Enter the room to face off against a Wolfos. This pesky enemy takes a little time to defeat. Move to the middle of the room and lock on to the Wolfos, then dodge its attack so that it spins around. Strike its backside to slay it, and then open the final chamber.

Room 5: Final Chamber



You got the Sun's Mask back!

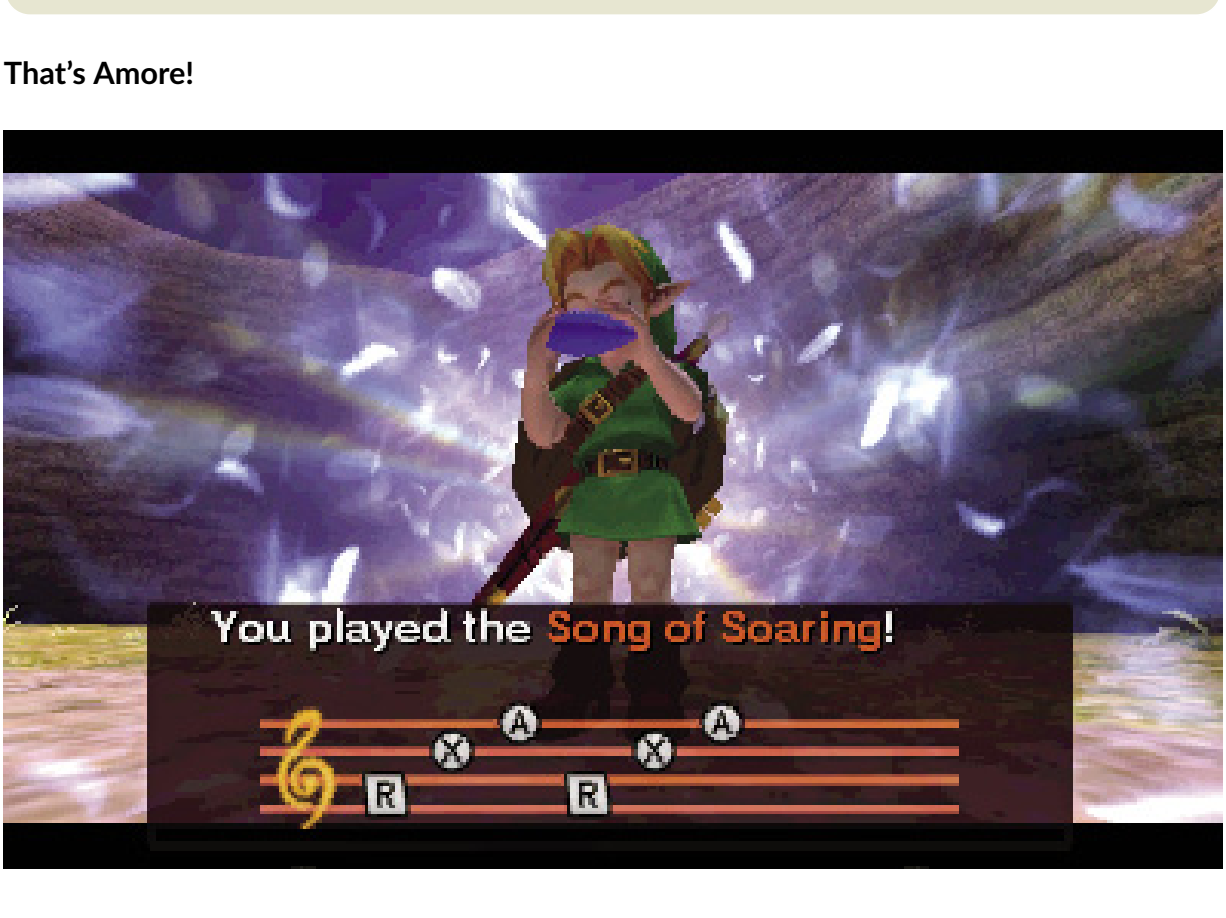
This one's a breeze: just move Kafei onto the nearby blue floor switch to open the door for Link. Then, move Link onto the other blue floor switch to shut off the conveyor belt.

With both floor switches depressed, the conveyor belt deactivates. Way to go! You've helped Kafei reclaim the Sun's Mask.

A Mask for Kafei

The Sun's Mask belongs to Kafei, so you don't get to keep it or use it. It's not counted as one of the 24 masks that Link can find.

That's Amore!



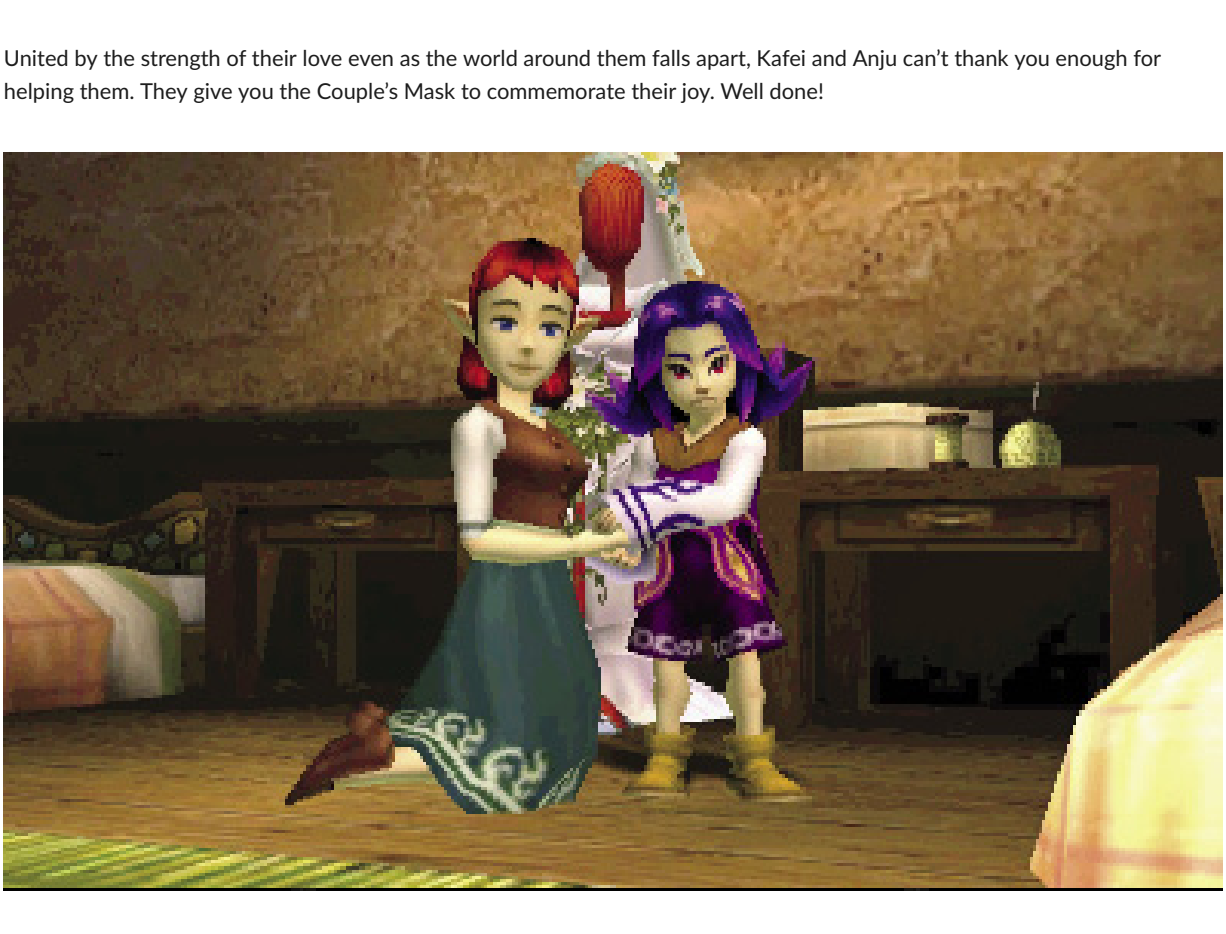
With the Sun's Mask back in Kafei's possession, the child wastes no time in racing back to Clock Town. Soar there ahead of him, save your game, and then hurry to the Stock Pot Inn.

When you arrive at the inn, go upstairs and enter the door at the top of the stairs to visit the small storage room with the Silver Rupee chest. Assuming you gave Anju the Pendant of Memories before, you find her sitting on the bed here, anxiously awaiting her love, Kafei.

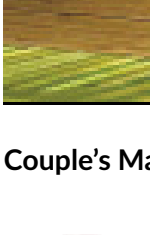
05:40:14
A
Speak

Open the nearby chest for a Silver Rupee, if you like, and then simply wait for Kafei to arrive. (Play the Inverted Song of Time to return the flow of time to normal and shorten your wait.) He won't show up until the final hour of the Final Day, at which point he and Anju share a very touching moment.

United by the strength of their love even as the world around them falls apart, Kafei and Anju can't thank you enough for helping them. They give you the Couple's Mask to commemorate their joy. Well done!

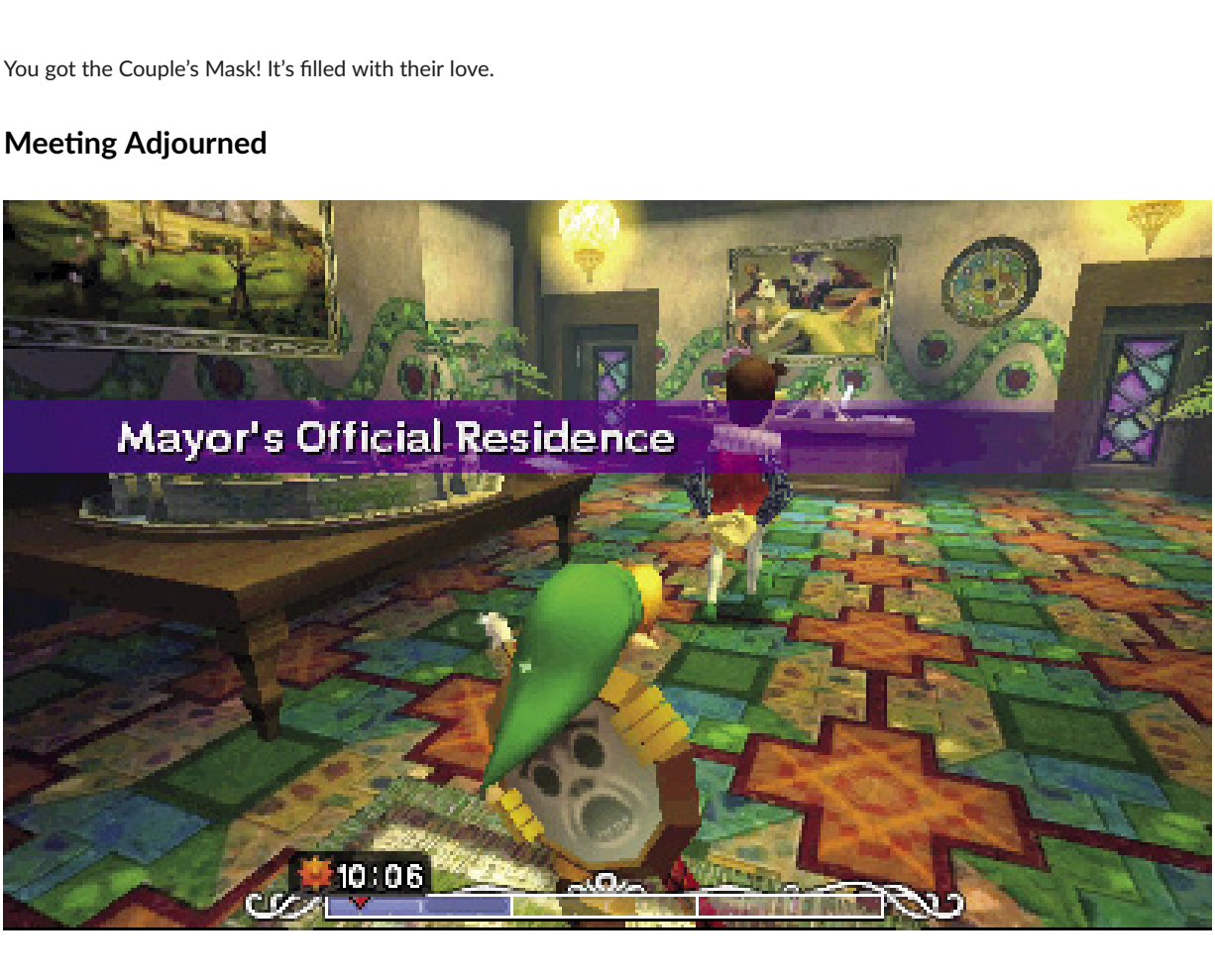


Couple's Mask



You got the Couple's Mask! It's filled with their love.

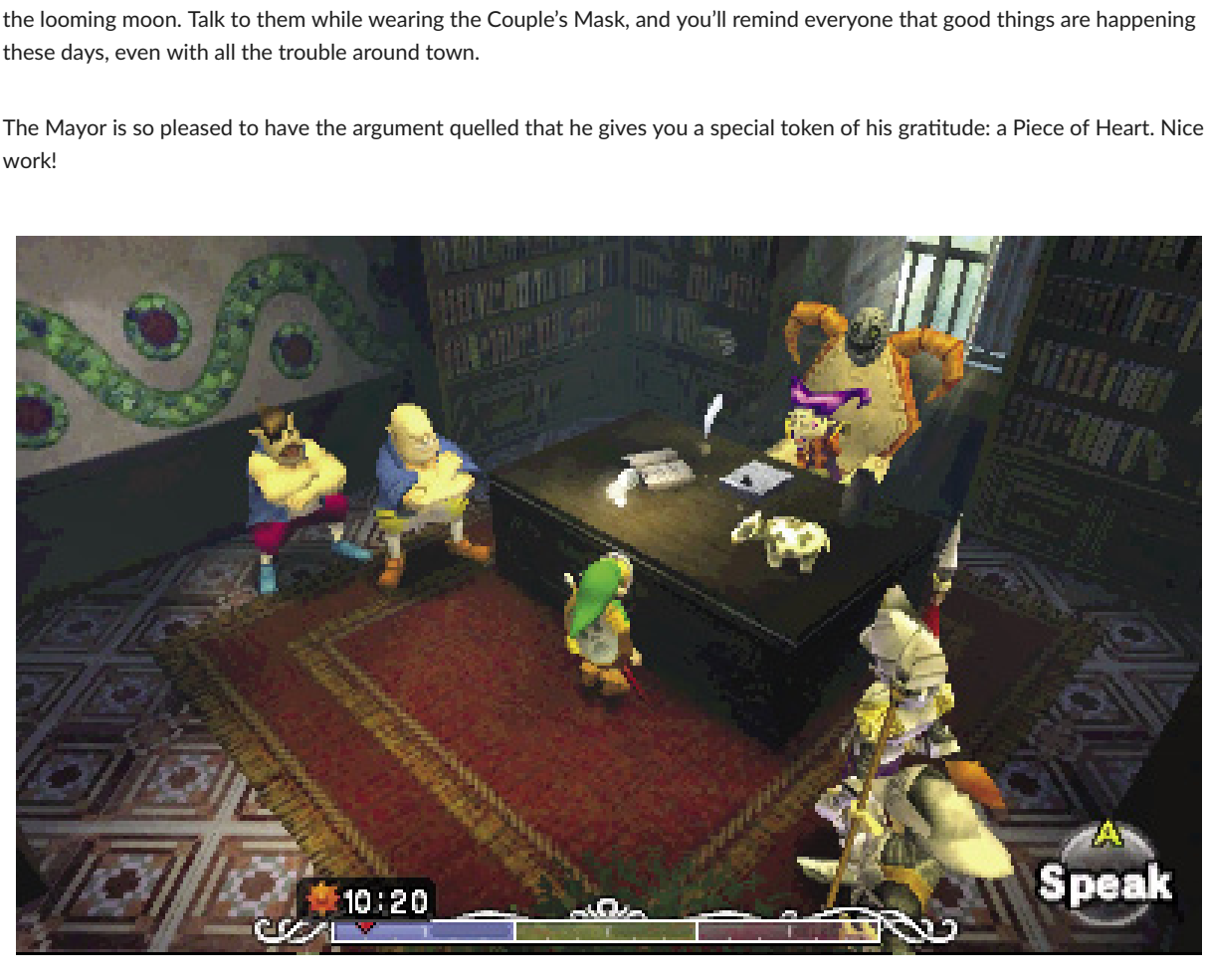
Meeting Adjourned

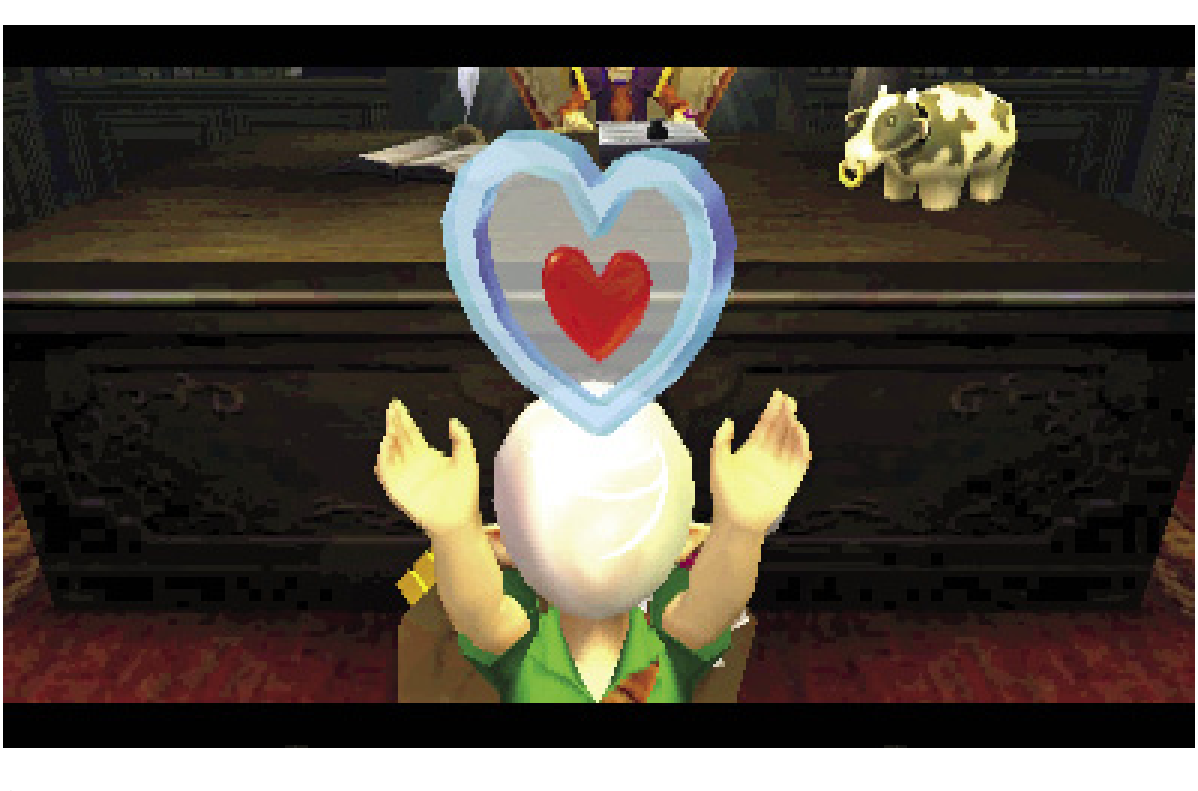


You've helped reunite Kafei and Anju, but there's little time left before the moon crashes down. Play the Song of Time to return to the Dawn of the First Day, then head for the Mayor's Residence, located at the north end of East Clock Town.

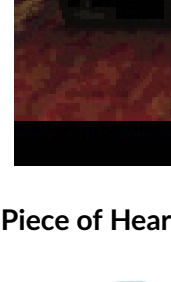
Enter the Mayor's Residence when it opens at 10 a.m. Put on the Couple's Mask, and go through the door to the left of the reception desk this time to visit the Mayor's office. Here, the town's guards and townsfolk are quarreling over what to do about the looming moon. Talk to them while wearing the Couple's Mask, and you'll remind everyone that good things are happening these days, even with all the trouble around town.

The Mayor is so pleased to have the argument quelled that he gives you a special token of his gratitude: a Piece of Heart. Nice work!



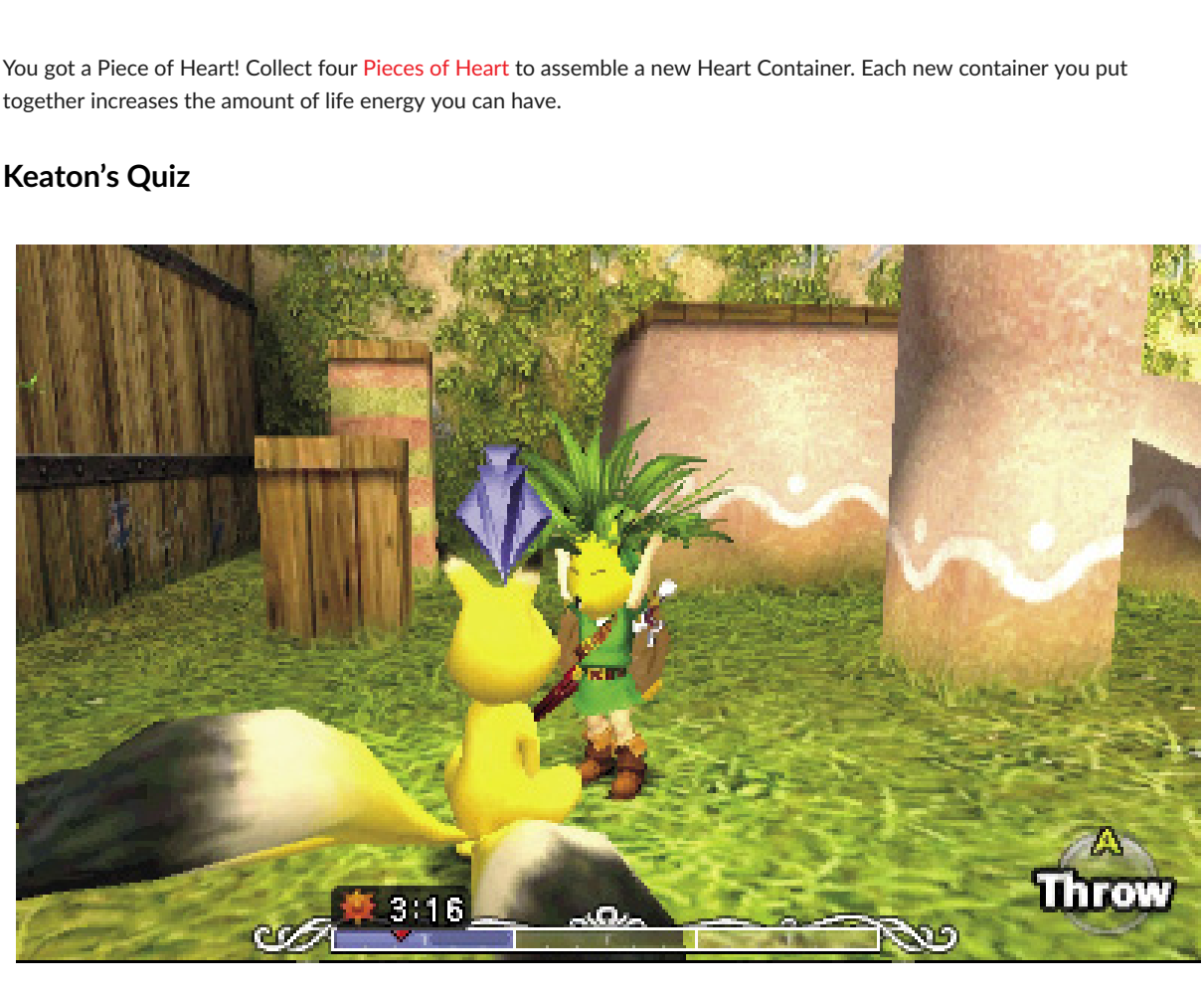


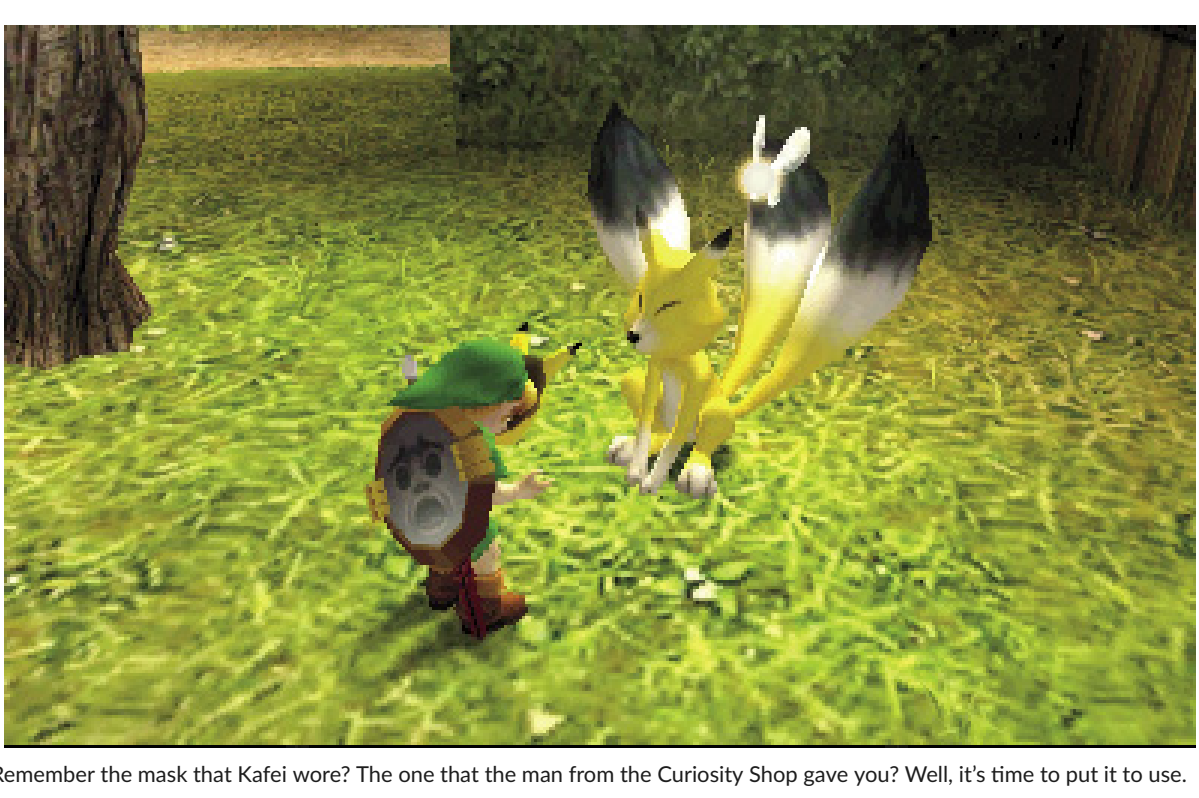
Piece of Heart #46



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

Keaton's Quiz

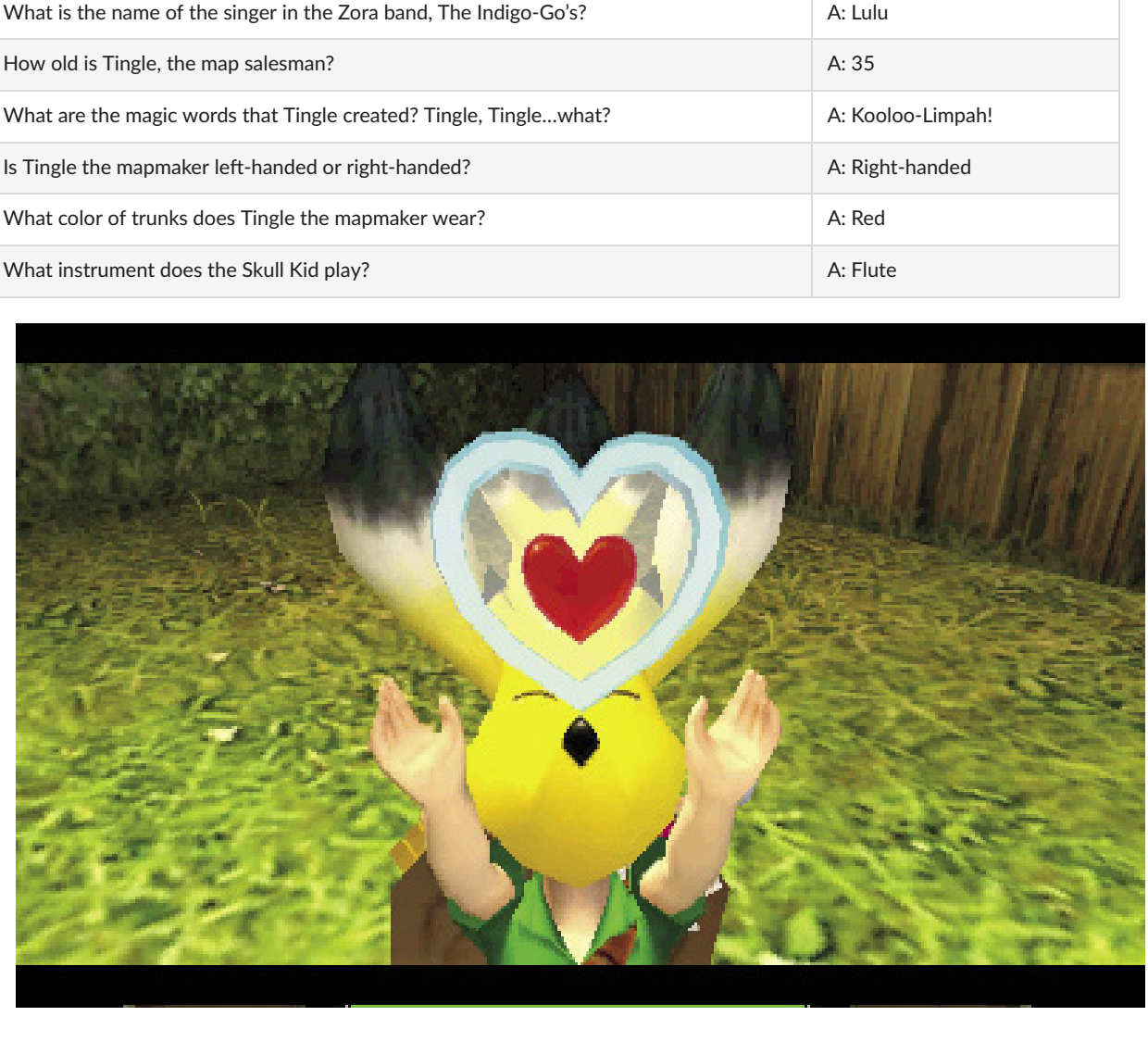




Remember the mask that Kafei wore? The one that the man from the Curiosity Shop gave you? Well, it's time to put it to use. Put on Keaton's Mask, and head to North Clock Town. Go to the circle of tall grass near the playground, and stand near the middle bundle of grass. Press Ⓐ to pluck up this grass bundle while wearing Keaton's Mask, then simply stand there until the mysterious three-tailed fox, Keaton, appears.

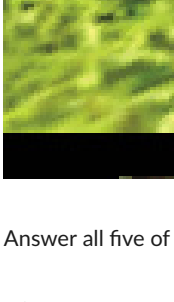
Keaton tests your knowledge of Majora's Mask lore by asking you a series of five questions. The questions he poses are random, but you can find all their answers by paying close attention as you play the game. To make things easier on you, here's the complete list of questions that Keaton might ask, along with their answers:

Q: What is the name of the festival that is to be held in Clock Town?	A: Carnival of Time
Q: Once it's completed, how tall will the festival tower at the carnival be?	A: Four stories
Q: Who is the leader of the Bombers gang?	A: Jim
Q: What is the name of the mayor of Clock Town?	A: Dotour
Q: What is the name of Clock Town's inn?	A: Stock Pot Inn
Q: What is the name of Anju's father?	A: Tortus
Q: What is Anju, the innkeeper, bad at doing?	A: Cooking
Q: What bad habit does Anju, the innkeeper, have?	A: She's quick to apologize
Q: What is the name of the vintage milk sold at the Milk Bar?	A: Chateau Romani
Q: What does the owner of the Bomb Shop call his mother?	A: Mommy
Q: How many mailboxes are there in Clock Town?	A: Five
Q: How many cow figurines are there in Clock Town?	A: Ten
Q: What is the name given to you by Romani, the girl at the ranch?	A: Grasshopper
Q: What is the name of the song that Romani, the girl at the ranch, teaches you?	A: Epona's Song
Q: At what time does Romani, the ranch girl, wake up?	A: Six
Q: What time does Romani, the girl at the ranch, go to bed?	A: Eight
Q: What weapon does Romani, the girl at the ranch, use in practice?	A: Bow
Q: How many balloons does Romani, the girl at the ranch, use during practice?	A: One
Q: How many cows are there in Romani Ranch?	A: Three
Q: How many cuccos are there in the barn at Romani Ranch?	A: One
Q: Where does Cremia, manager of Romani Ranch, try to deliver her milk?	A: Milk Bar
Q: Darmani is of which race?	A: Goron
Q: Mikau is of which race?	A: Zora
Q How many members are there in the Zora band, The Indigo-Go's?	A: Five
Q: What is the name of the singer in the Zora band, The Indigo-Go's?	A: Lulu
Q: How old is Tingle, the map salesman?	A: 35
Q: What are the magic words that Tingle created? Tingle, Tingle...what?	A: Kooloo-Limpah!
Q: Is Tingle the mapmaker left-handed or right-handed?	A: Right-handed
Q: What color of trunks does Tingle the mapmaker wear?	A: Red
Q: What instrument does the Skull Kid play?	A: Flute



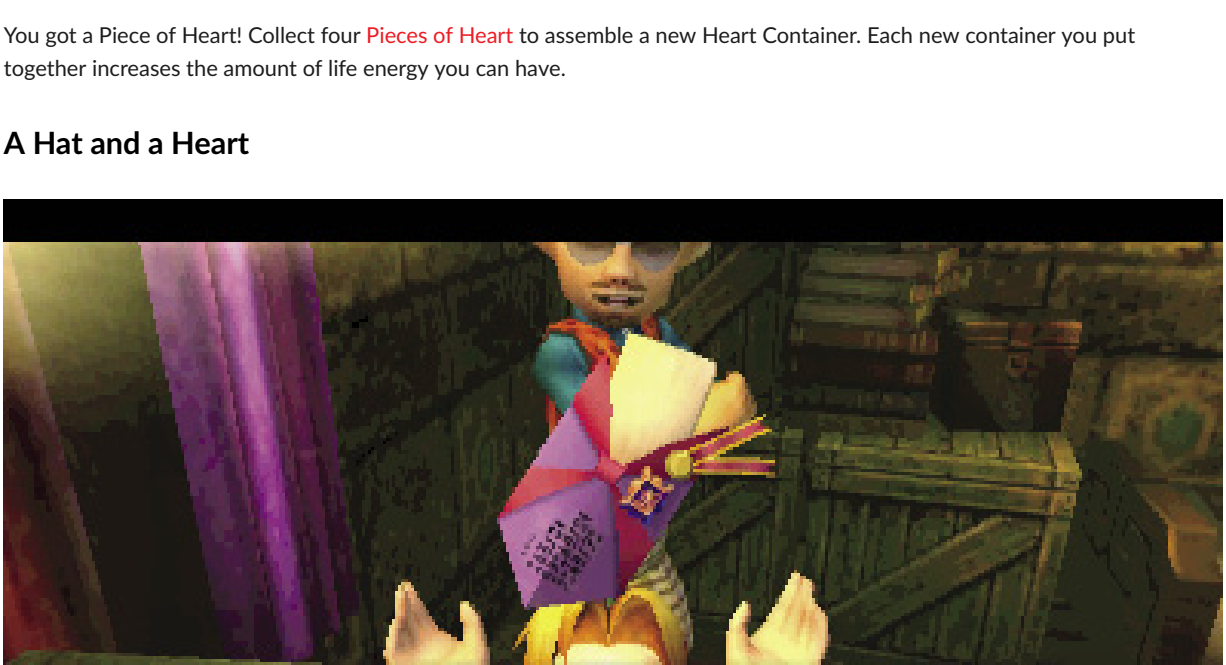
Answer all five of Keaton's questions correctly, and the wily fox rewards your wit with a Piece of Heart.

Piece of Heart #47



You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

A Hat and a Heart



Remember when you read that there are two ways to deliver the Special Delivery to Mama? It's worth exploring the other method at this point. In fact, it's the very last thing you've left to do. Save and rewind to the Dawn of the First Day, then reclaim the Special Delivery to Mama by doing the following:

Put on Kafei's Mask, and go to the Stock Pot Inn. Wait for the postman to deliver a letter to Anju just after 2 p.m., then speak to Anju and agree to meet her in the kitchen at 11:30 p.m.

Use the Deku Flower to reach the inn's roof, and sneak in through the second-floor door at night. Go downstairs, meet Anju in the kitchen around midnight, and agree to help her. She'll give you a letter to mail.

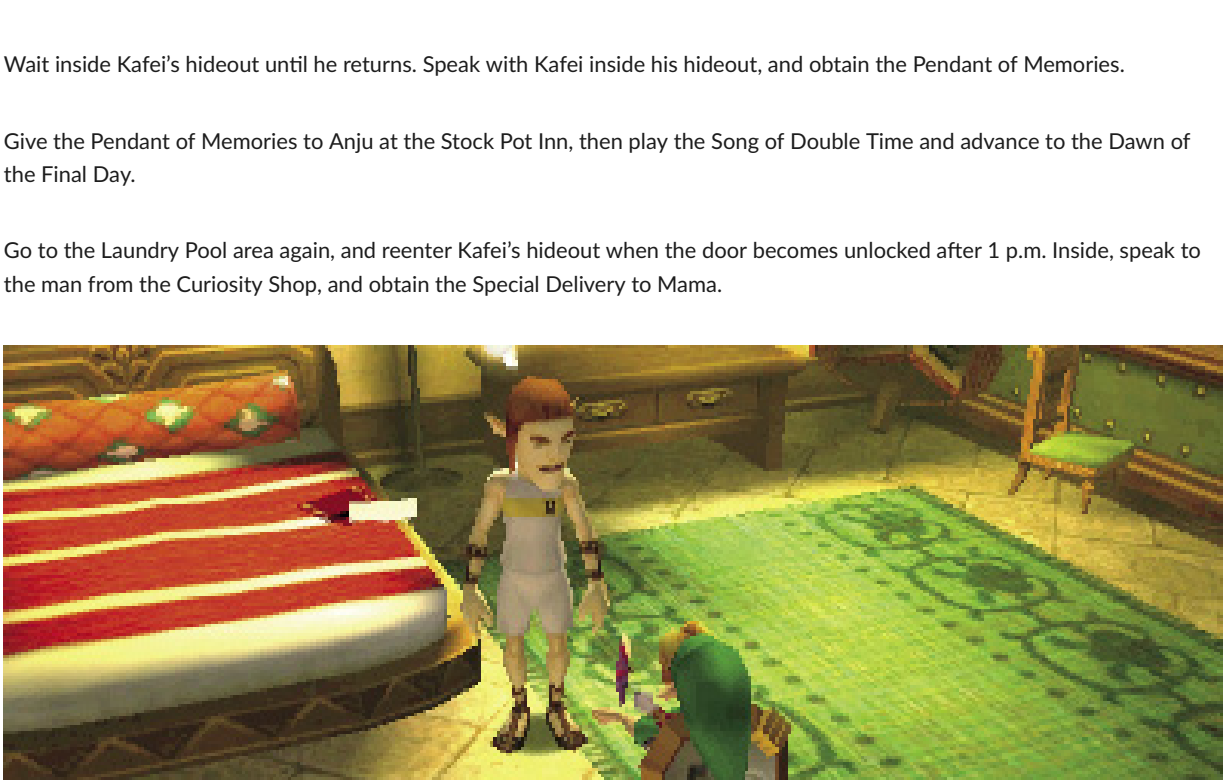
Leave the inn, and put the letter that Anju gave you into any mailbox. Play the Song of Double Time afterward and advance to the Dawn of the Second Day.

Go to the Laundry Pool, and hide behind the tree. When the postman arrives and rings the bell at 3 p.m., Kafei emerges from a nearby locked door. Sneak into the door while Kafei isn't looking.

Wait inside Kafei's hideout until he returns. Speak with Kafei inside his hideout, and obtain the Pendant of Memories.

Give the Pendant of Memories to Anju at the Stock Pot Inn, then play the Song of Double Time and advance to the Dawn of the Final Day.

Go to the Laundry Pool area again, and reenter Kafei's hideout when the door becomes unlocked after 1 p.m. Inside, speak to the man from the Curiosity Shop, and obtain the Special Delivery to Mama.


Th-this is a priority mail seal!
This is the highest of priorities.
I shall deliver it!

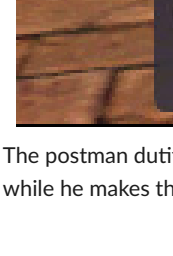
Great! Now that you've got the Special Delivery to Mama, you'll deliver it in a different way. Go to West Clock Town's north end, and enter the Post Office after 6 p.m. on the Night of the Final Day (use the Song of Double Time to speed things up). Inside, you find the postman in quite a state. Take the postman's mind off distressing matters by giving him the Special Delivery to Mama.

I don't need this anymore, so here...
I'll let you have it!

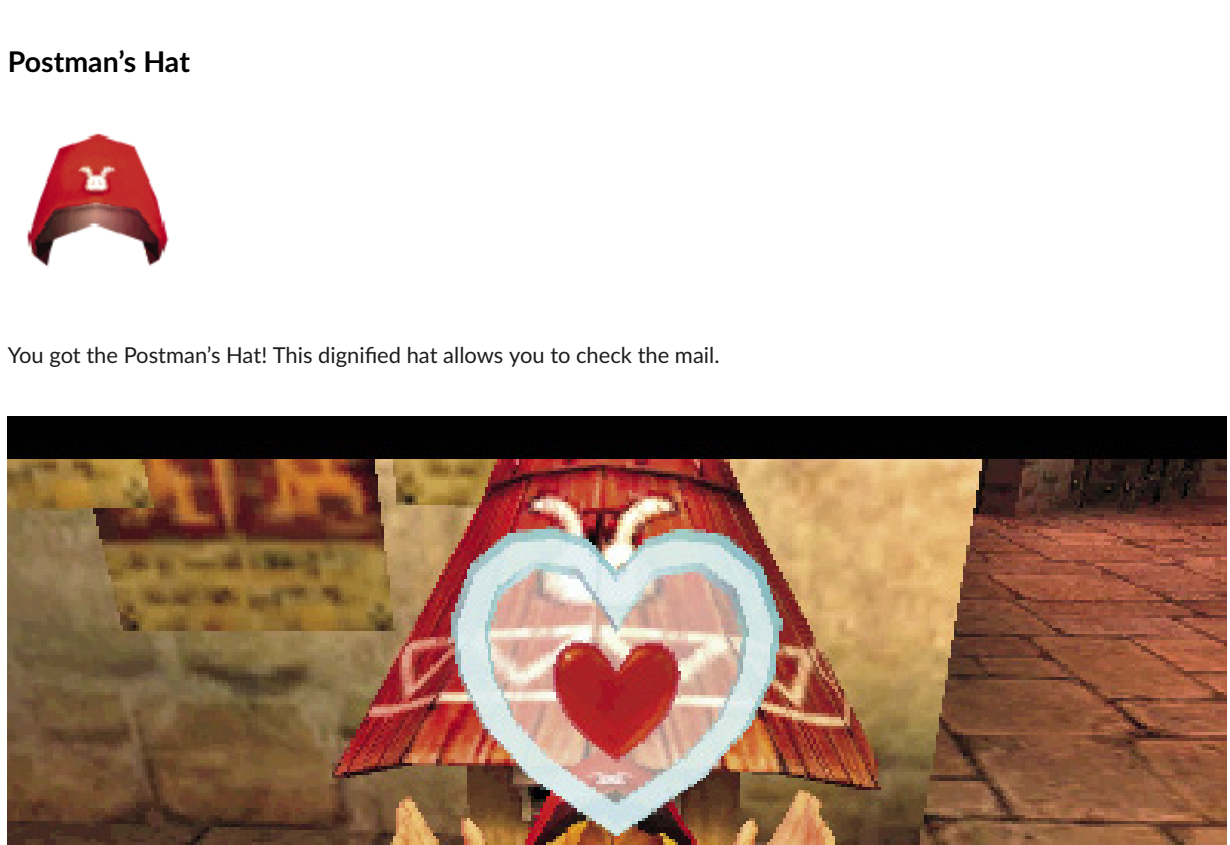
The postman dutifully sets about his task. Follow him to the Latte Milk Bar in East Clock Town, and then simply wait outside while he makes the delivery.

Continue waiting outside the Latte Milk Bar until the postman exits the building. He runs over to the nearby east gate; speak with the postman when he comes to a stop, and he'll hand you the Postman's Hat before hurrying out of town.

Postman's Hat

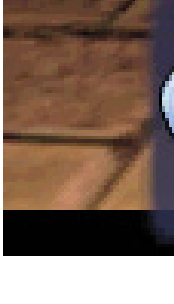


You got the Postman's Hat! This dignified hat allows you to check the mail.



Now that you've got the Postman's Hat, put it on and check any mailbox around Clock Town. Out pops a Piece of Heart!

Piece of Heart #48



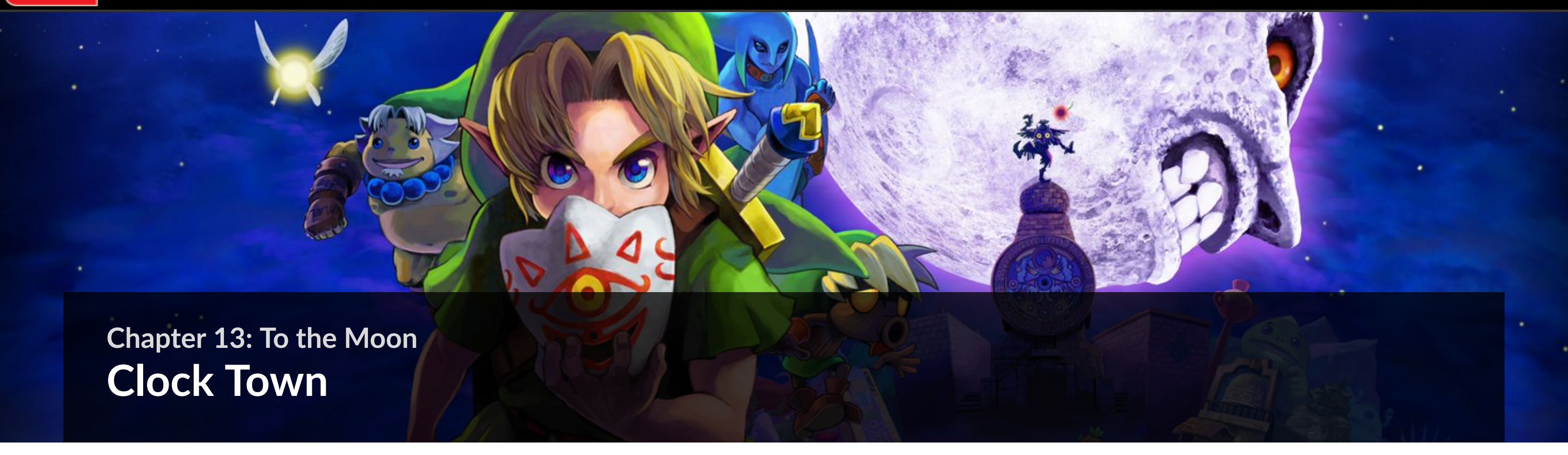
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

The End is Nigh

Well done, hero! You've just accomplished everything of importance around Termina. Only the final battle against the Skull Kid remains now. Save your game in preparation for the big showdown atop the Clock Tower.

Heartless

Did you notice that Link's life is lacking its last Heart Container? A quick check of the Masks menu shows that you're missing the final mask, too. Don't worry—all is as it should be. Assuming that you've followed this walkthrough to the letter, you'll be able to obtain the last mask and complete the final Heart Container on your way to the big boss.

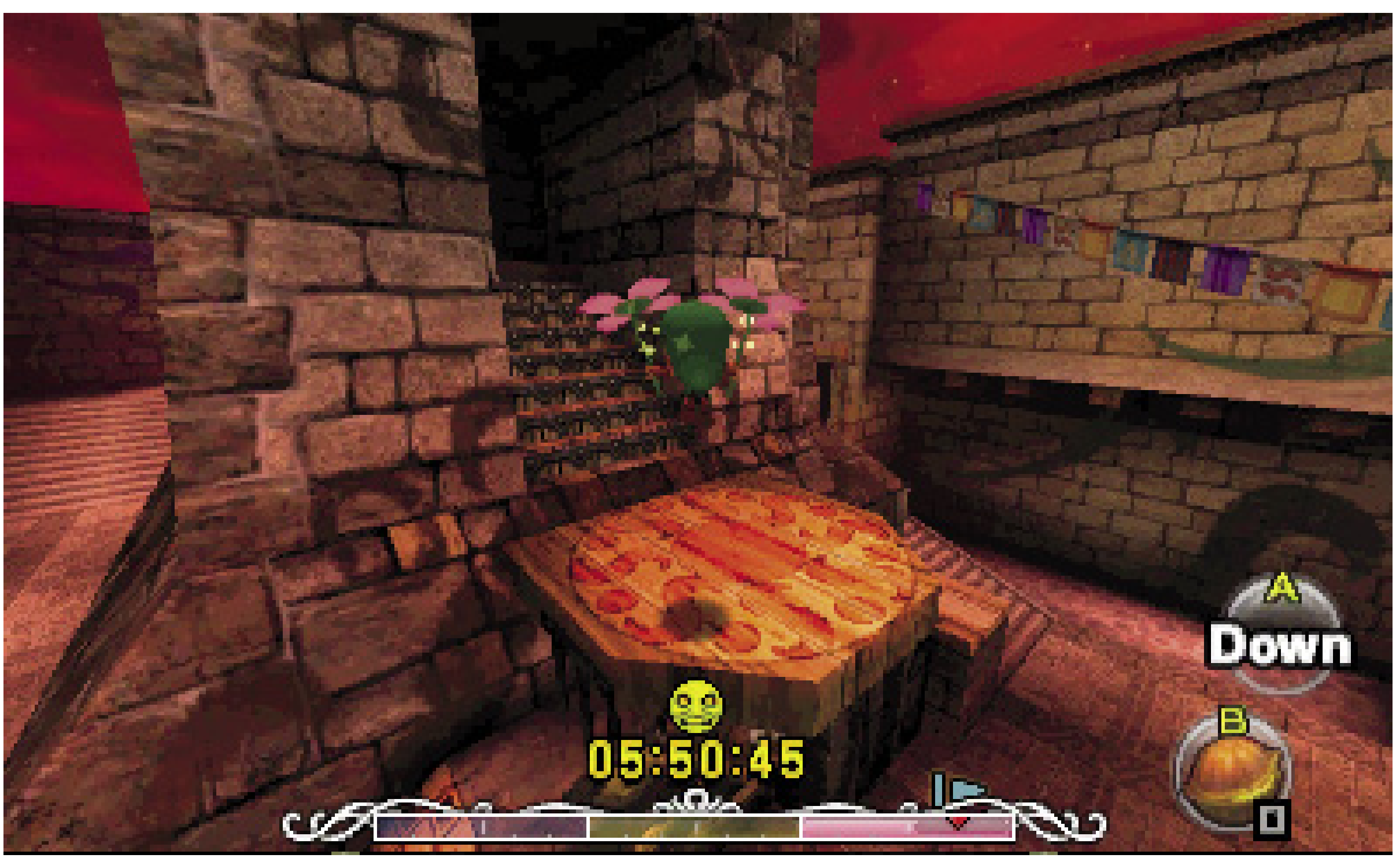


Chapter 13: To the Moon

Clock Town

Link has freed all four guardian spirits from their curses, and he's also accomplished every heroic feat that's doable throughout Termina. At last, the time has come for our hero to challenge the Skull Kid. The trials ahead will be difficult, but Link has grown strong. Nothing can stop him from saving the land from destruction!

Stopping the Skull Kid



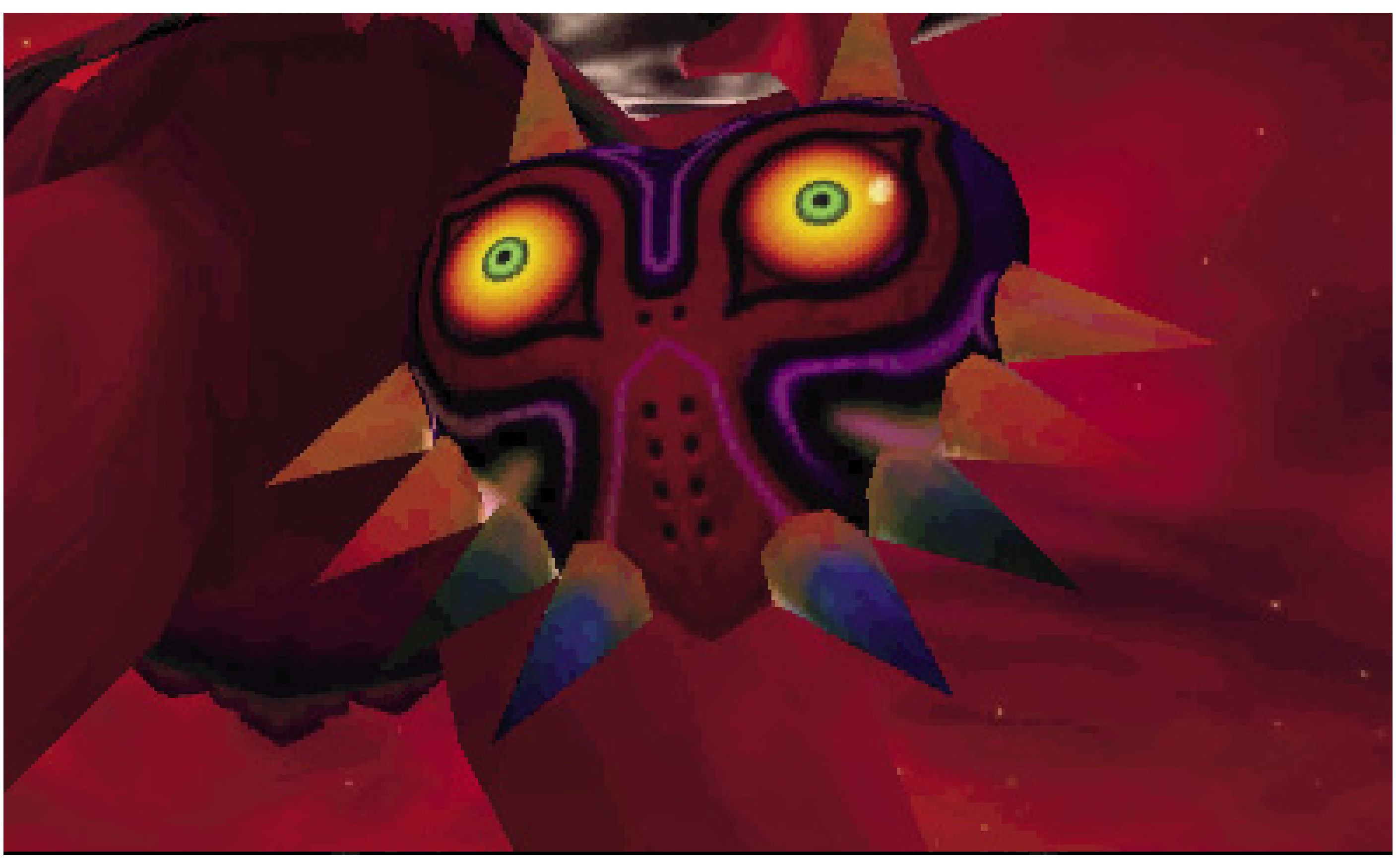
In order to save Termina, you'll need to confront the Skull Kid atop Clock Town's Clock Tower. Remember how to do this? You must obtain the Moon's Tear by gazing at the Skull Kid through the observatory telescope. Trade the Moon's Tear to the Business Scrub that lives in the Deku Flower near the Clock Tower for the Town Title Deed, and you'll be able to use his Deku Flower. Launch up from the flower and glide onto the Clock Tower, then use the Song of Double Time to advance to midnight (12 a.m.) on the Night of the Final Day. Climb to the Clock Tower's roof after it opens.

Stock Up

You might want to travel around and stock up for the challenges to come. Repeatedly soar to the Stone Tower, and smash the jars near the owl statue for bombs, arrows, and a Fairy that you can catch in a bottle.

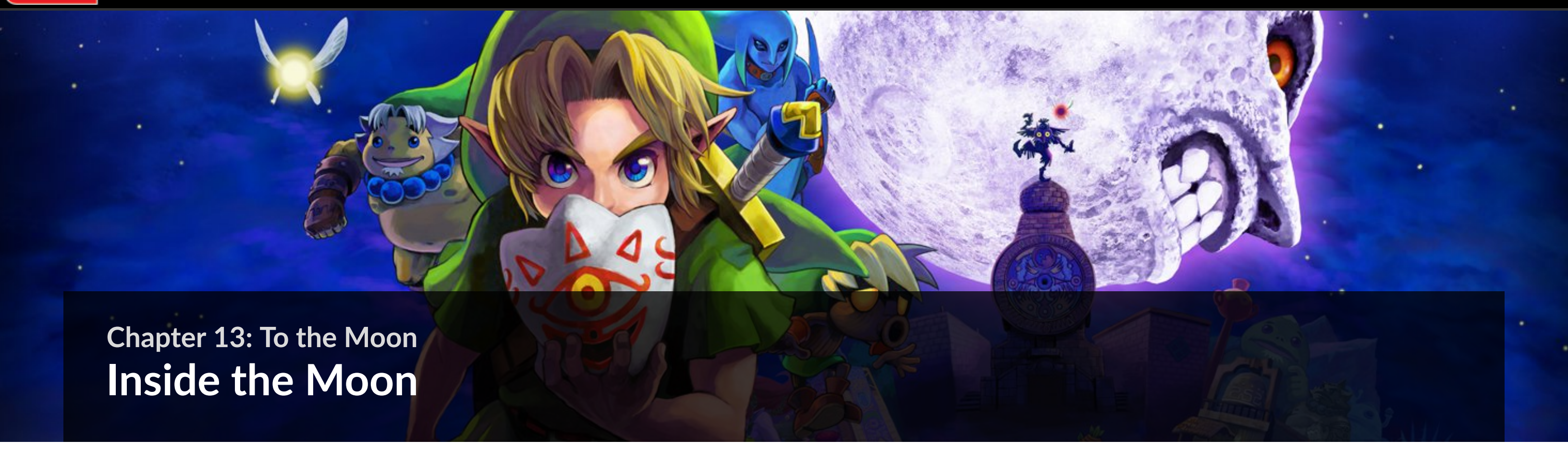
High atop the Clock Tower, a familiar scene plays out. Wielding the power of Majora's Mask, the Skull Kid flies through the air, taunting you. Don't bother battling the Skull Kid—you can't harm him. Instead, whip out your Deku Pipes (or any other instrument), and play the Oath to Order.

The Oath to Order's commanding melody calls forth the four guardian spirits that Link has freed throughout Termina. Using their combined might, these ancient giants manage to halt the moon's descent. You've done it!

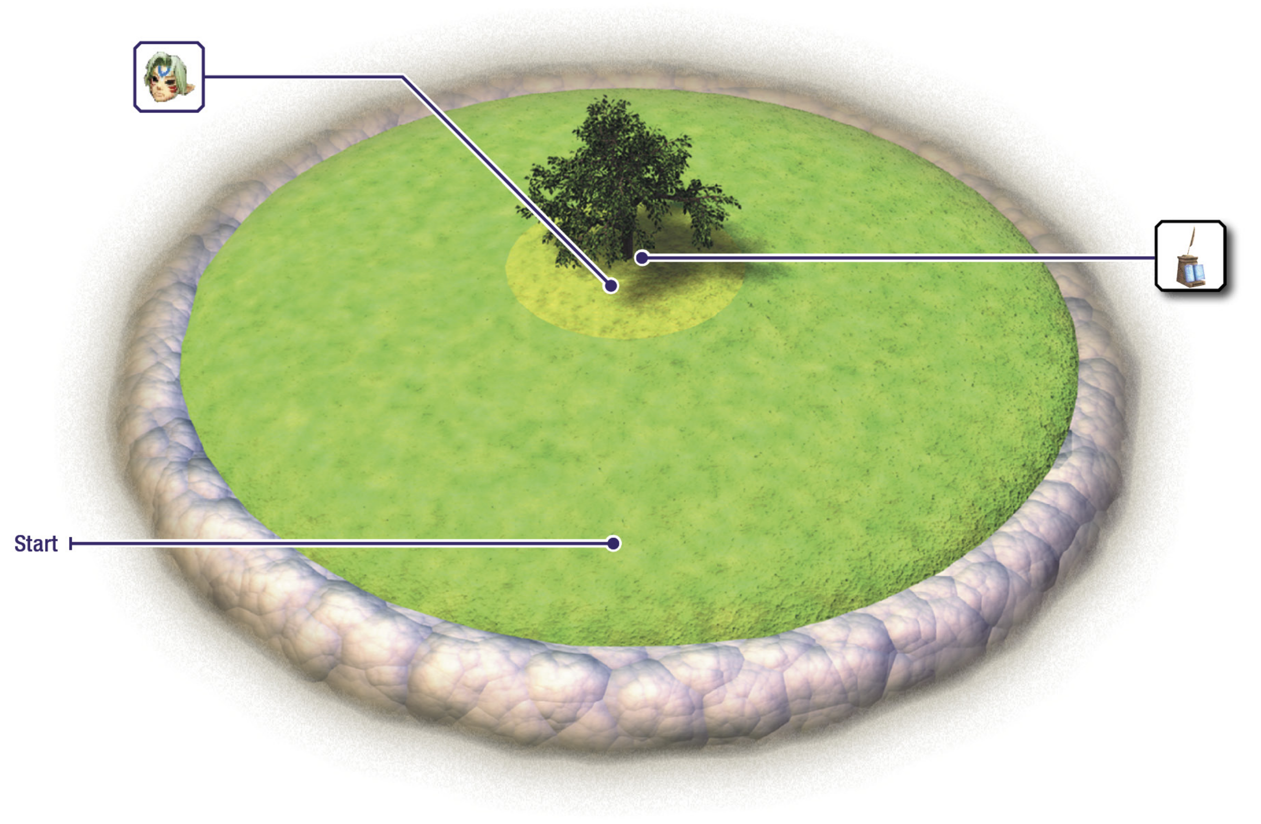


Suddenly, the Skull Kid's mask—Majora's Mask—begins to speak. The cursed mask says that it no longer needs the "puppet" that it's been occupying, and it removes itself from the Skull Kid. Majora's Mask promptly flees into the moon's yawning mouth, leaving the Skull Kid behind, unconscious.

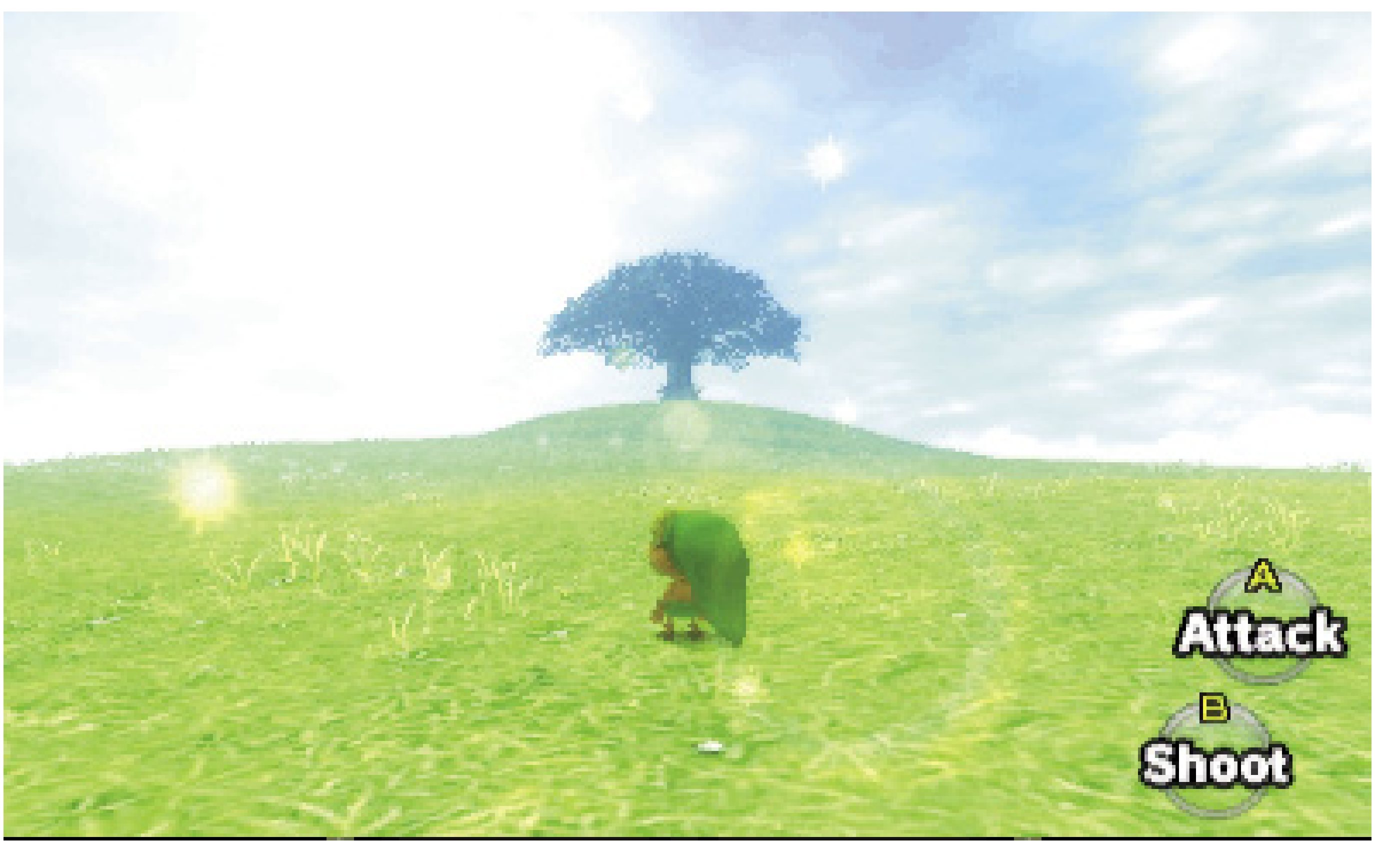
It's now clear that Majora's Mask itself is a demon that's to blame for all of the trouble around Termina, not the Skull Kid. Worse, it seems to be strengthening the moon's descent, and the giants are really struggling to hold it now. You must do something. Hurry into the moon's mouth in pursuit of Majora's Mask.

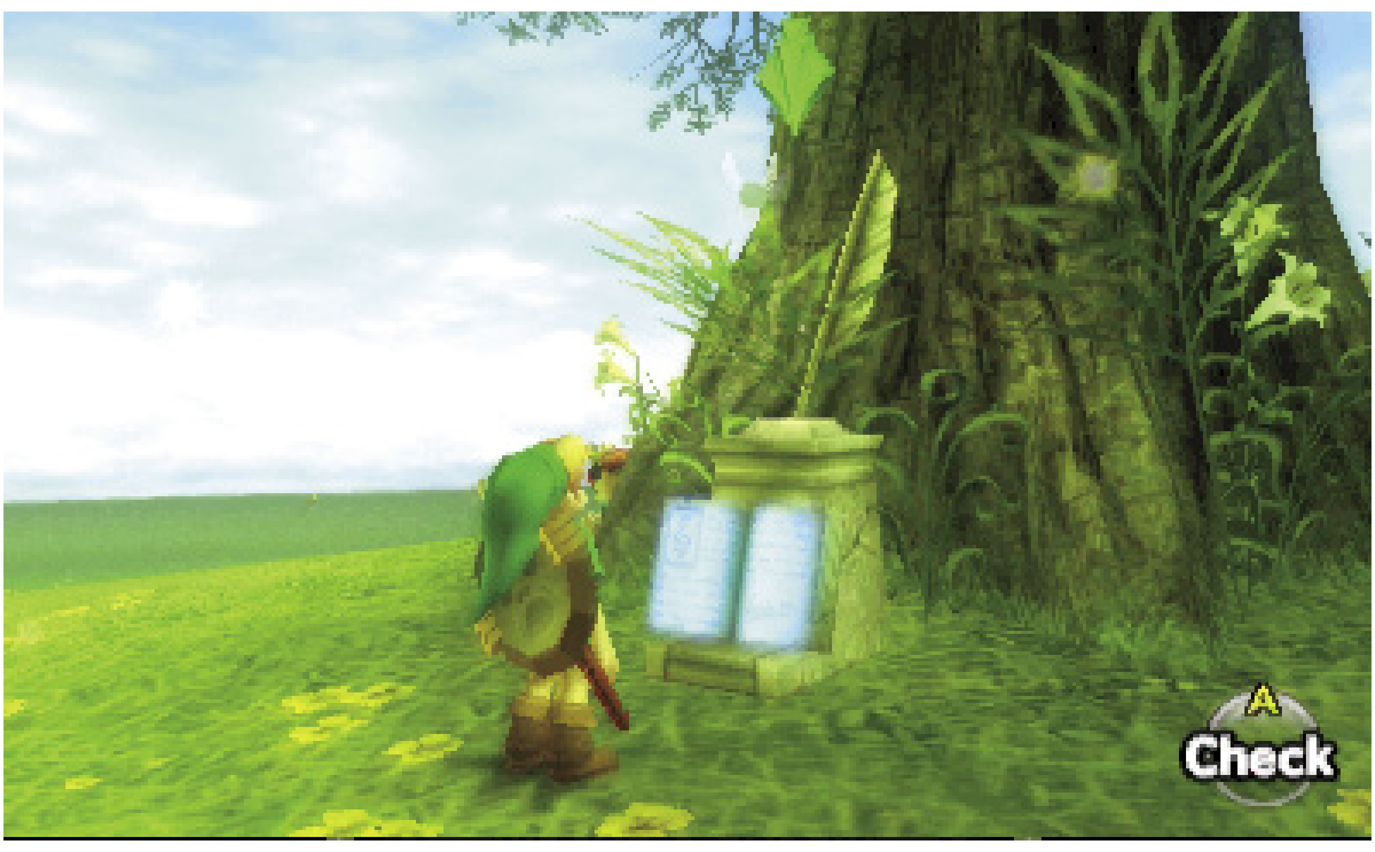


Inside the Moon



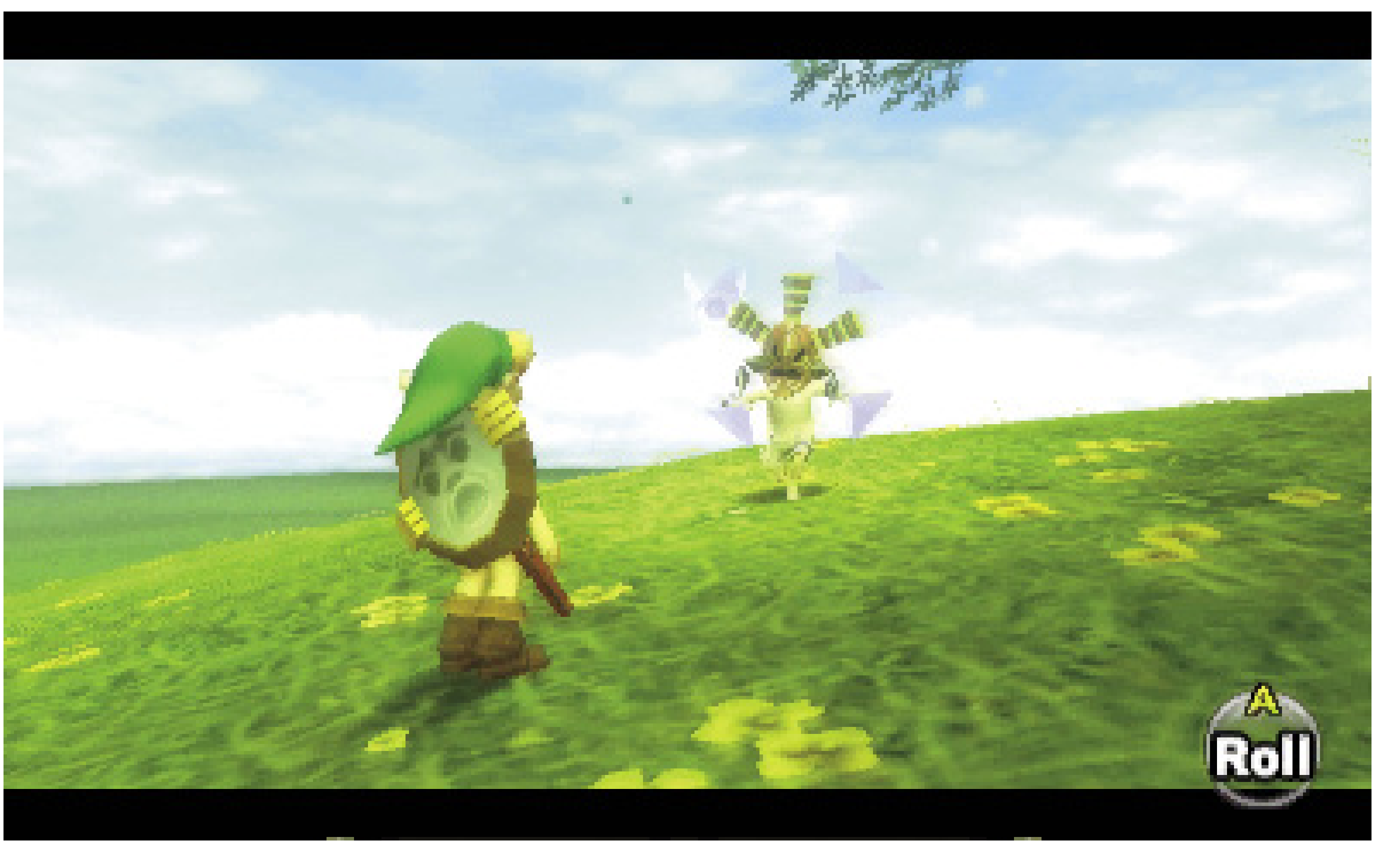
Where are You?

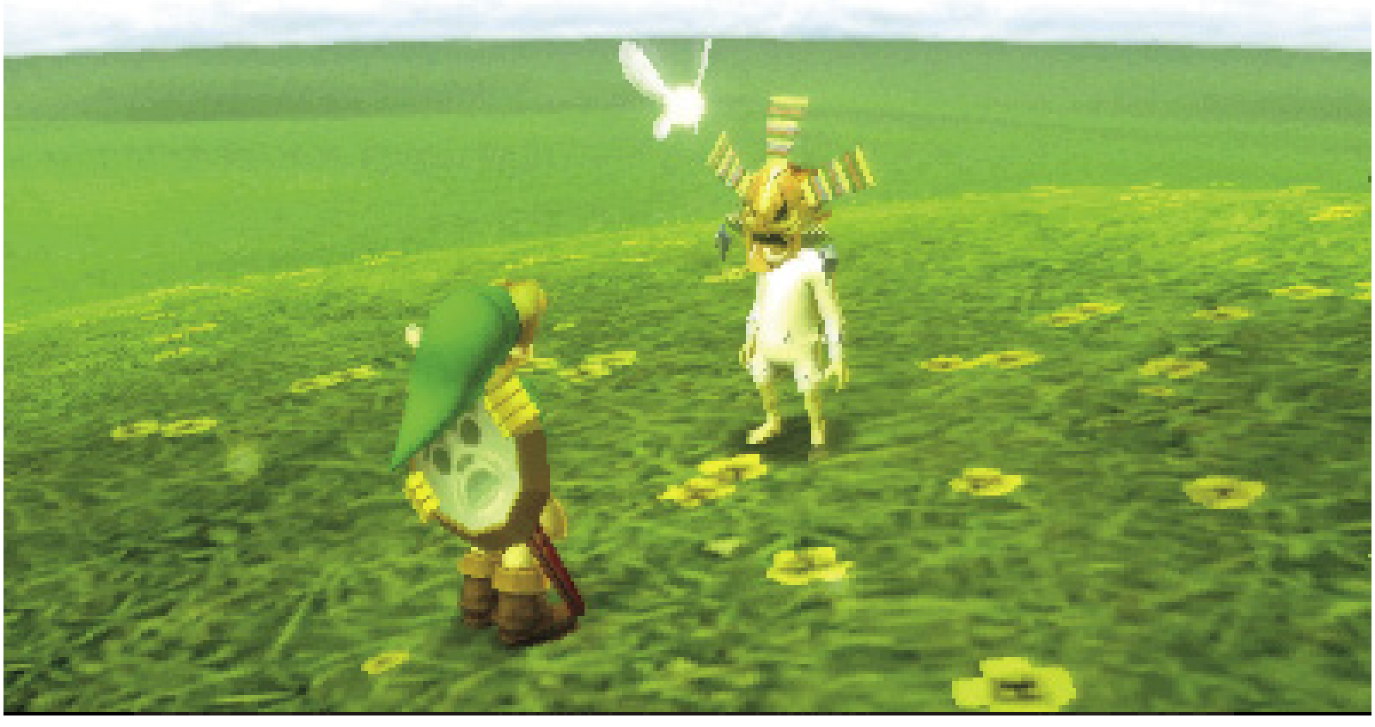




You might expect the moon's interior to be some sort of creepy dungeon, but such is not the case. Instead, you find yourself in a big grassy field on a sunlit day, with a big tree in the distance. What a trip!

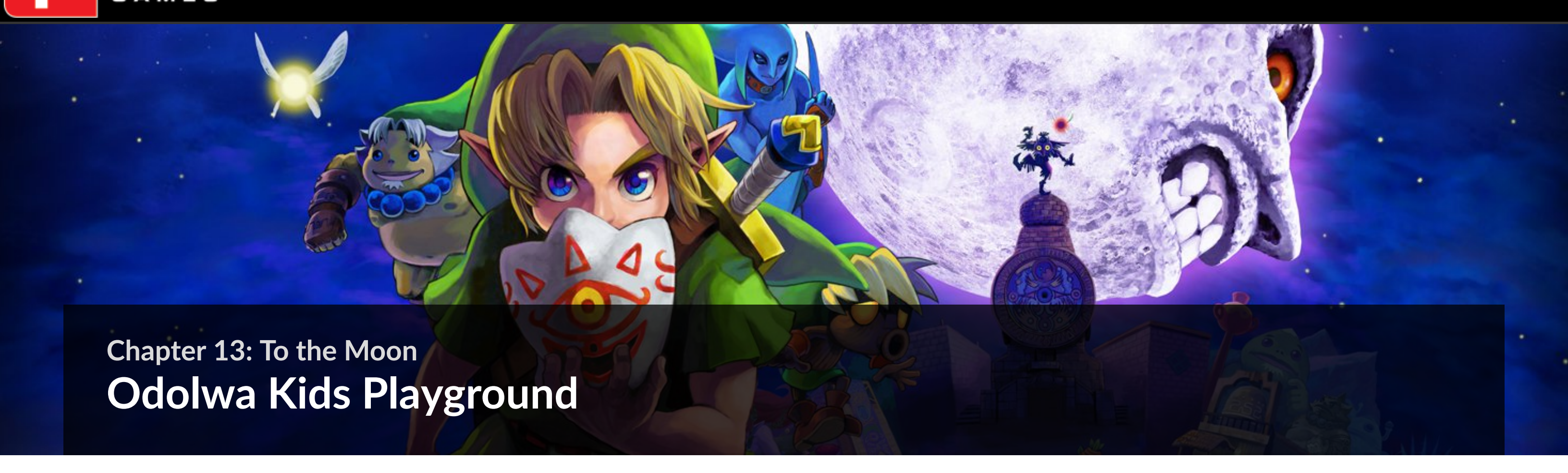
Approach the tree to find a group of children frolicking around. Only one of the kids isn't playing: the one who sits near the save statue, with Majora's Mask on. Ignore this child for the moment, and save your game.





After saving, speak to the child who's wearing Odolwa's Mask (the tribal mask worn by Odolwa, the boss of Woodfall Temple). The child likes your collection of masks and asks if you'll sell him one. Go ahead and give him a mask that no longer holds much use or value. Don't give the child a mask that gives you a special power, though, for those might still be of use. (For example, the Blast Mask and Bunny Hood are worth keeping, as they may come in handy.)

Give the child a mask, and he'll consider you a nice person. He'll invite you to play a game of hide-and-seek, and you'll be whisked away to a new area.



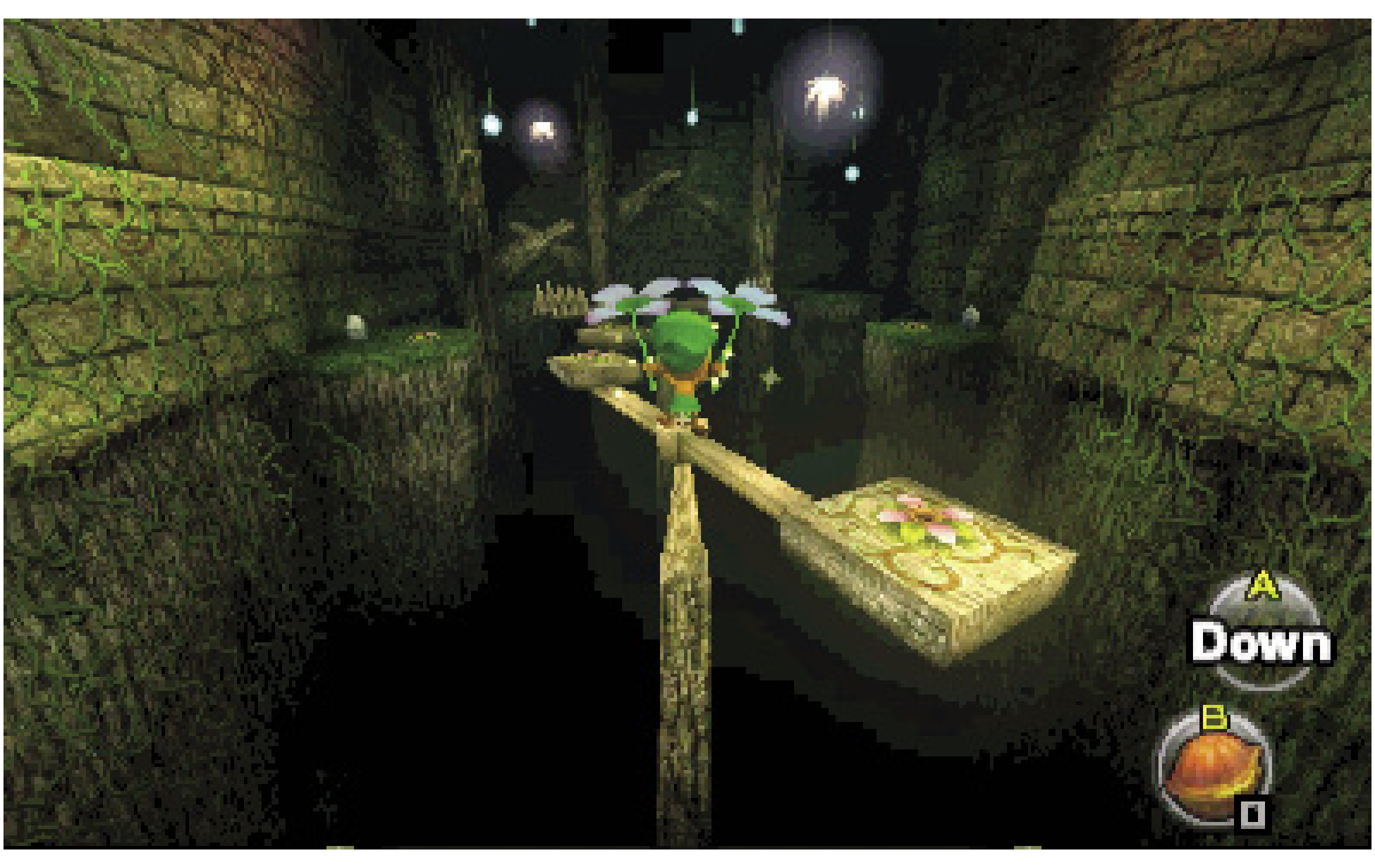
Odolwa Kids Playground

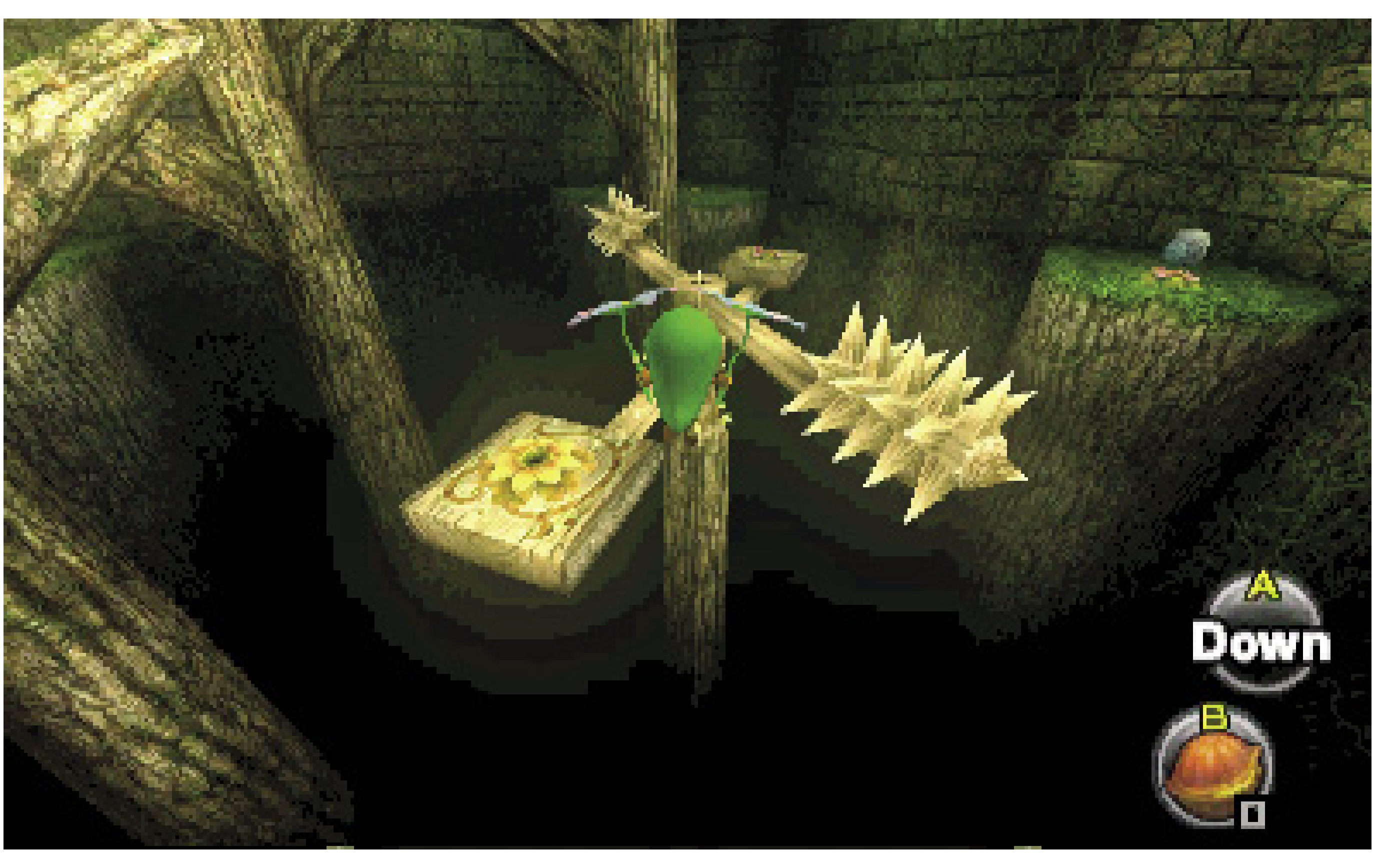
Gliding Game

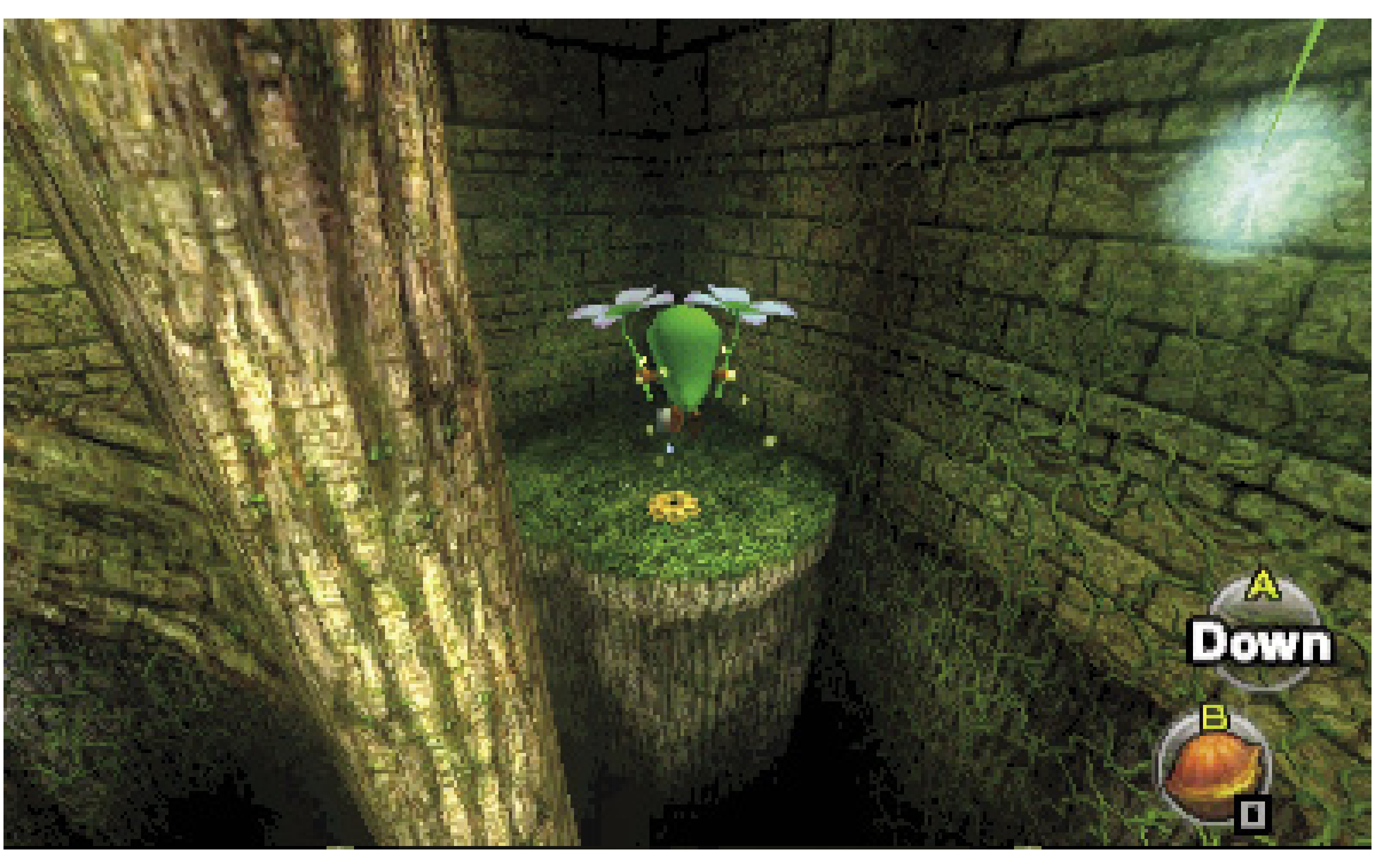
The child in the Odolwa Mask sends you to a most unusual place: a floorless cavern with two spinning platforms in its center. Put on the Deku Mask and burrow into the entry ledge's Deku Flower, then launch out and glide onto one of the arms of the first spinning platform. It takes a few seconds to reach the platform, so start gliding early, and meet the platform as it turns toward you.

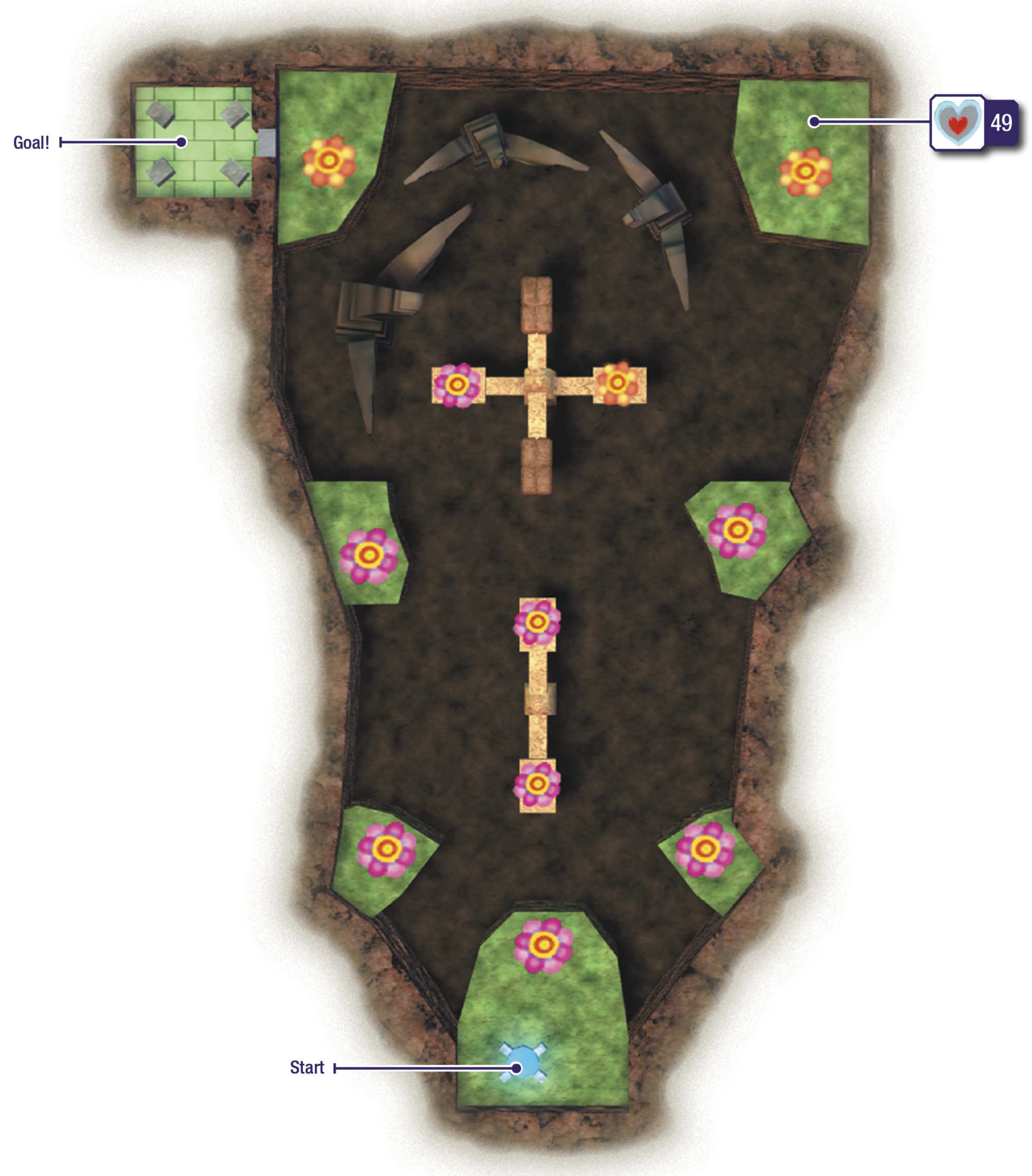
Burrow into the Deku Flower on the first spinning platform's arm, then launch up and glide to one of the room's outside ledges. Notice that the second spinning platform features a gold Deku Flower. Use your ledge's Deku Flower to reach the second spinning platform, aiming to land on the arm that holds the gold Deku Flower.

Quickly dive into the gold Deku Flower to avoid being knocked off the platform by the spiked spinner on top. (You're safe as long as you remain burrowed in the Deku Flower.) As the platform spins around, spy a corner ledge with a gold Deku Flower. Launch up from your gold Deku Flower, and glide over to that ledge to discover a Piece of Heart.



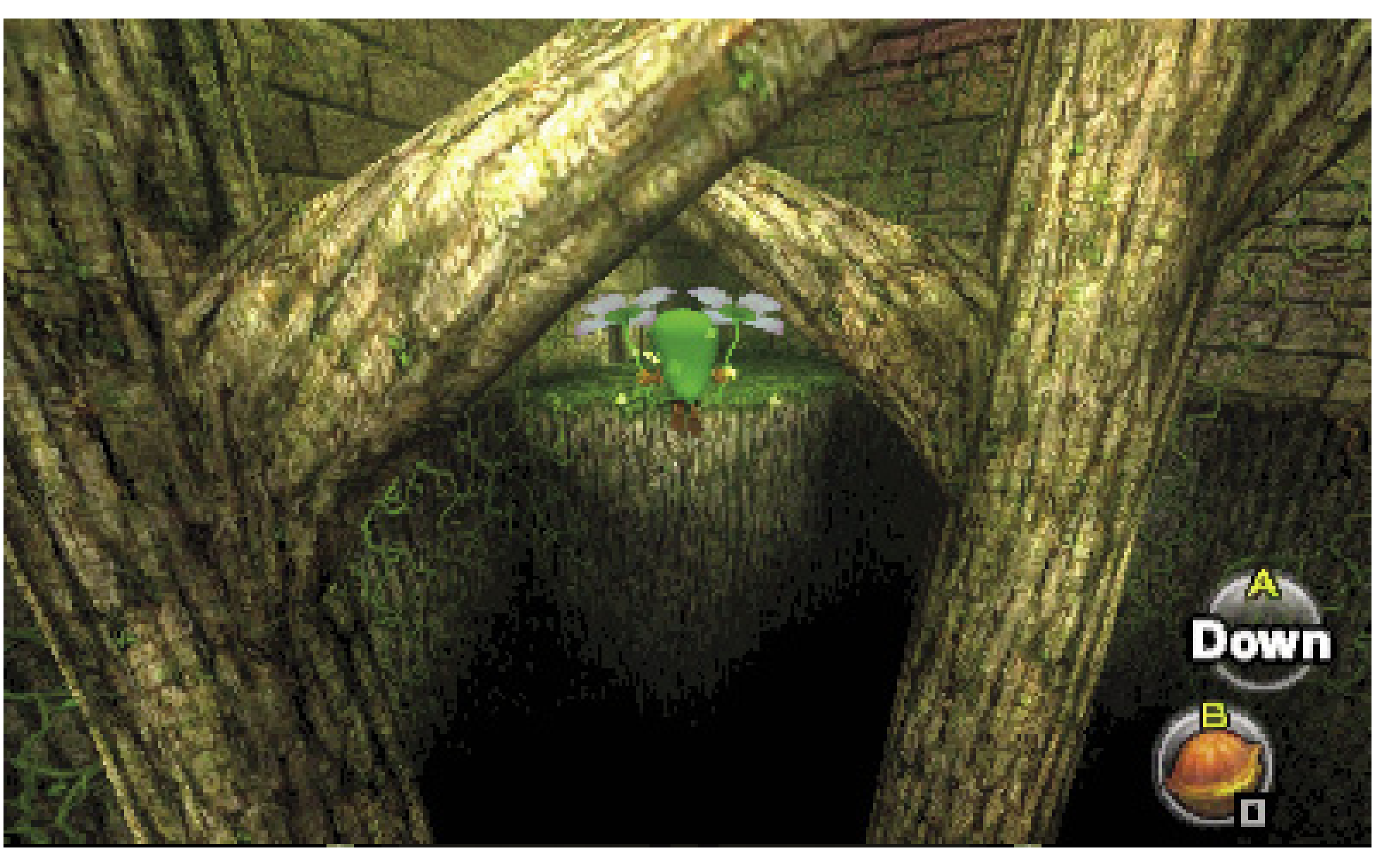






Piece of Heart #49

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

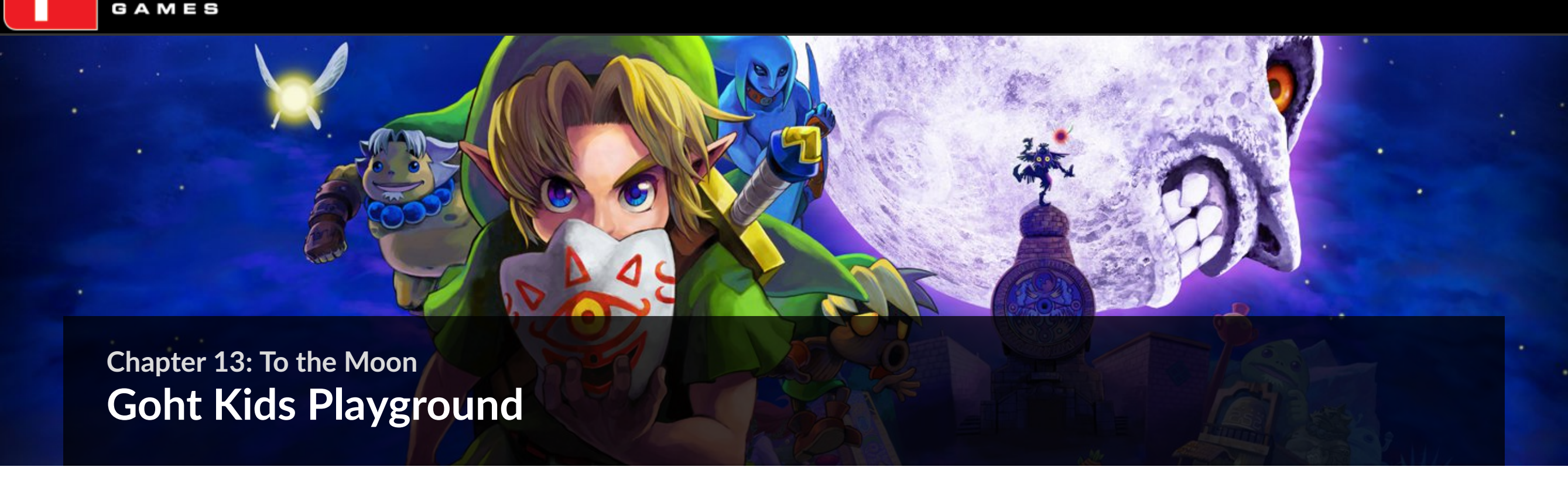


Glide back over to the second spinning platform, but this time, aim to land on the arm with the normal (pink) Deku Flower. Burrow into that Deku Flower, and this time, launch out and glide to the other corner ledge, passing between two trees to reach it.

Land on the ledge, and then go through the door to find the masked child waiting for you. Take off the Deku Mask and speak to the child, who asks you for another mask. Give him one that no longer holds much value, and you'll be returned to the grassy field with the big tree.

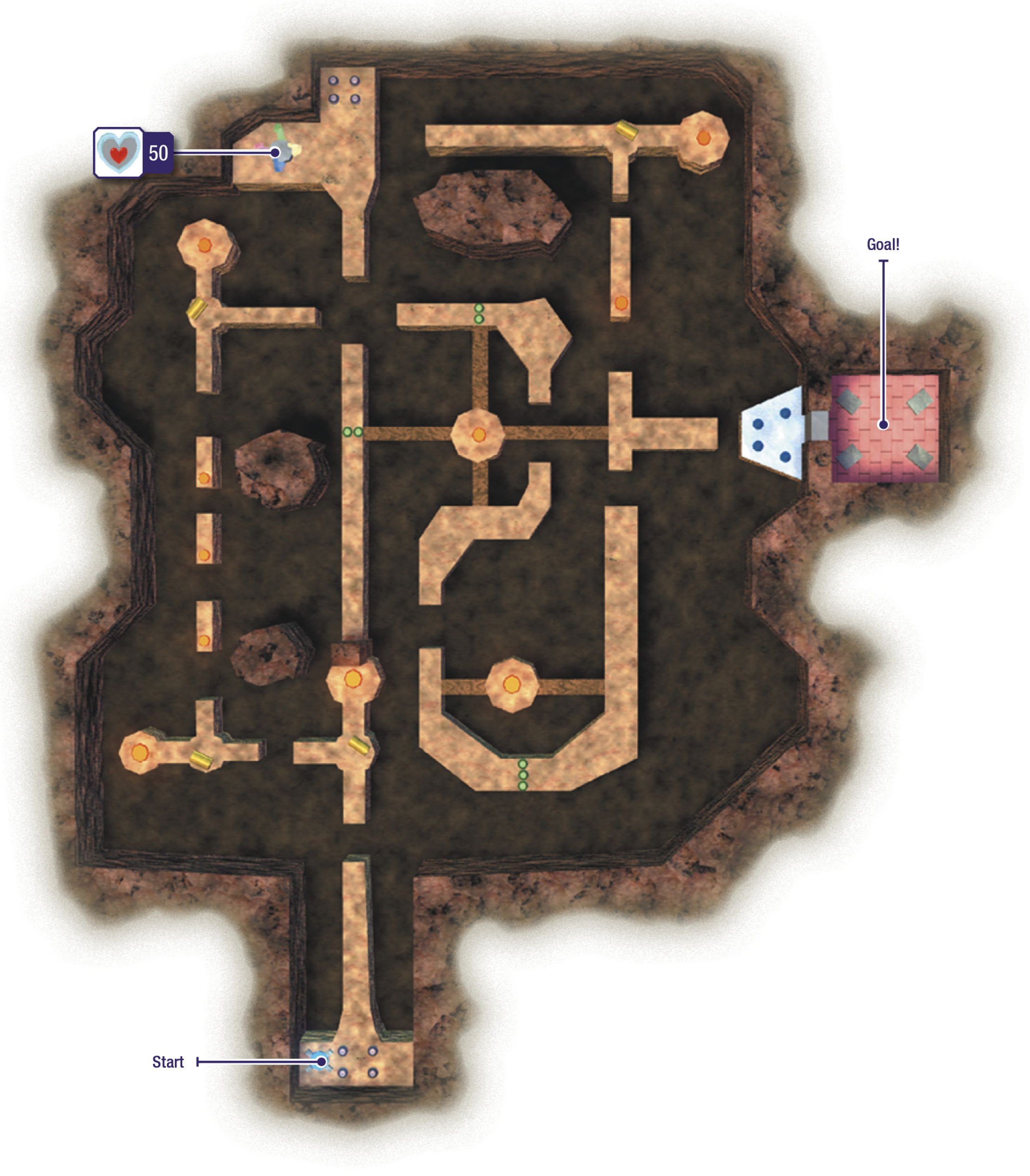
More Kid's Play

Return to the big tree, and save your game. Speak with the child who wears Goht's Mask next. (It's the mask with the two big horns that the bull-like boss of Snowhead Temple wore.) Give this child two masks to play his game.



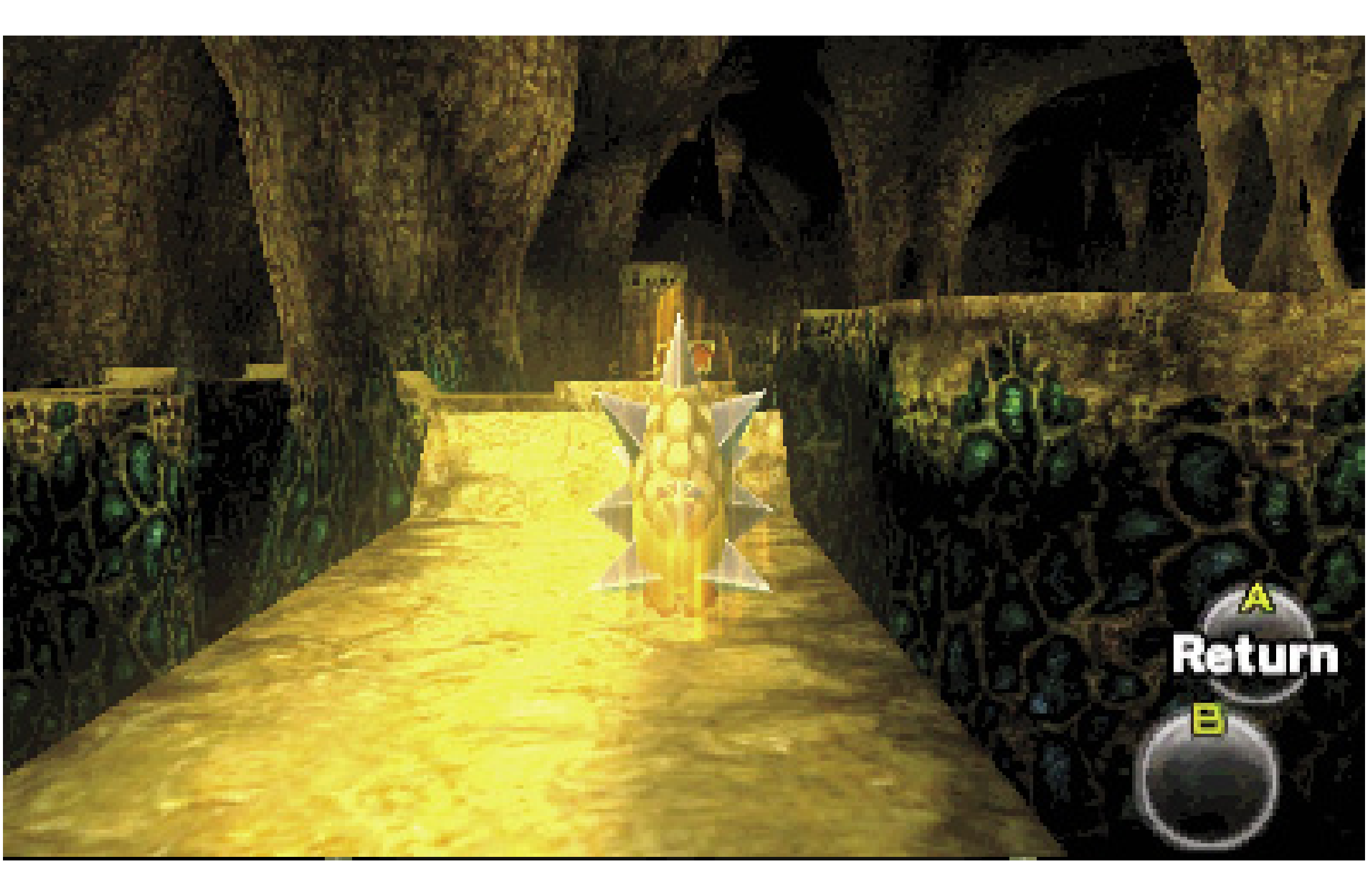
Chapter 13: To the Moon

Goht Kids Playground



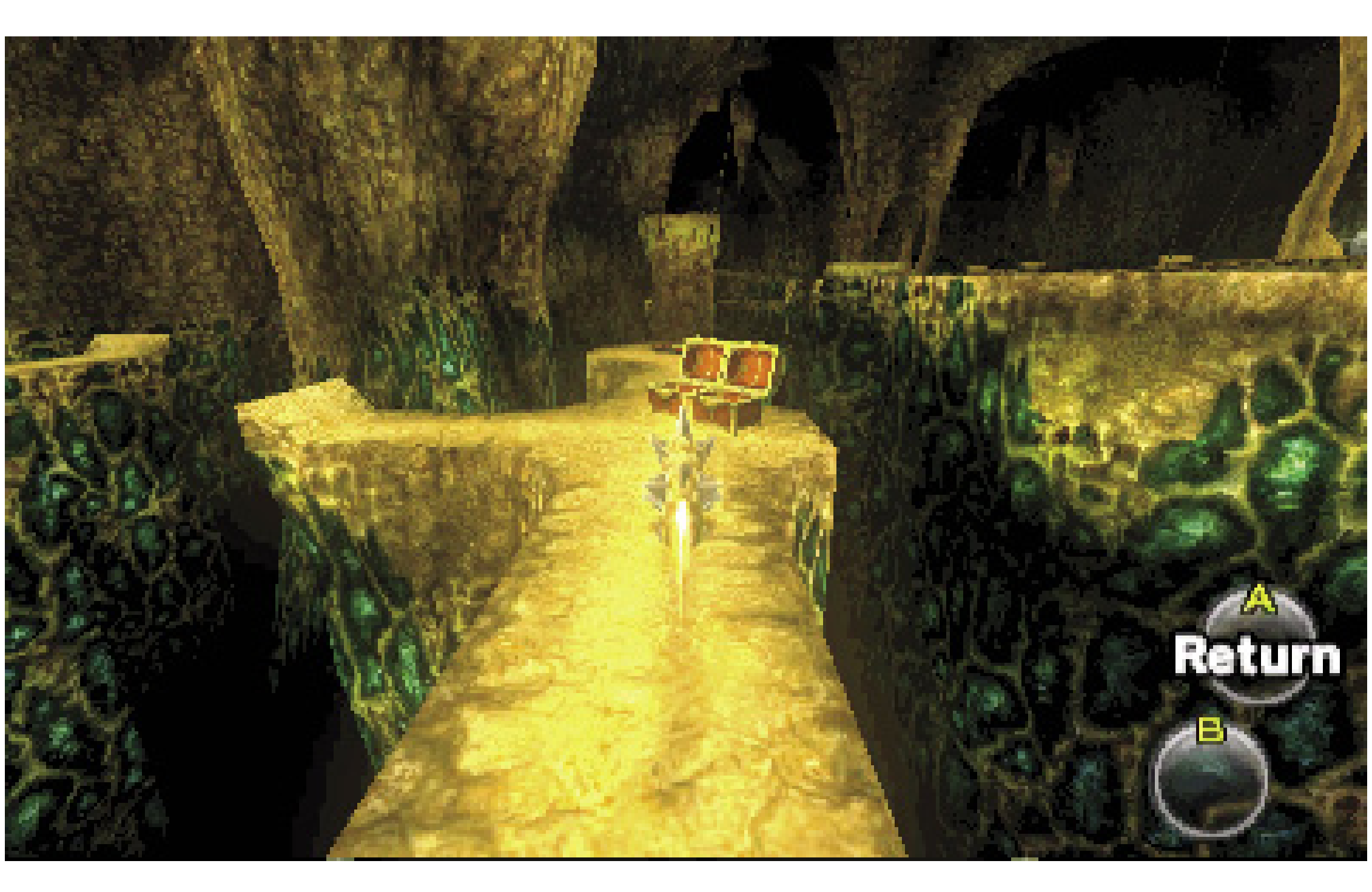
Just Roll with It

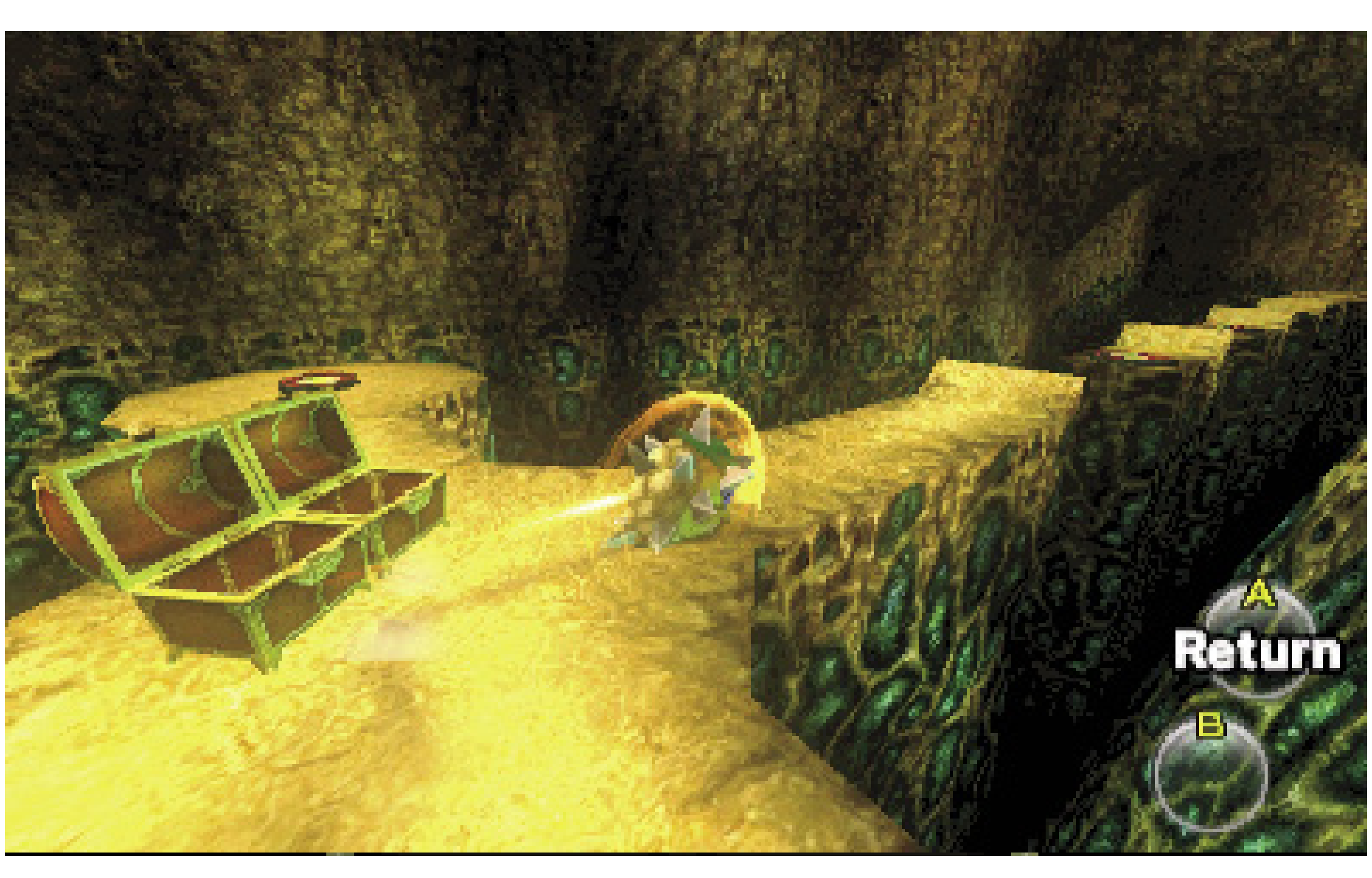
This challenging segment demands mastery over Goron Link's roll. Take time to line up with the first straight area perfectly so that you can roll forward in a straight line, hit top speed, and zip over the first gap.



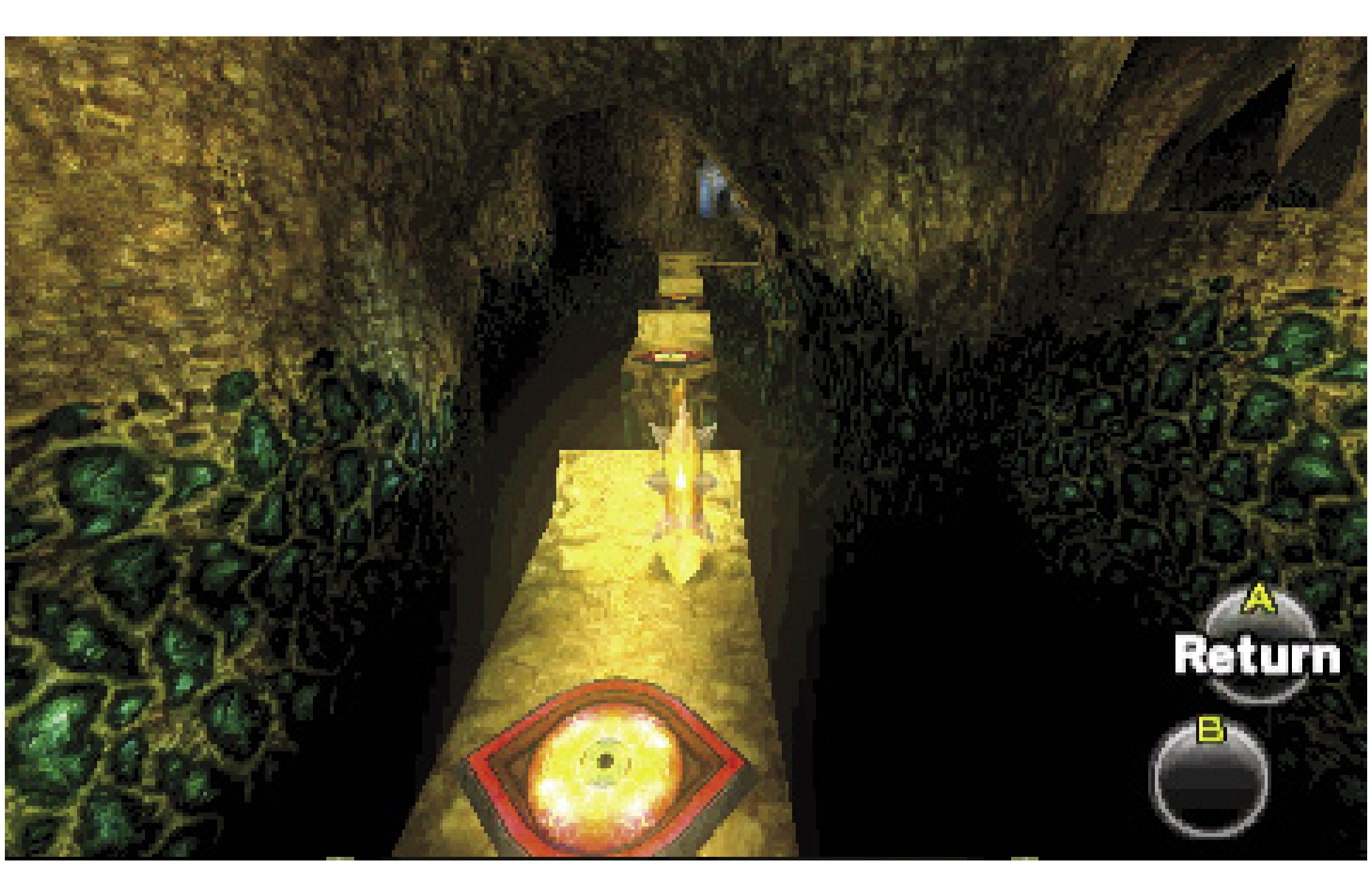
The moment that your spikes pop out, stop pressing forward and release all the buttons. If you lined up your first roll perfectly, you'll bounce off a pair of open chests after you land and get redirected to the left. You'll then automatically hop another gap. Let this happen without pressing any buttons or directions.

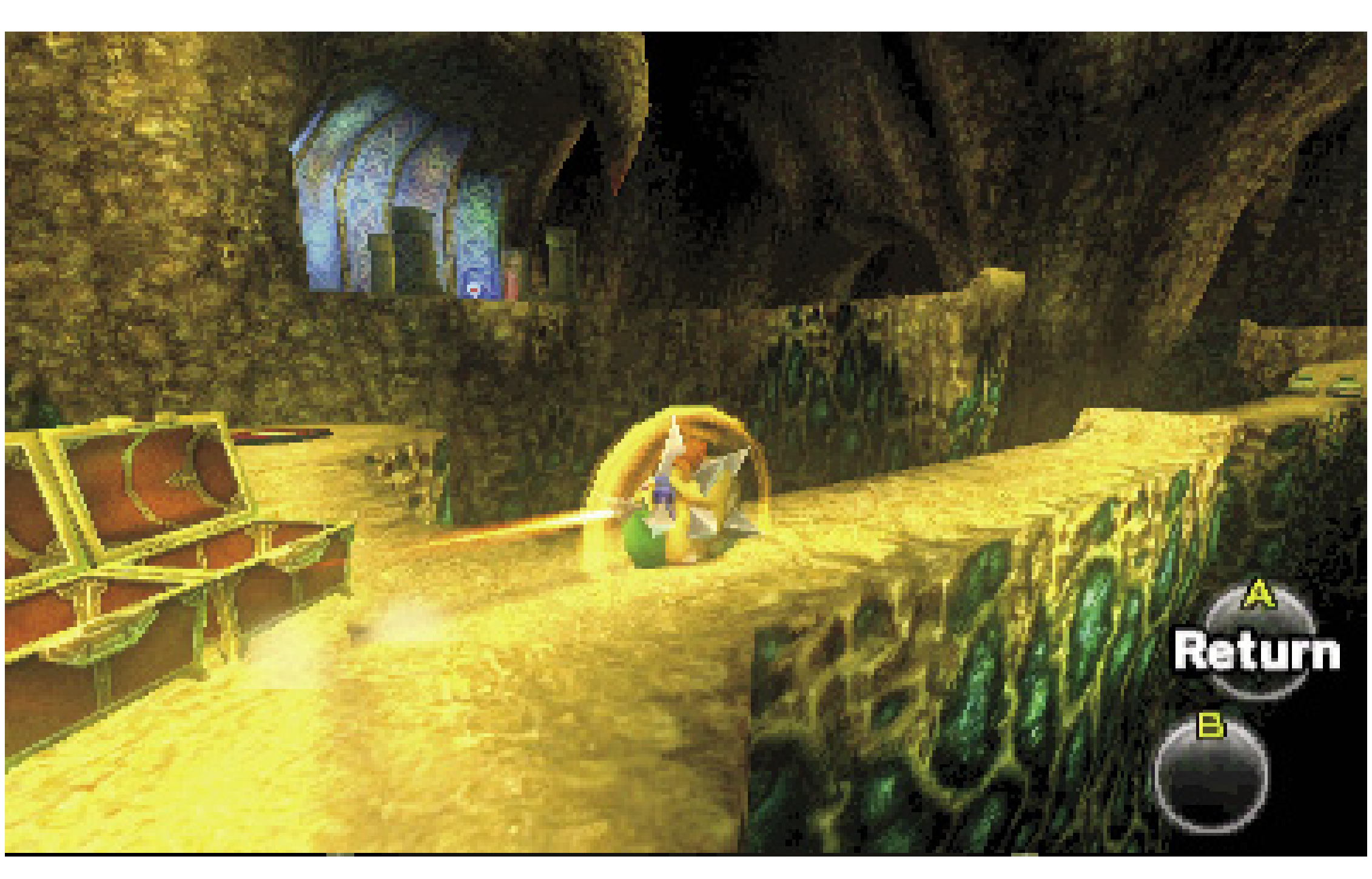
Again, if you lined up your initial roll perfectly, you'll jump the left gap, bounce off of two more chests, and be redirected to the right. Keep letting Goron Link roll without pressing anything.



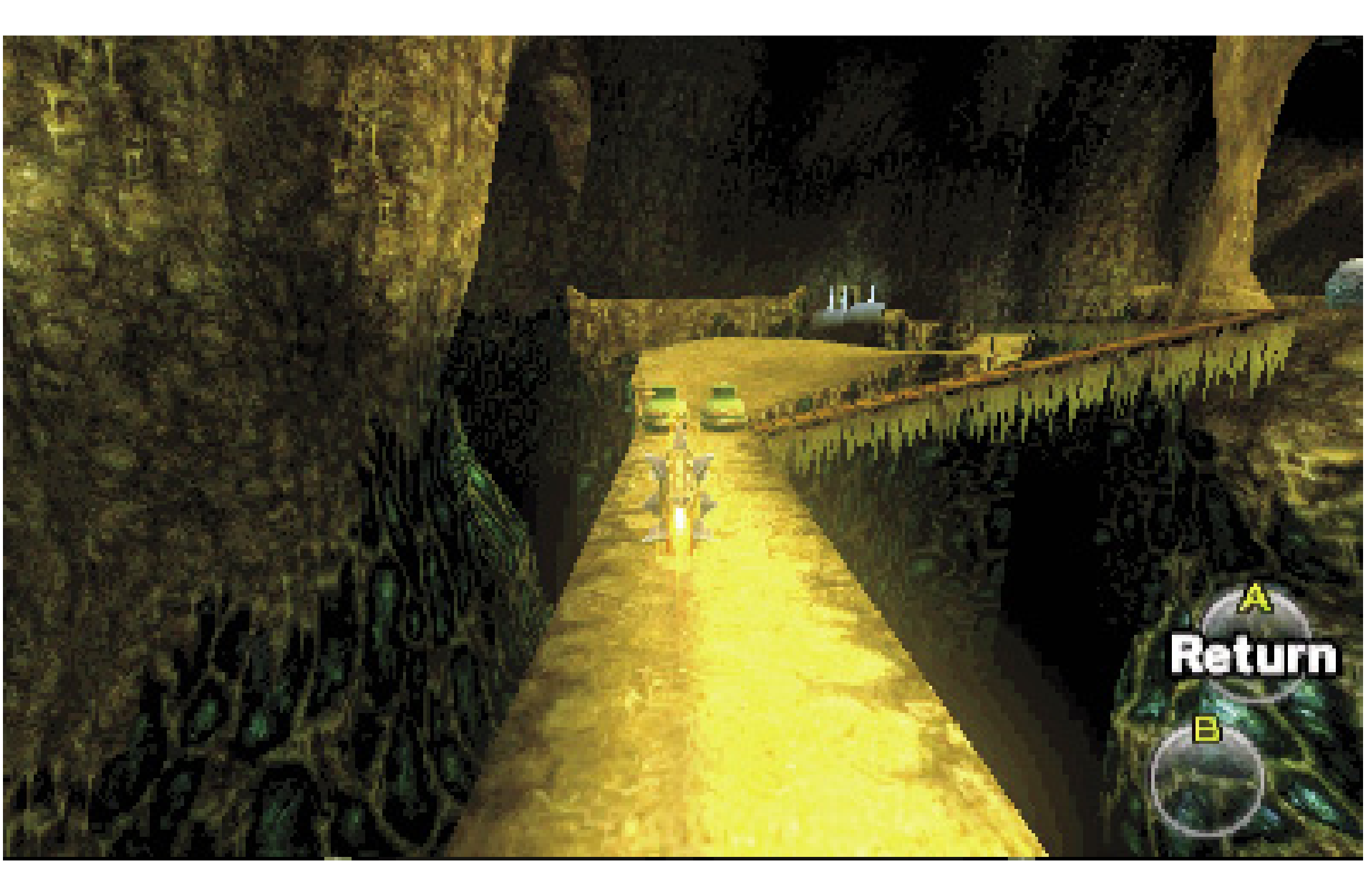


You next hit a long straight pass with several jumps. Again, assuming you made a perfect start, you'll automatically leap each gap on your way to a third pair of chests.

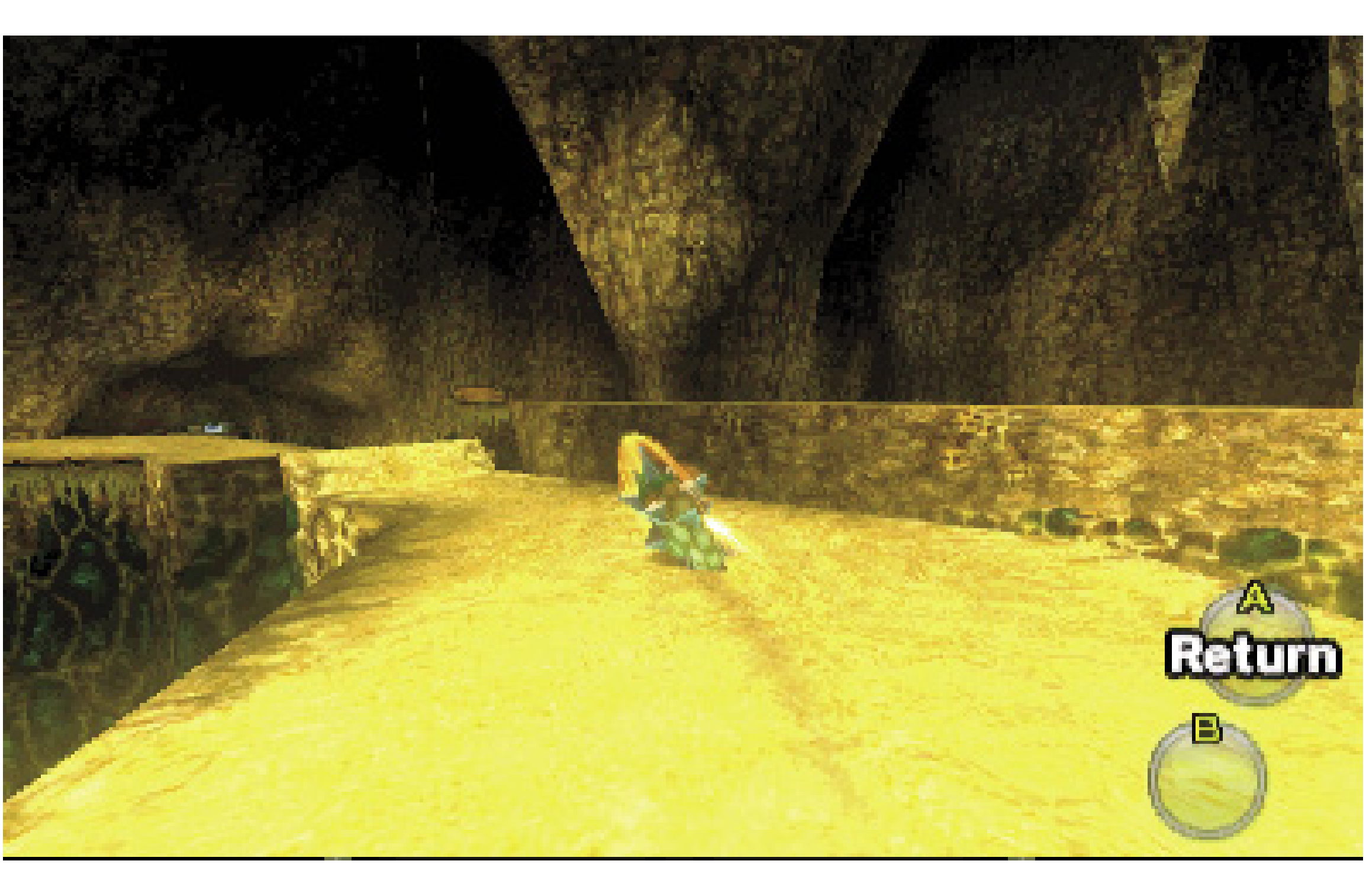




If you've made it all the way to the third pair of chests, then you're in good shape. You'll bounce off of them, and then leap one more gap on your way to two green jars.



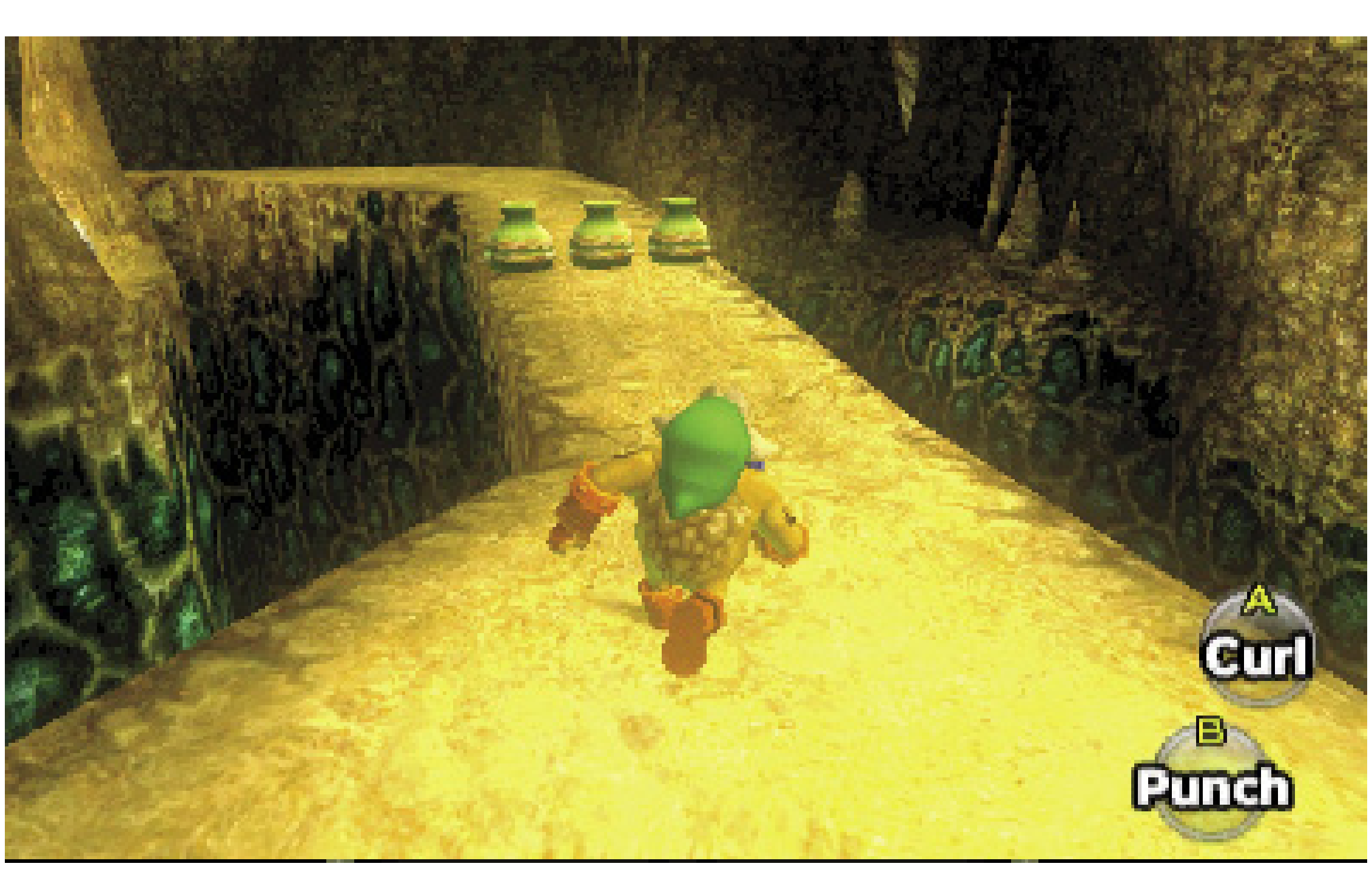
After you smash through these two green jars, turn right sharply, and you'll round a tight corner and make another jump. This is a difficult turn, so don't worry if it takes a few tries to nail it.

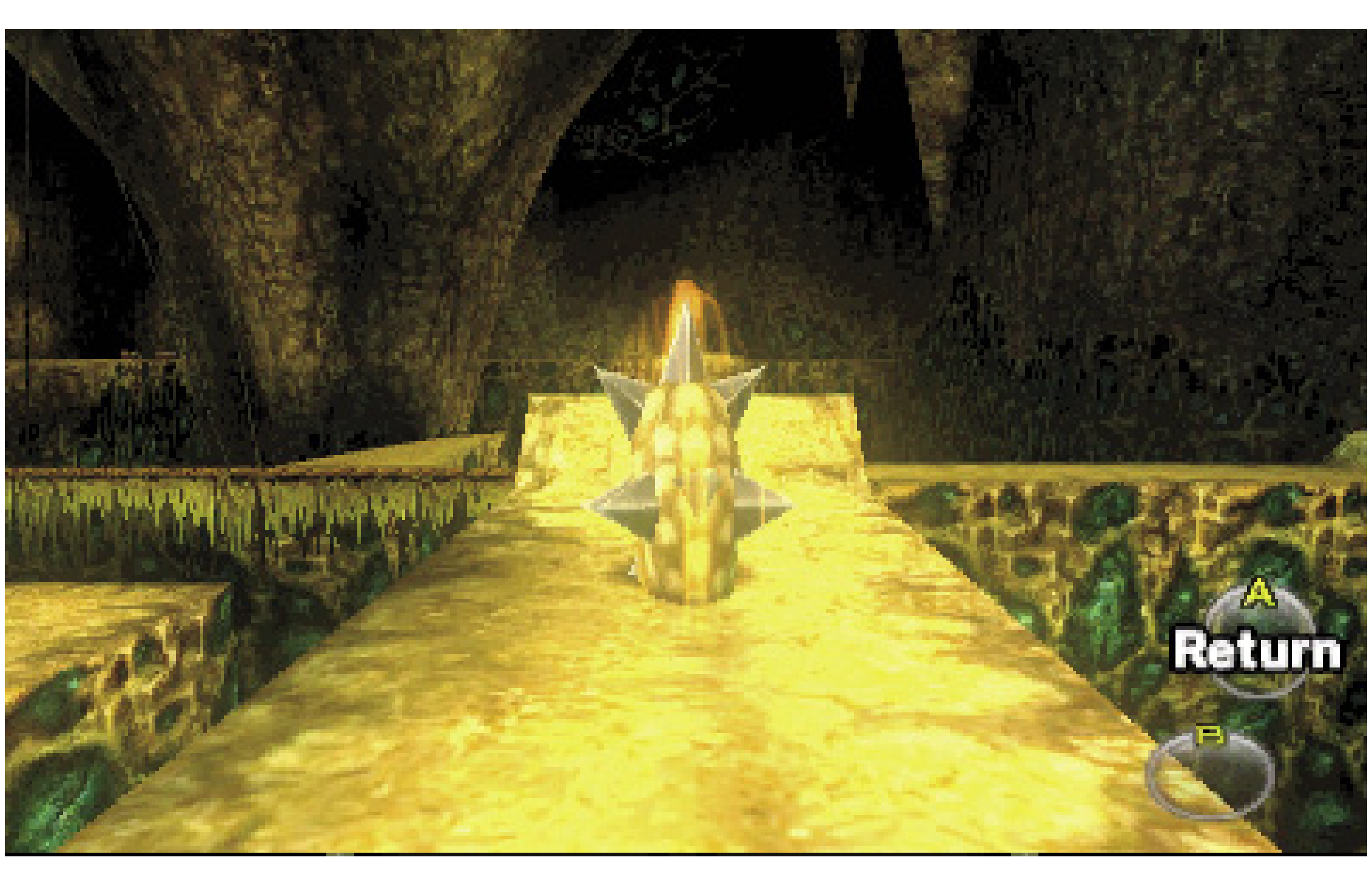


After turning right and jumping, countersteer sharply to the left, and round the next tight turn that follows. You'll leap another gap and land near three green jars.

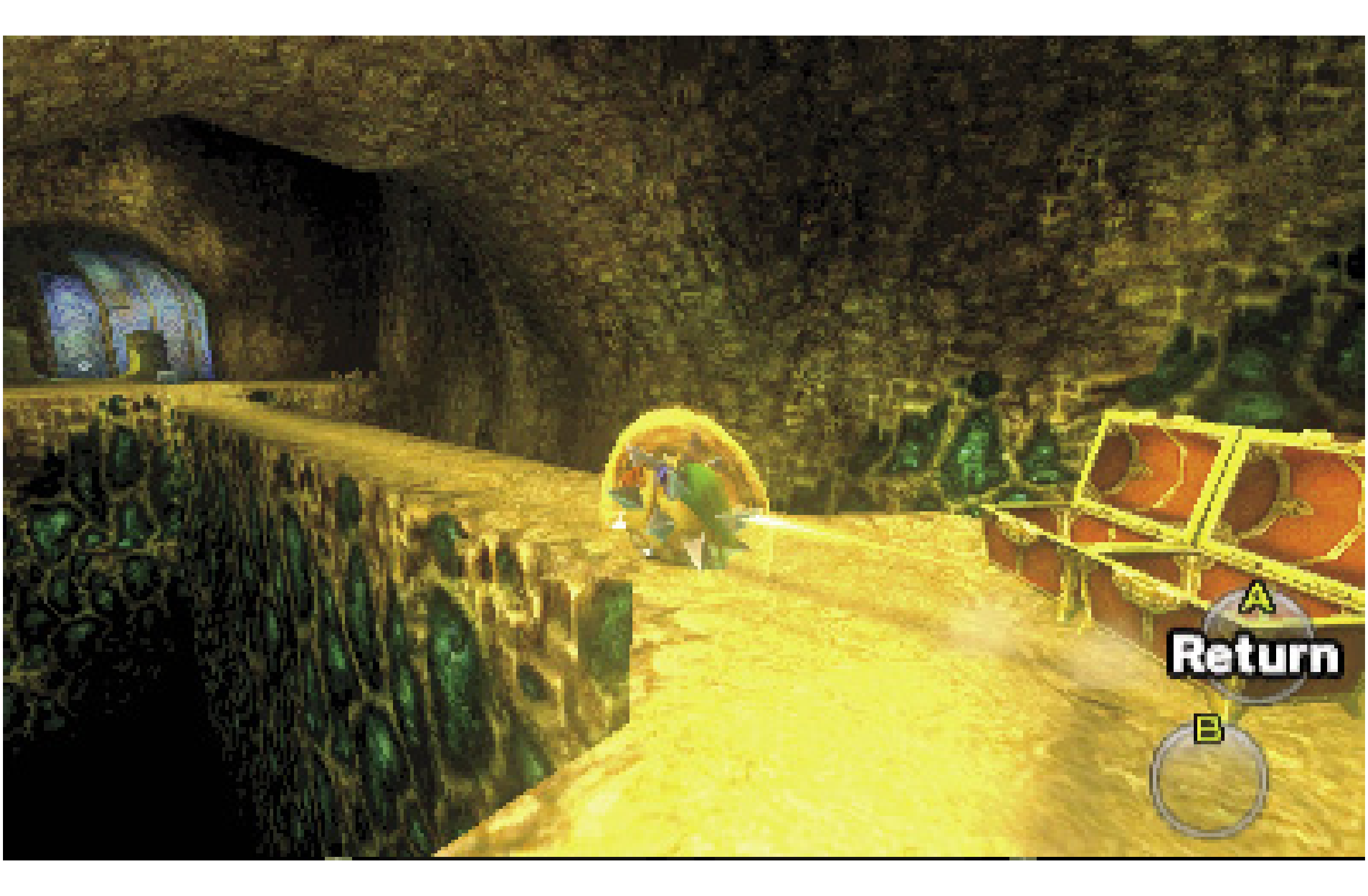
Once you reach these three green jars, tap Ⓐ to stop rolling. Take a moment to catch your breath—the worst part is over.

Walk past the three green jars (smash them for Magic Jars, if you like), and line up with the next long straight segment. Tap Ⓐ to start rolling again, and hit top speed to clear the next jump.

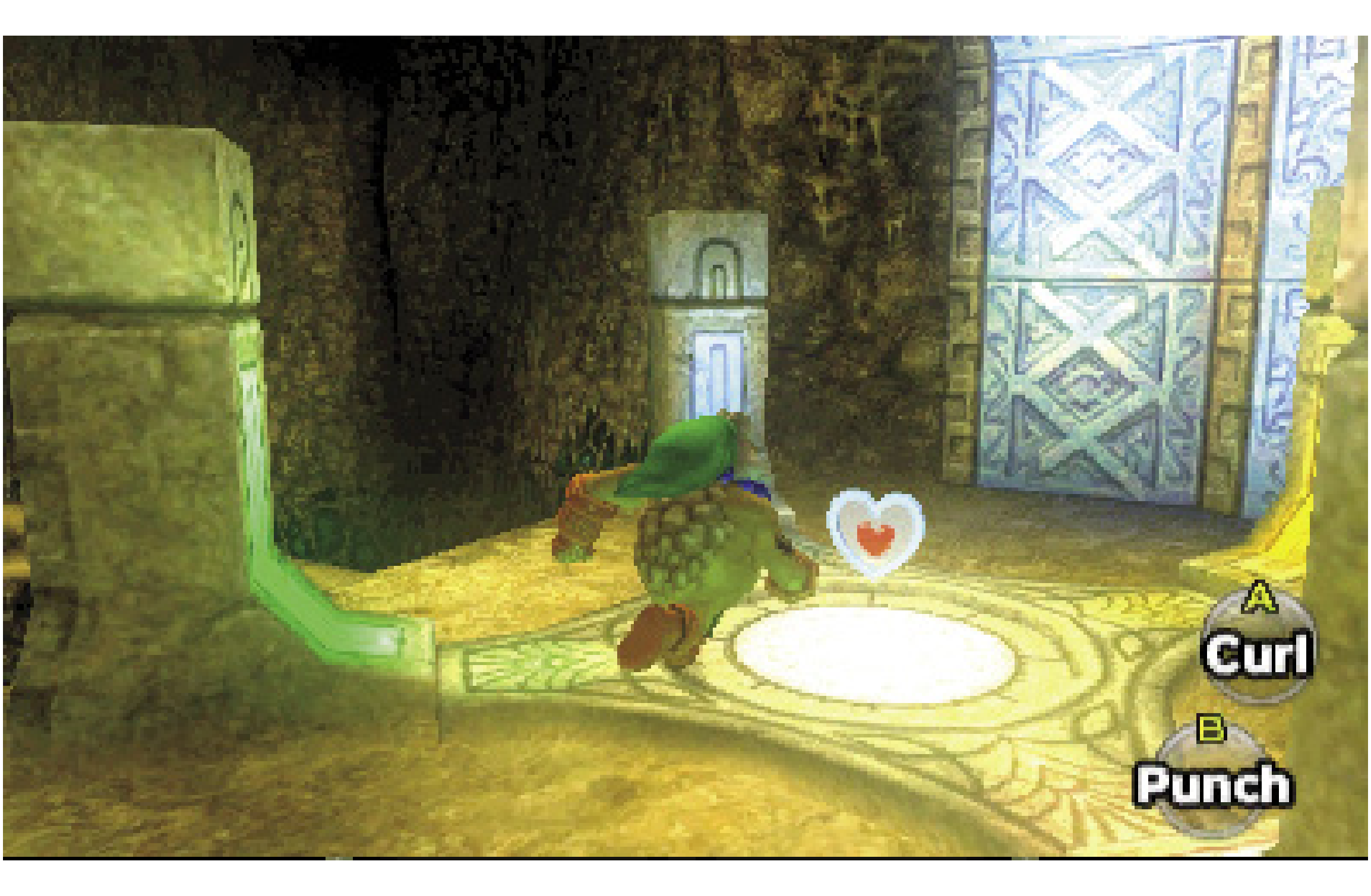




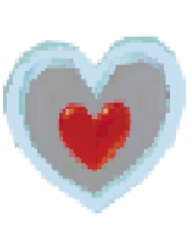
Hit the jump precisely, and you'll hop a few gaps and bounce off another pair of chests, getting redirected to the left.



Let yourself bounce off the chests without pressing any buttons, and you'll roll straight over to a Piece of Heart.

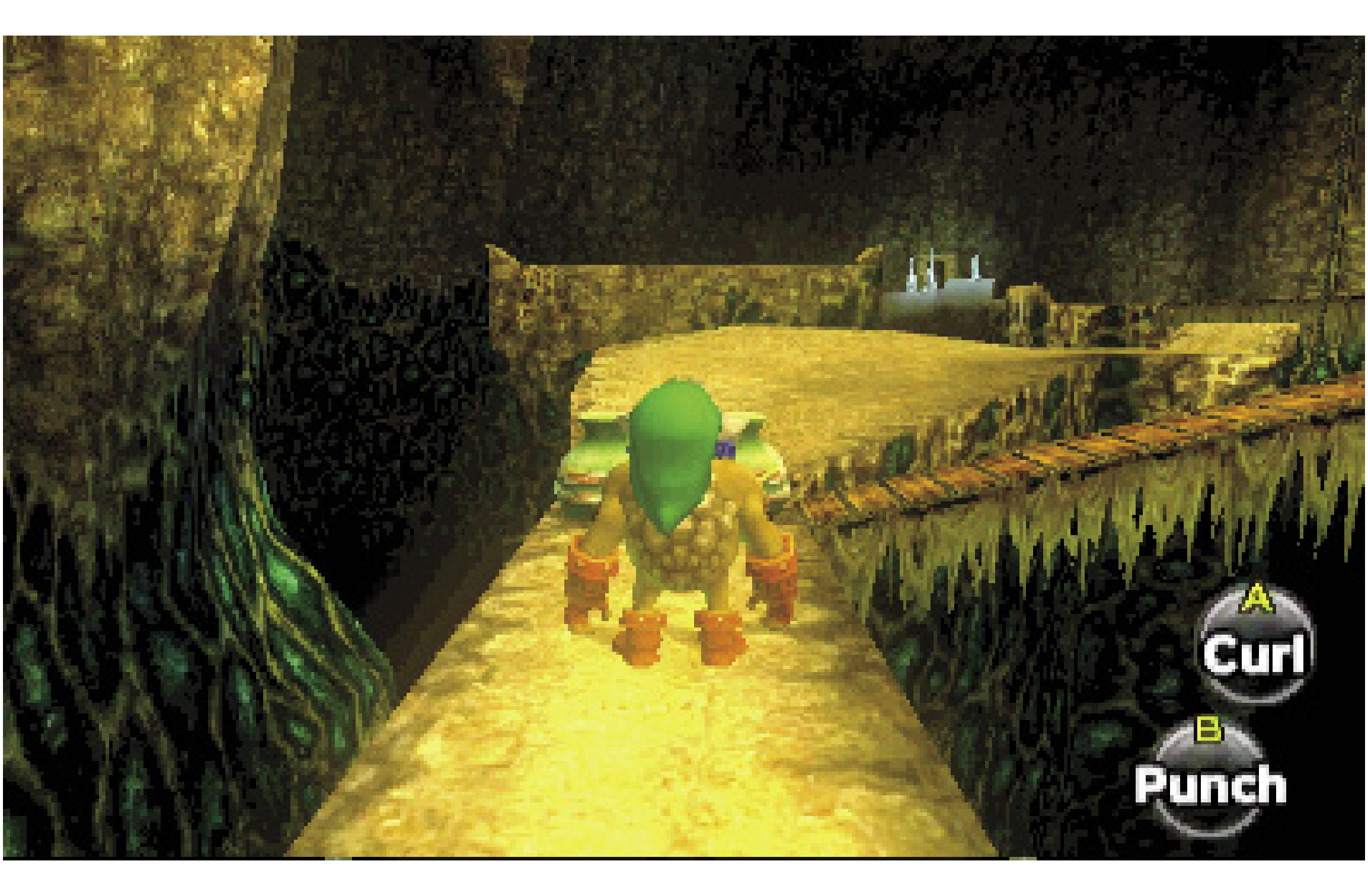


Piece of Heart #50

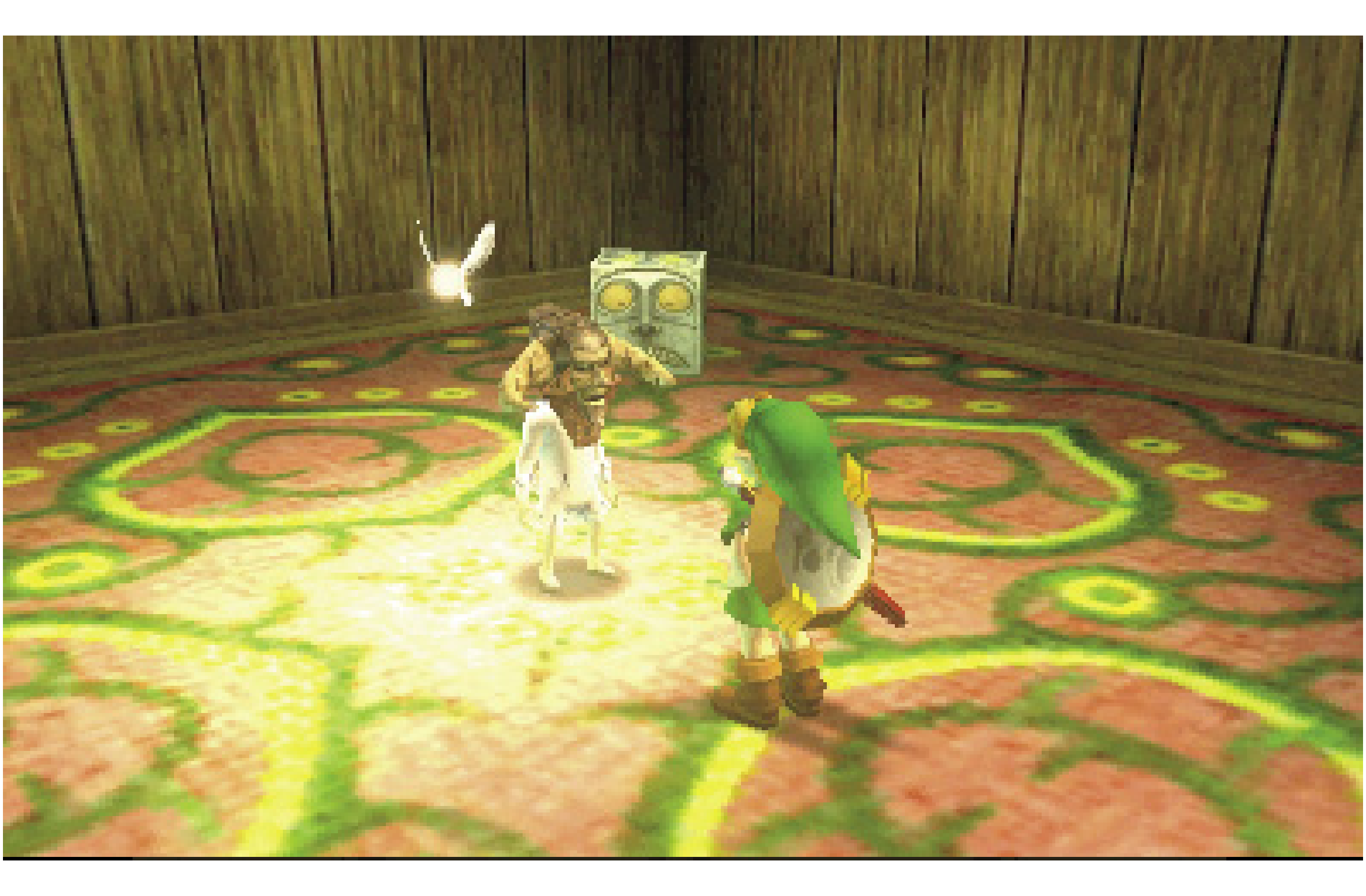


You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.

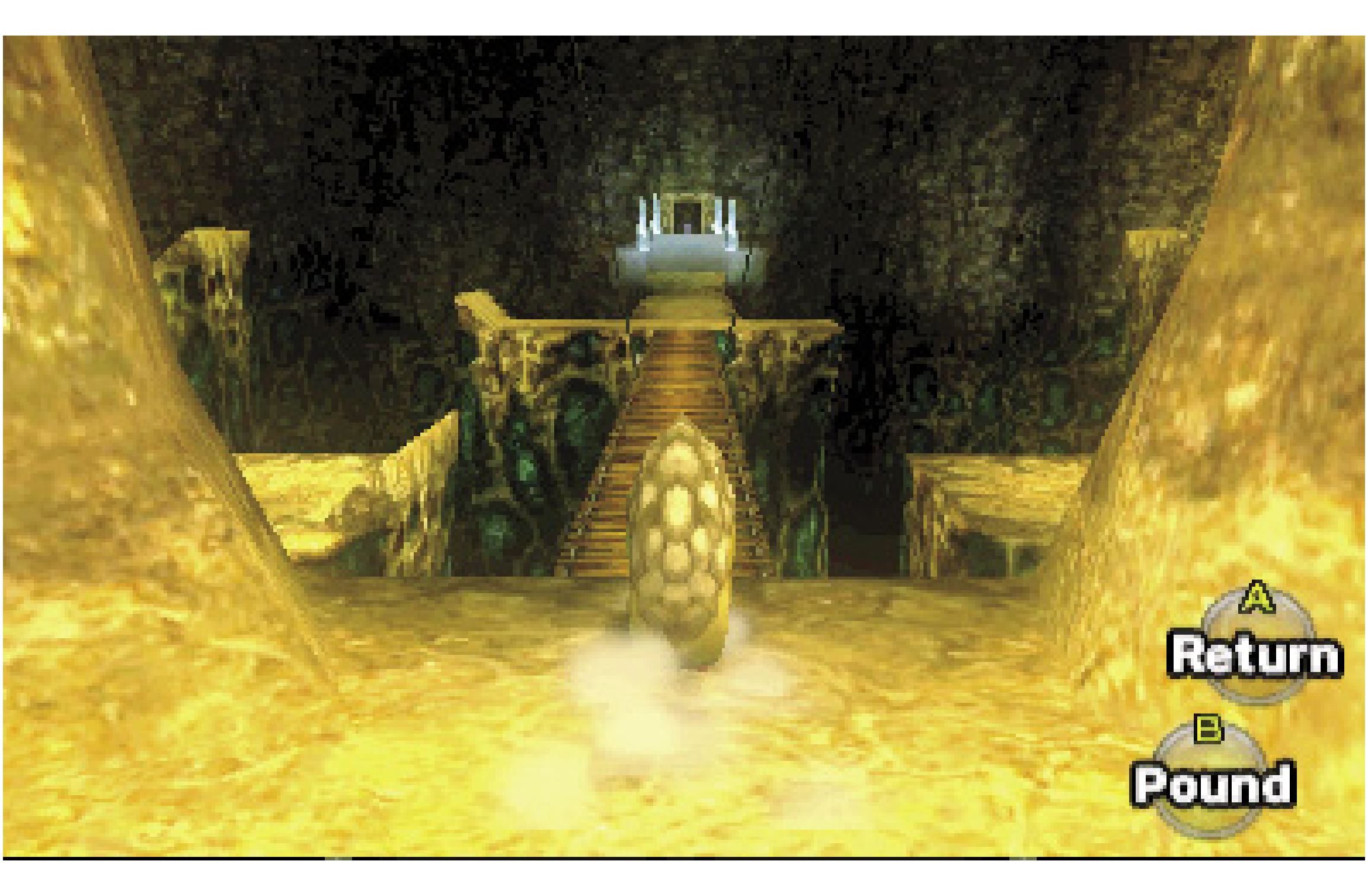
Finding the Child



You've claimed this playground's prize; now you just need to find the masked child. Fortunately, this isn't so tough. Just roll through the course again until you reach the first pair of green jars. Tap Ⓐ to stop rolling when you reach these two jars, and then carefully walk across the narrow footbridge to the right to reach a gazebo.

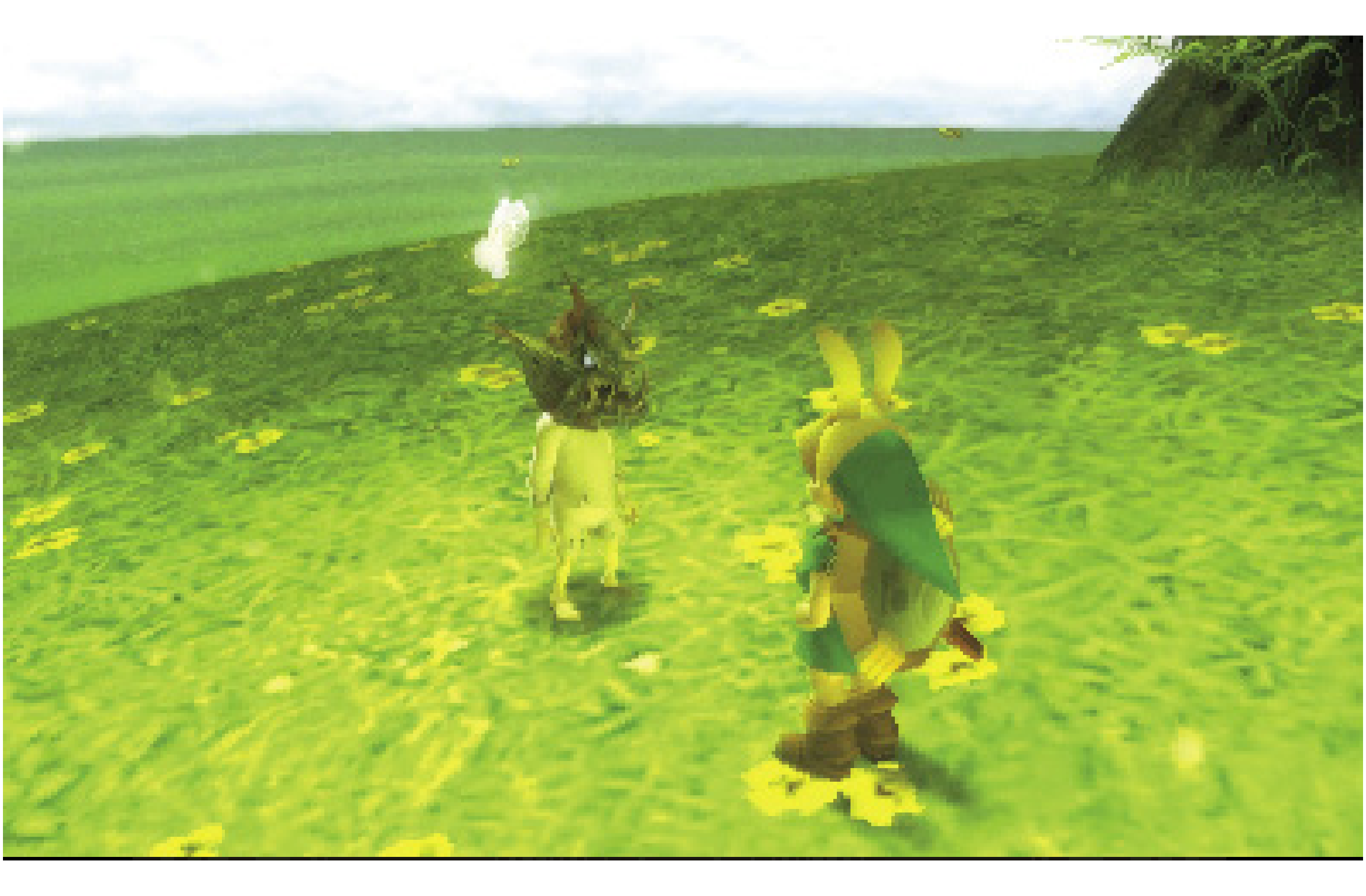


Don't step on the colorful floor panel in the gazebo's center—it's a portal back to the start. Avoid it, and turn left to spy an icy ledge in the distance. Carefully line up your trajectory and roll across the narrow footbridge, building up to top speed and leaping the far gap to reach the icy ledge.

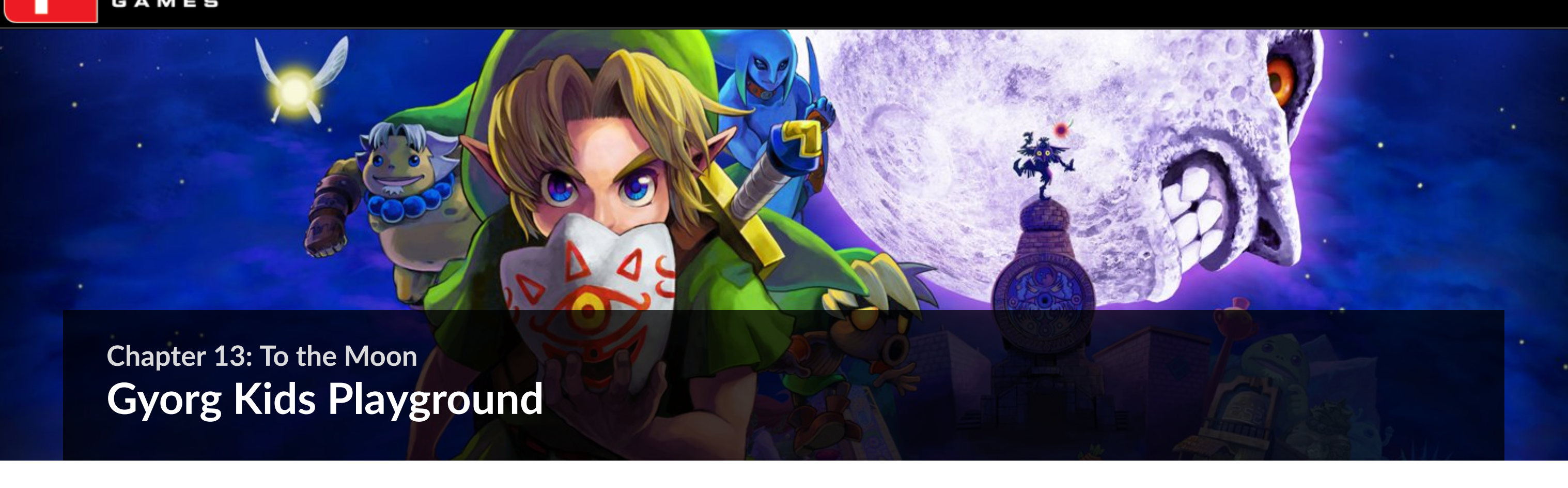


The icy ledge features a door; go through it to find the masked child. Nice work! Take off the Goron Mask, and talk to the child. Give the child two more masks to return to the grassy field.

Another Game



Sprint back to the big tree, and save your game. This time, speak with the child who wears Gyorg's Mask. It's the mask that Gyorg, the boss of Great Bay Temple, wore. Give this child three masks to play another challenging game of hide-and-seek.



Chapter 13: To the Moon

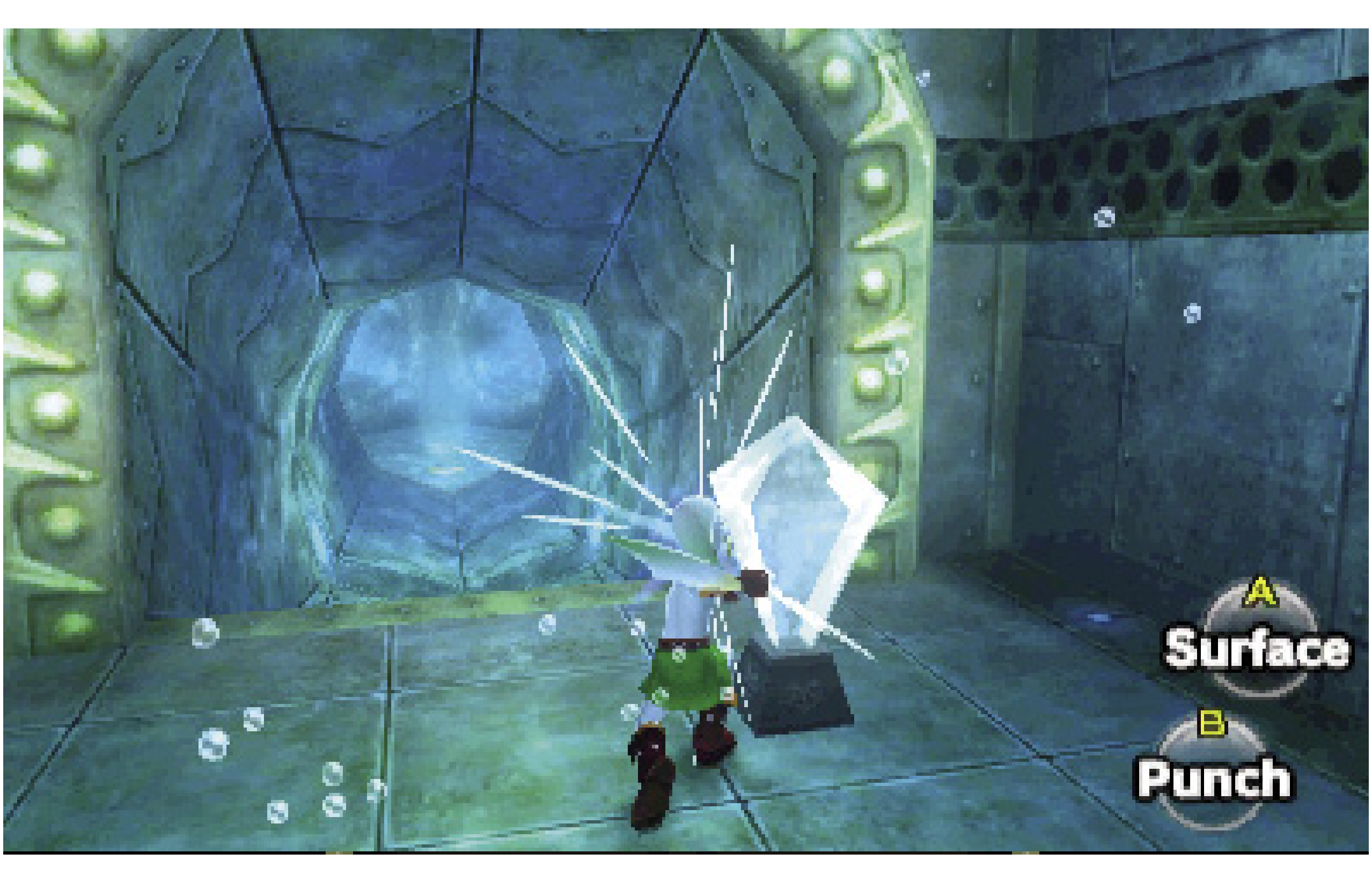
Gyorg Kids Playground

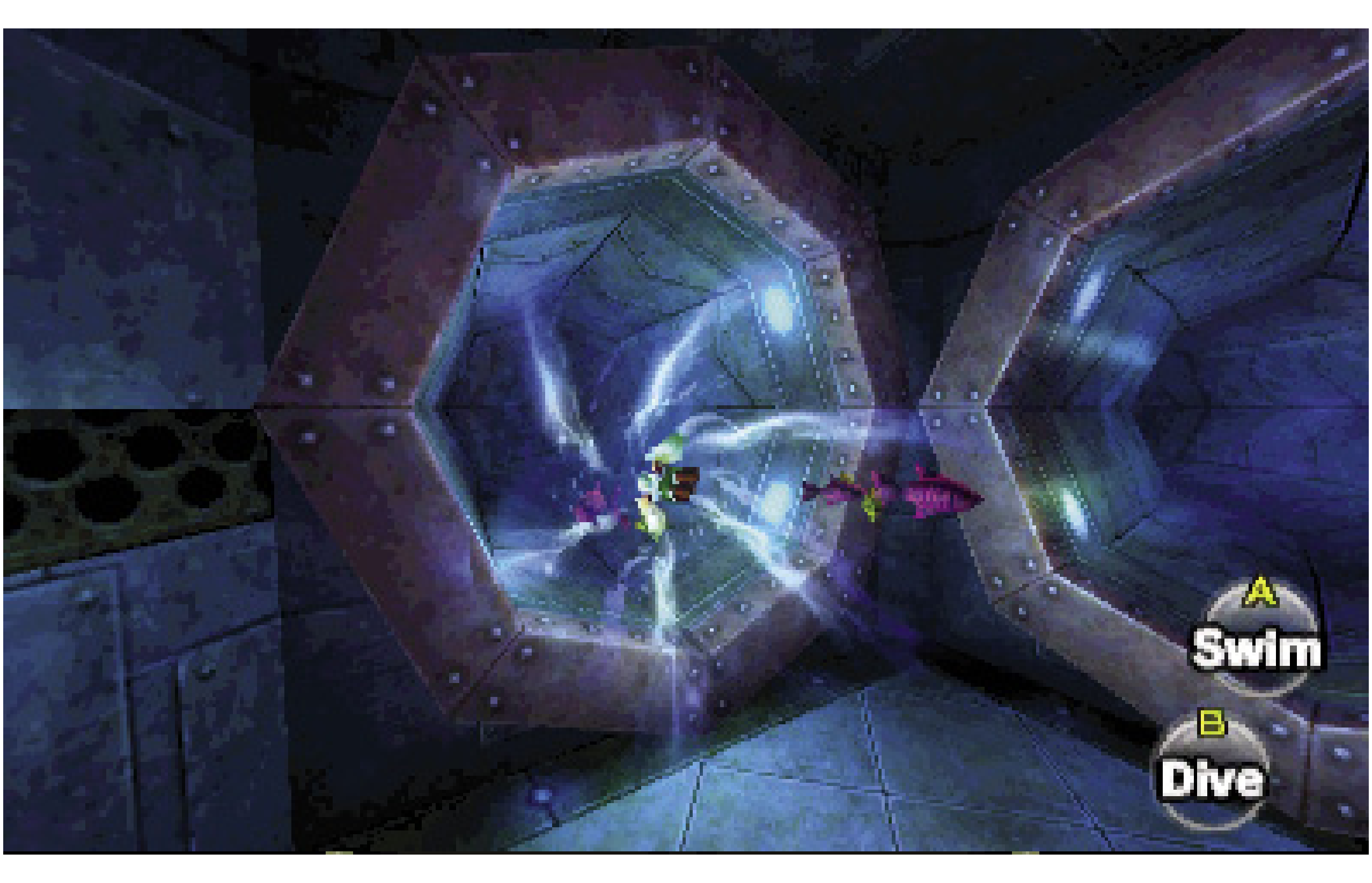
The First Tunnel

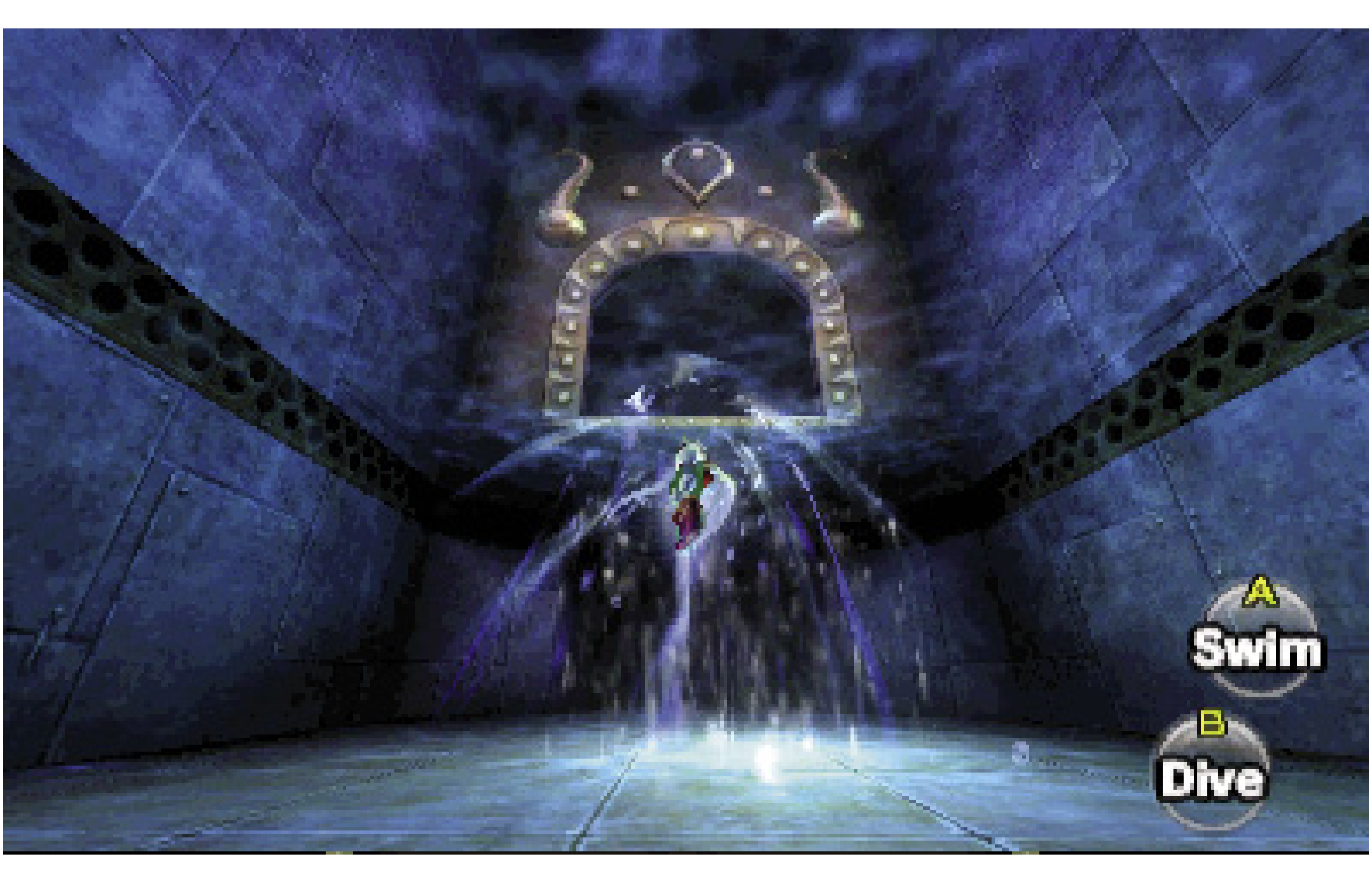
This playground features a series of watery tunnels. Taking the proper turns leads you to a Piece of Heart and the masked child; taking the wrong turns leads you back to the start. Put on the Zora Mask and drop into the water, then strike the crystal switch to open a distant gate.

After striking the crystal, hold A + R to swim down the following tunnel at top speed. When you reach the fork, swim into the tunnel on the left (the one with the school of fish).

The left tunnel leads you to the gate that you opened by striking the crystal switch. There's a catch, though: you'll need to leap up from the water at top speed, making Zora Link jump up from the water and fly past the gate before it closes.

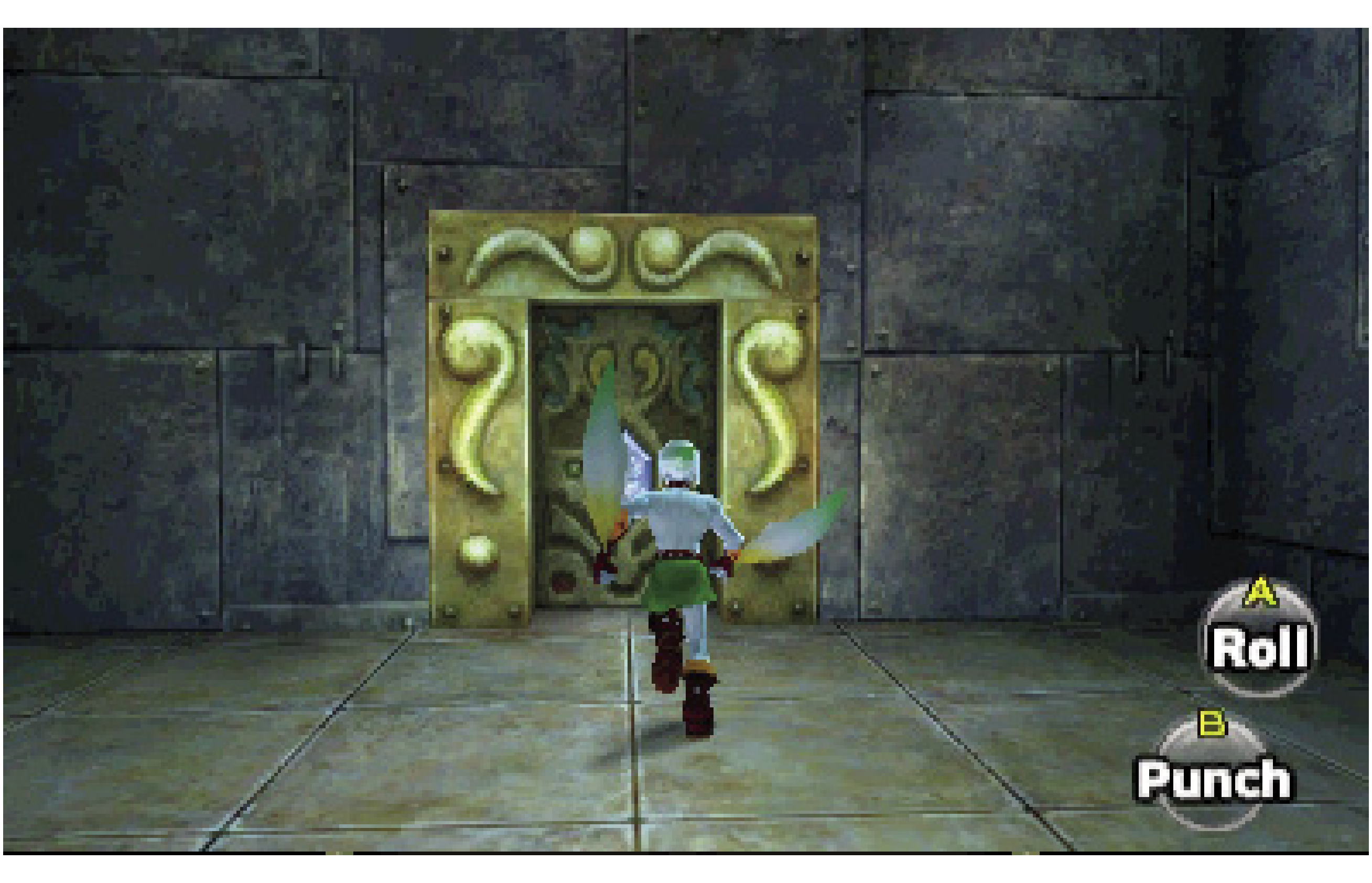






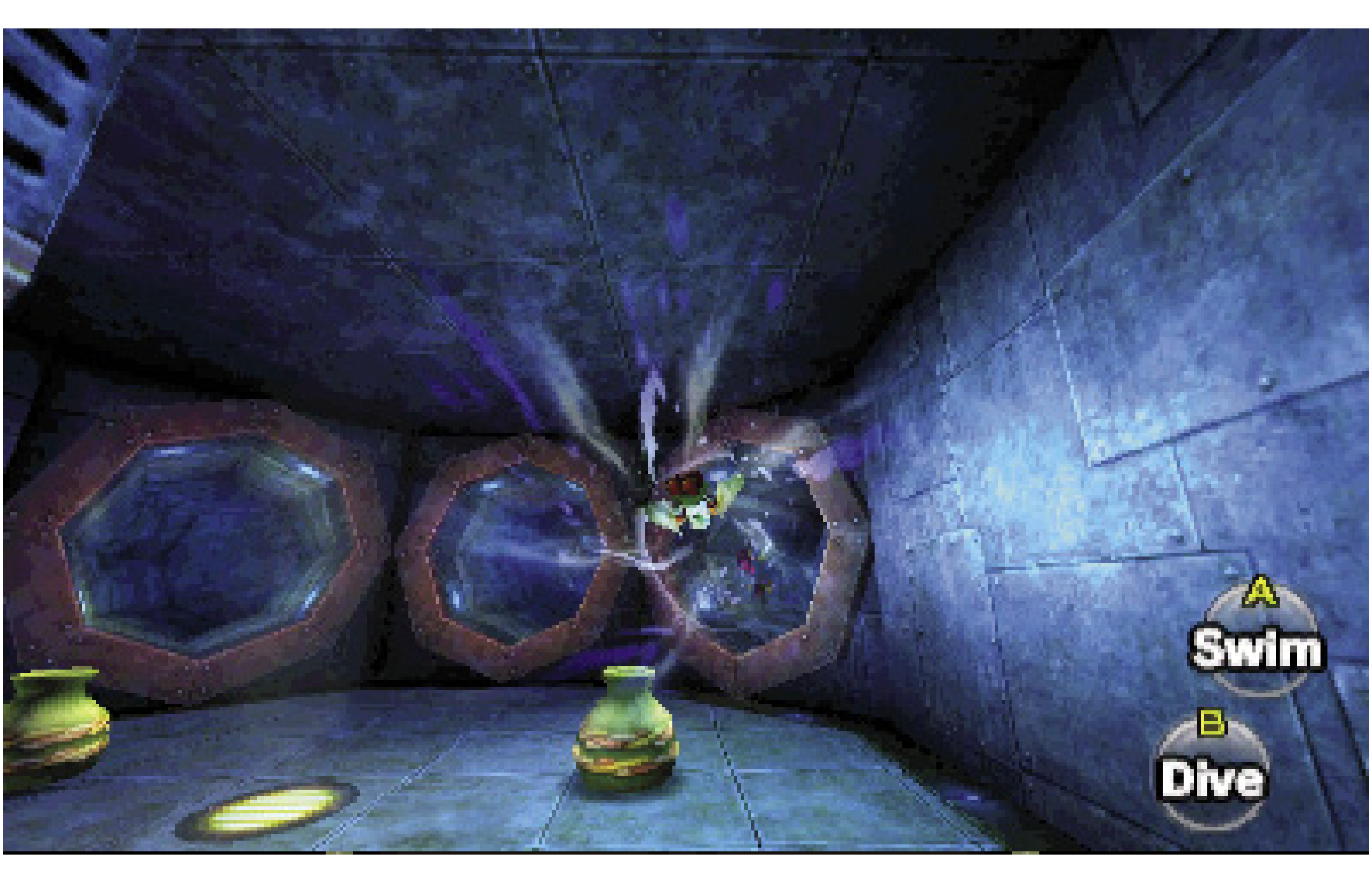
Catch My Draft?

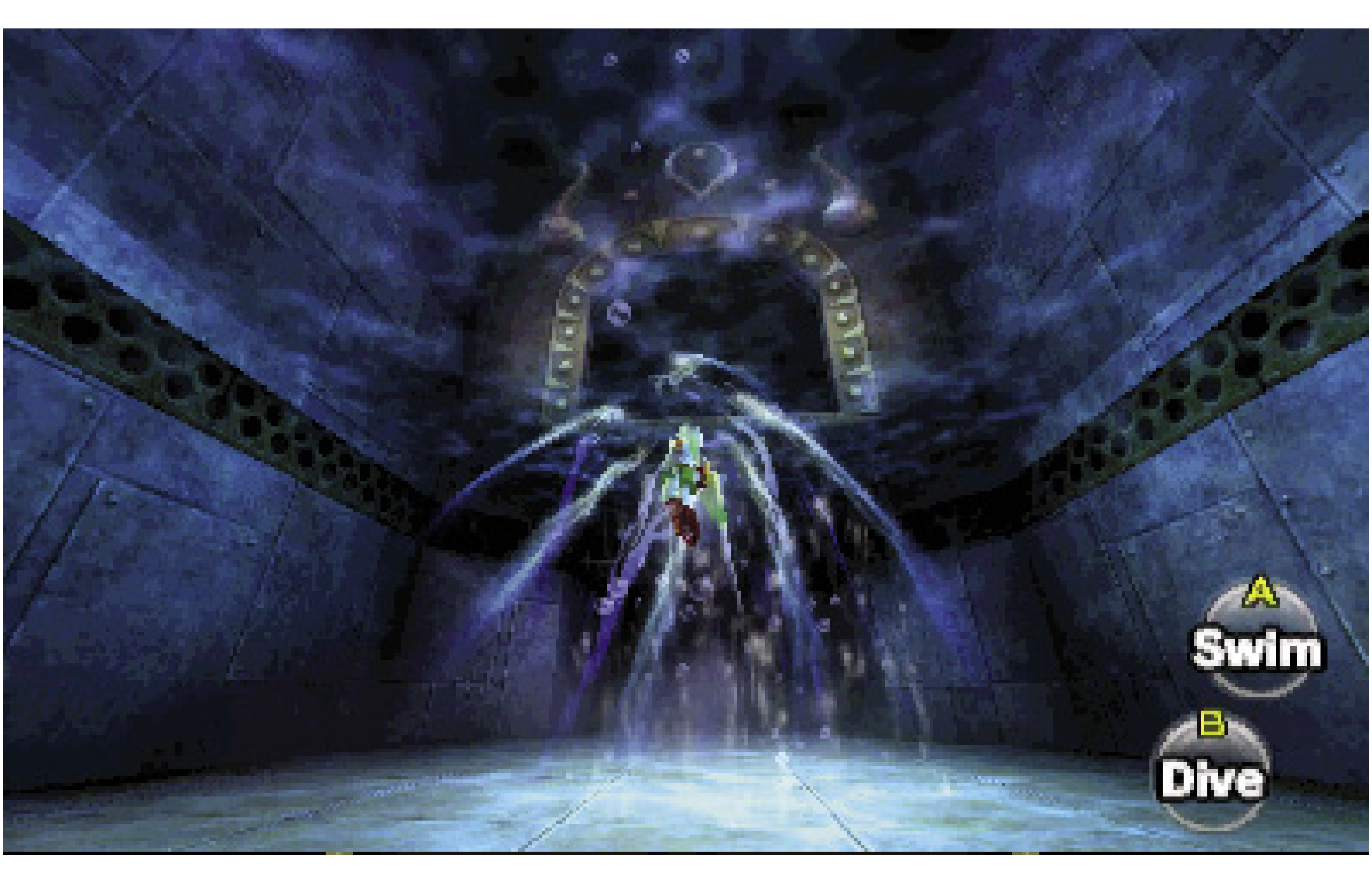
The updraft in the water just before the gate is a big help. Start down low as you approach it, and then swim upward sharply immediately as you hit the updraft. Once you get the feel for it, you'll bound out of the water and fly past the gate every time.



Jumping out of the water at top speed causes you to fly past the gate and land on a high ledge. Go through the nearby door to reach the next tunnel.

The Second Tunnel

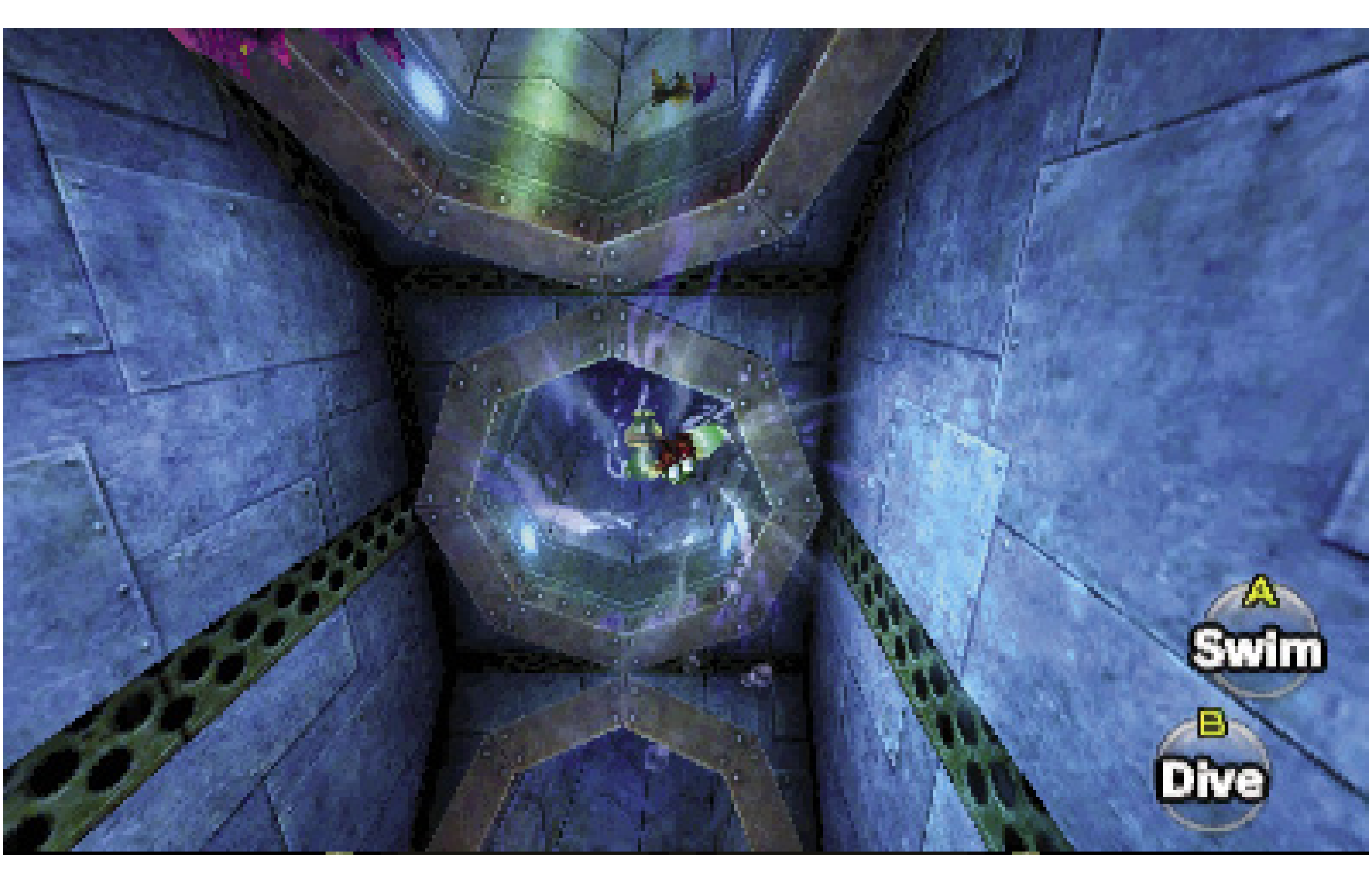




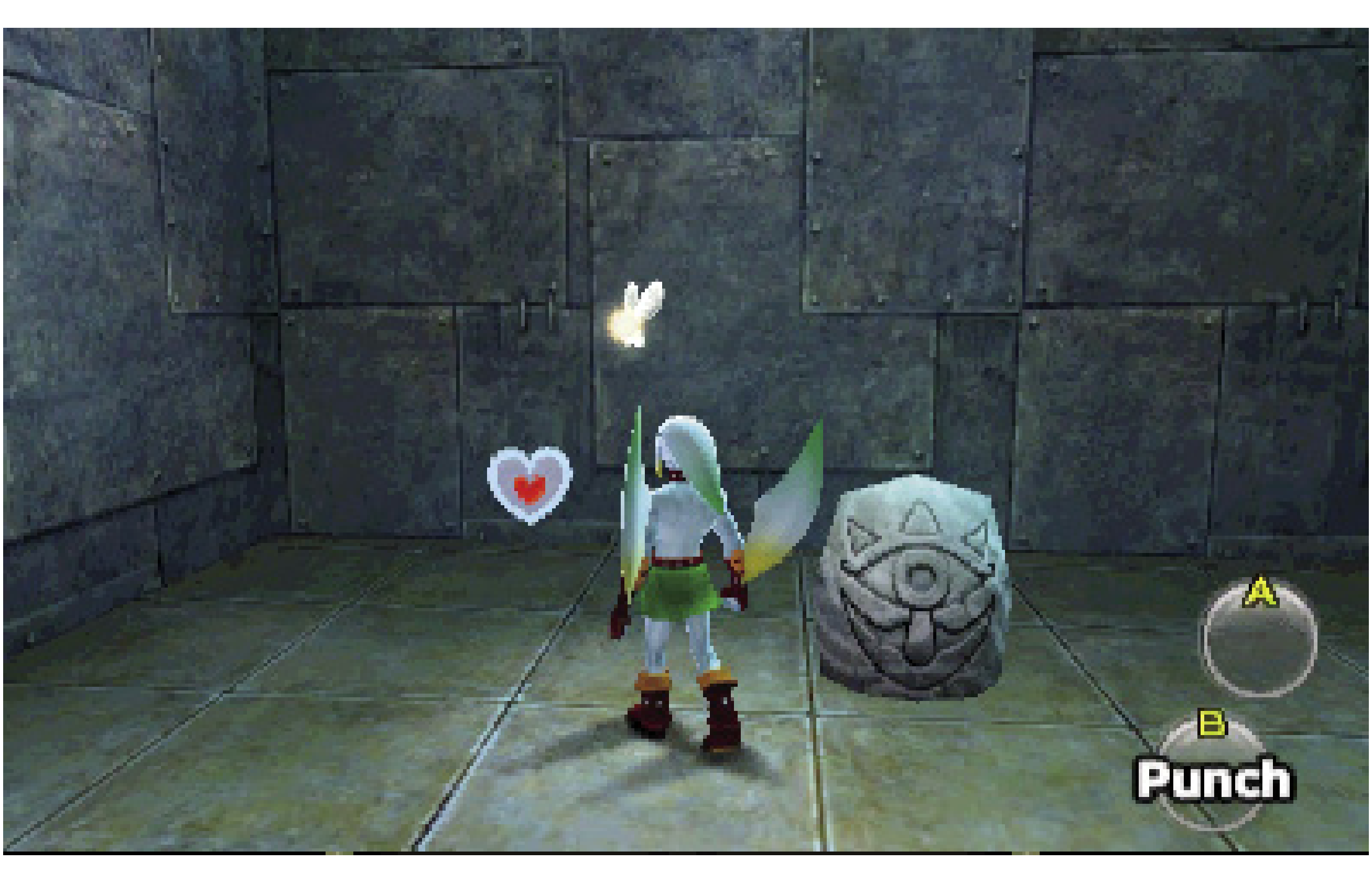
The second tunnel begins much like the first. Smack an underwater crystal to open a remote gate, then swim at top speed with A + R to reach it before it closes. When you reach the three-way junction, pick the tunnel on the right.

The right tunnel leads to the gate. Make another daring leap from the surface to fly past the gate before it closes, and then proceed through the door to reach the final tunnel.

The Third Tunnel



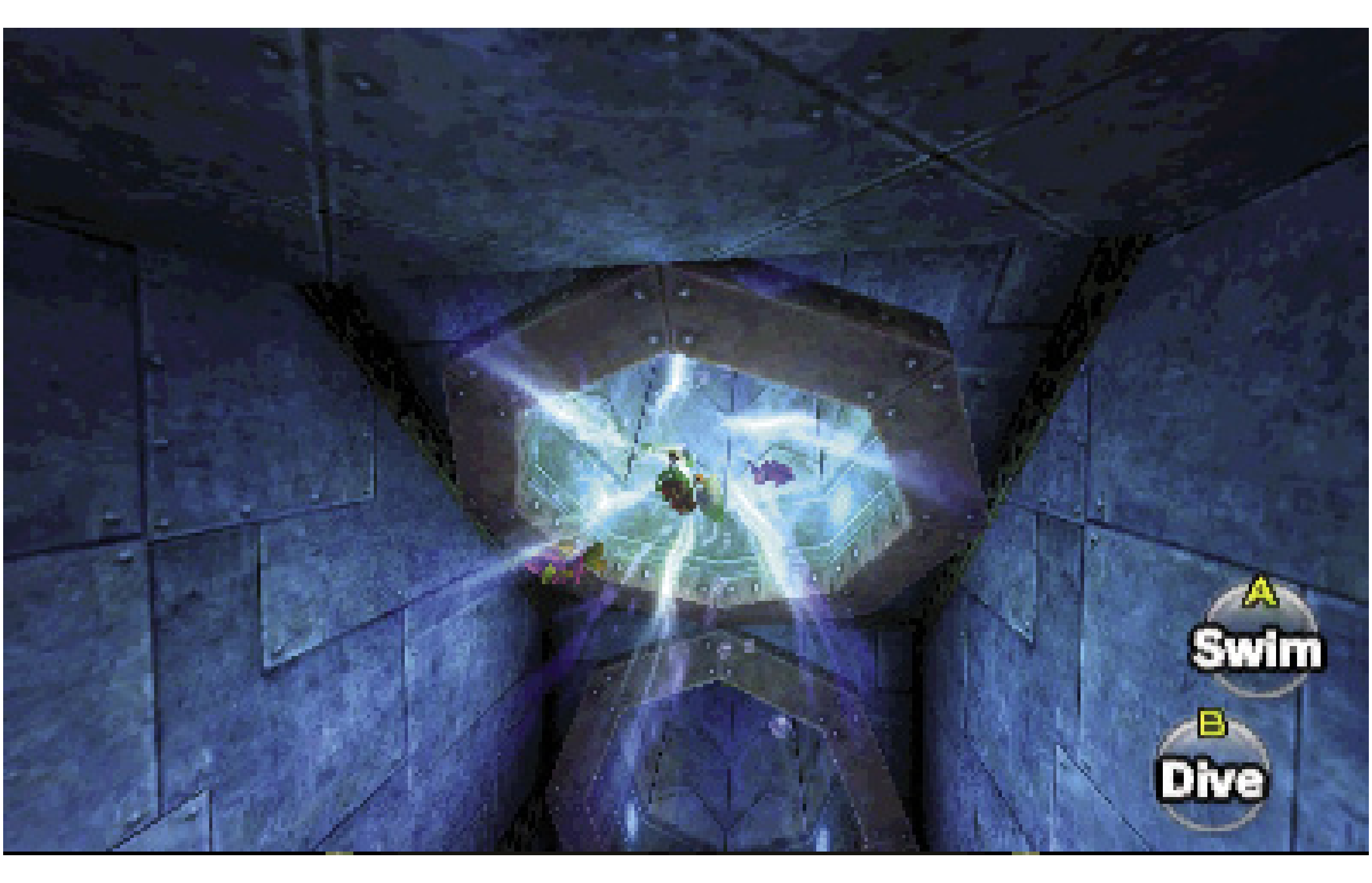
Strike the underwater crystal to open the third tunnel's gate, then step on it! Swim hard with A + R to reach three tunnels stacked up on top of each other. The top tunnel leads to the gate, but don't go there just yet. Enter the middle tunnel instead.



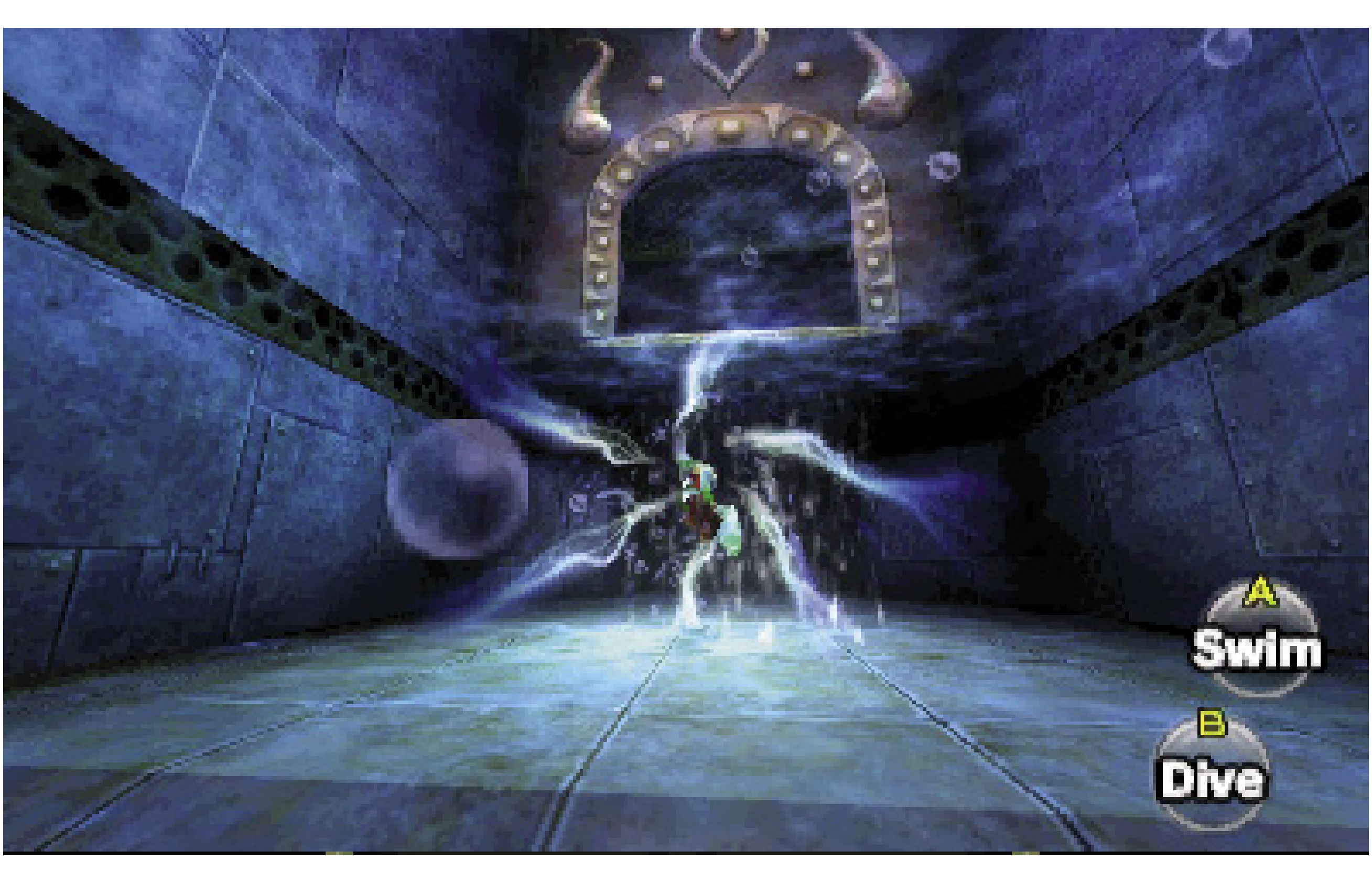
Swim through the middle tunnel until you reach the end, then swim hard for the surface, and leap out from the water with the help of the updraft. You'll land on a ledge with a Piece of Heart.

Piece of Heart #51

You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.



After claiming the Piece of Heart, drop into the water and swim beneath the ledge to return to the start. Make your way back through the first and second tunnels, and this time, take the top tunnel on your way to the masked child.

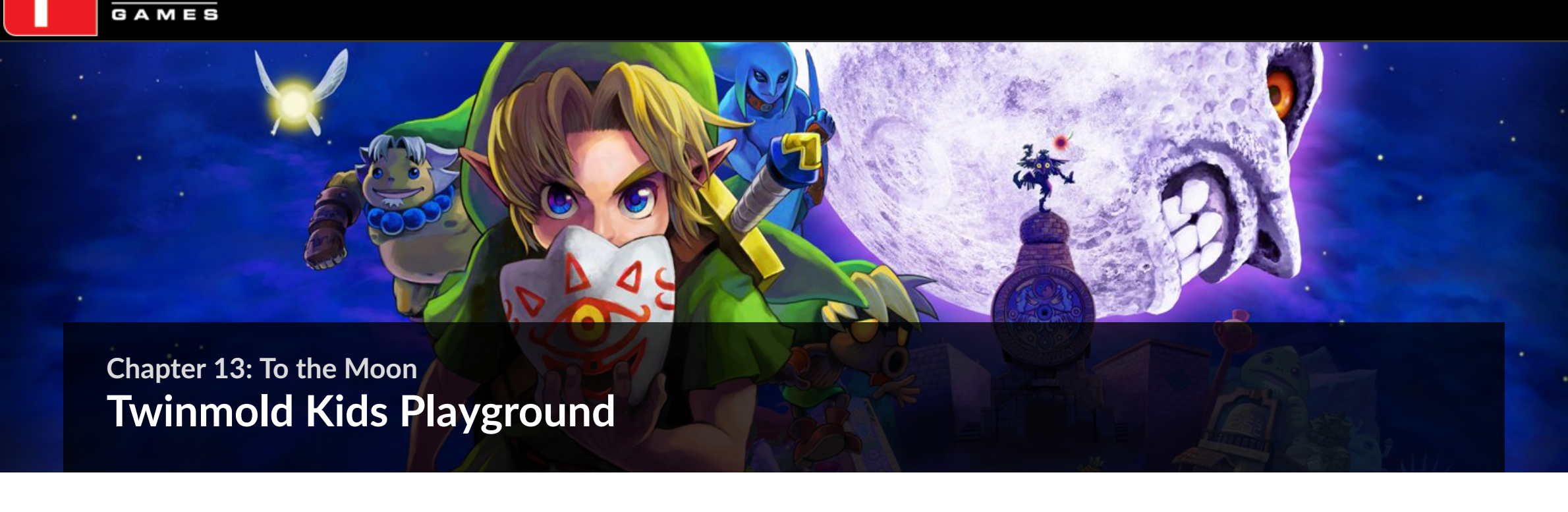


Reaching the third tunnel's gate is tough, as you must make two daring leaps up from the water this time. Use the first updraft to fly up onto solid ground, then run forward and drop back into the water. Swim fast with A + R down the short tunnel that follows, and use the next updraft to leap up and through the gate before it closes. You have just enough time to get past the gate, so don't dally.

Once you're past the third and final gate, go through the door to meet the masked child. Take off the Zora Mask, and give him three more masks to return to the grassy field. You're running out of masks by now!

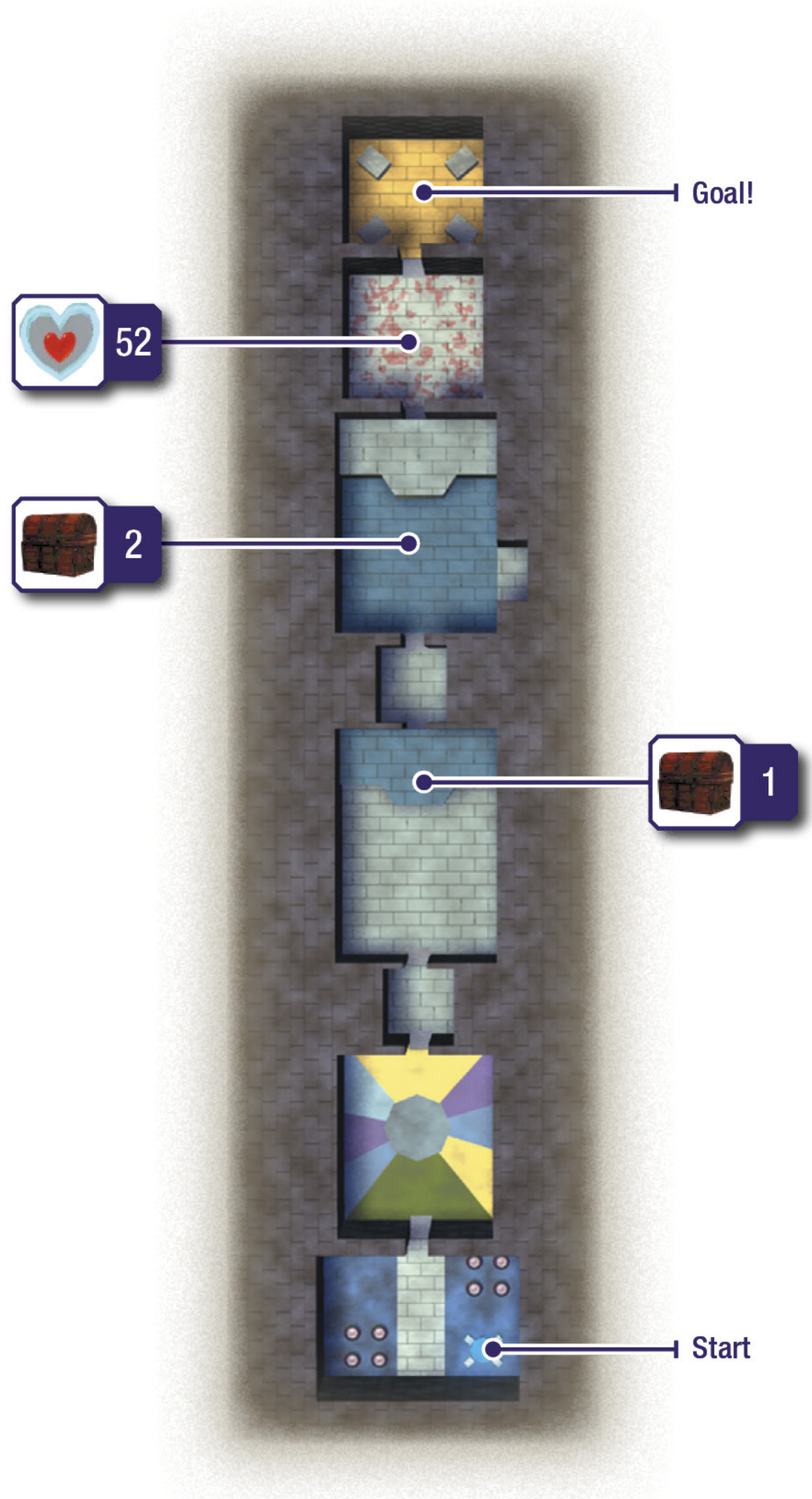
One Last Game

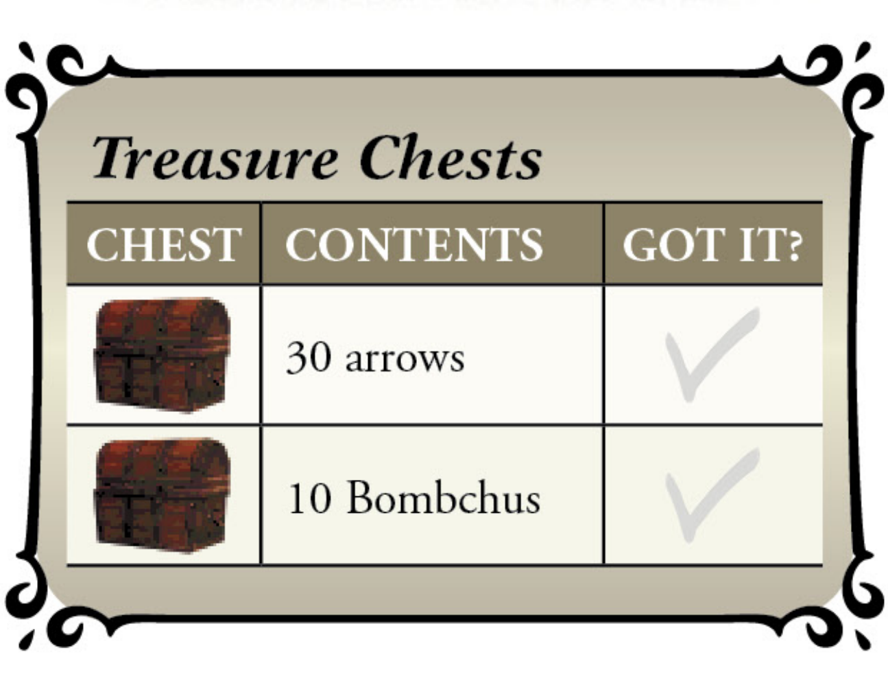
If you followed this walkthrough faithfully and found every mask along the way, then you have just enough left to play the last child's game. Save your progress, and then speak to the frolicking child who wears Twinmold's Mask (the only child left besides the lonely one near the save statue). Give him four masks to visit the final playground.



Chapter 13: To the Moon

Twinmold Kids Playground

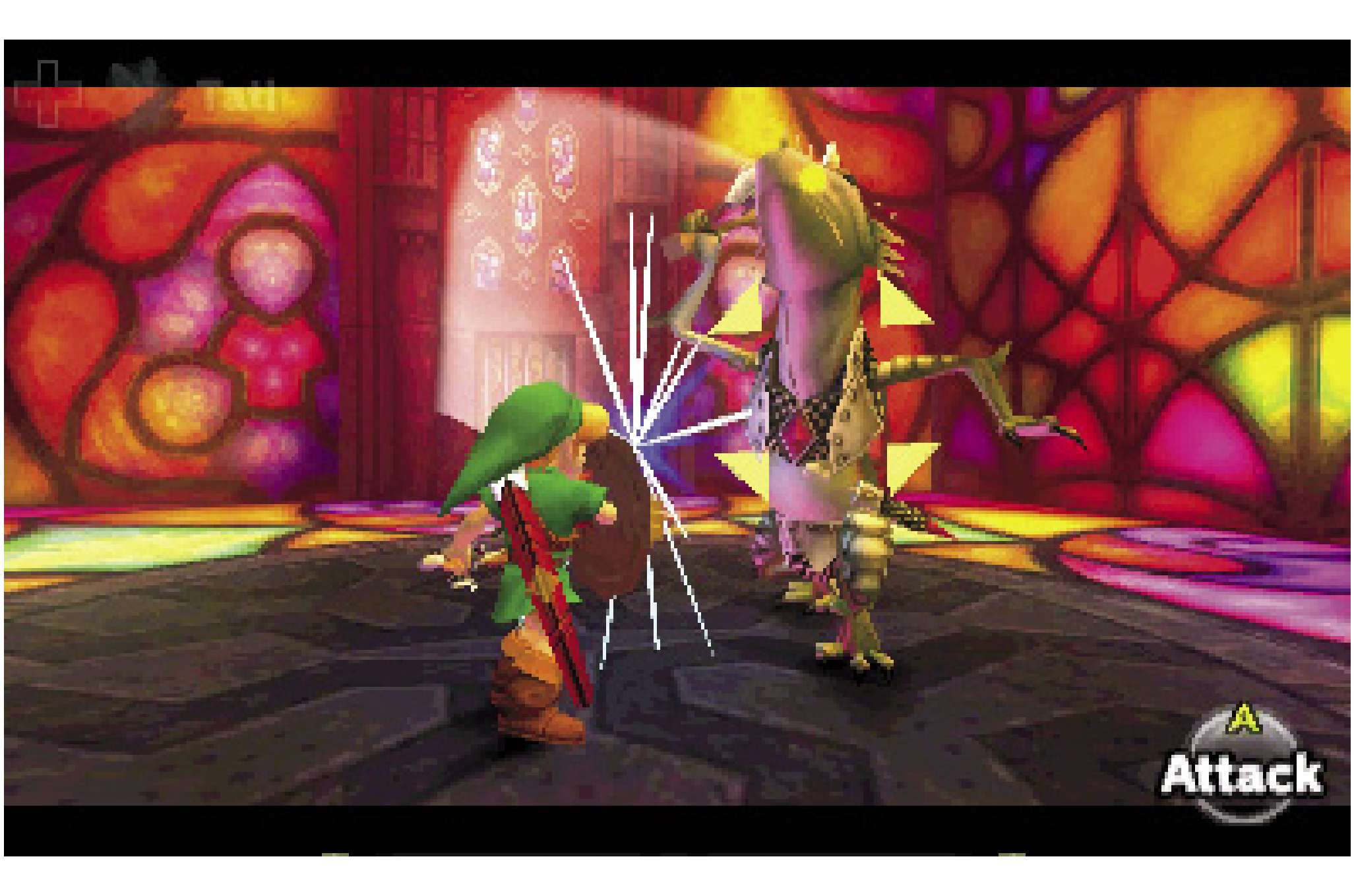




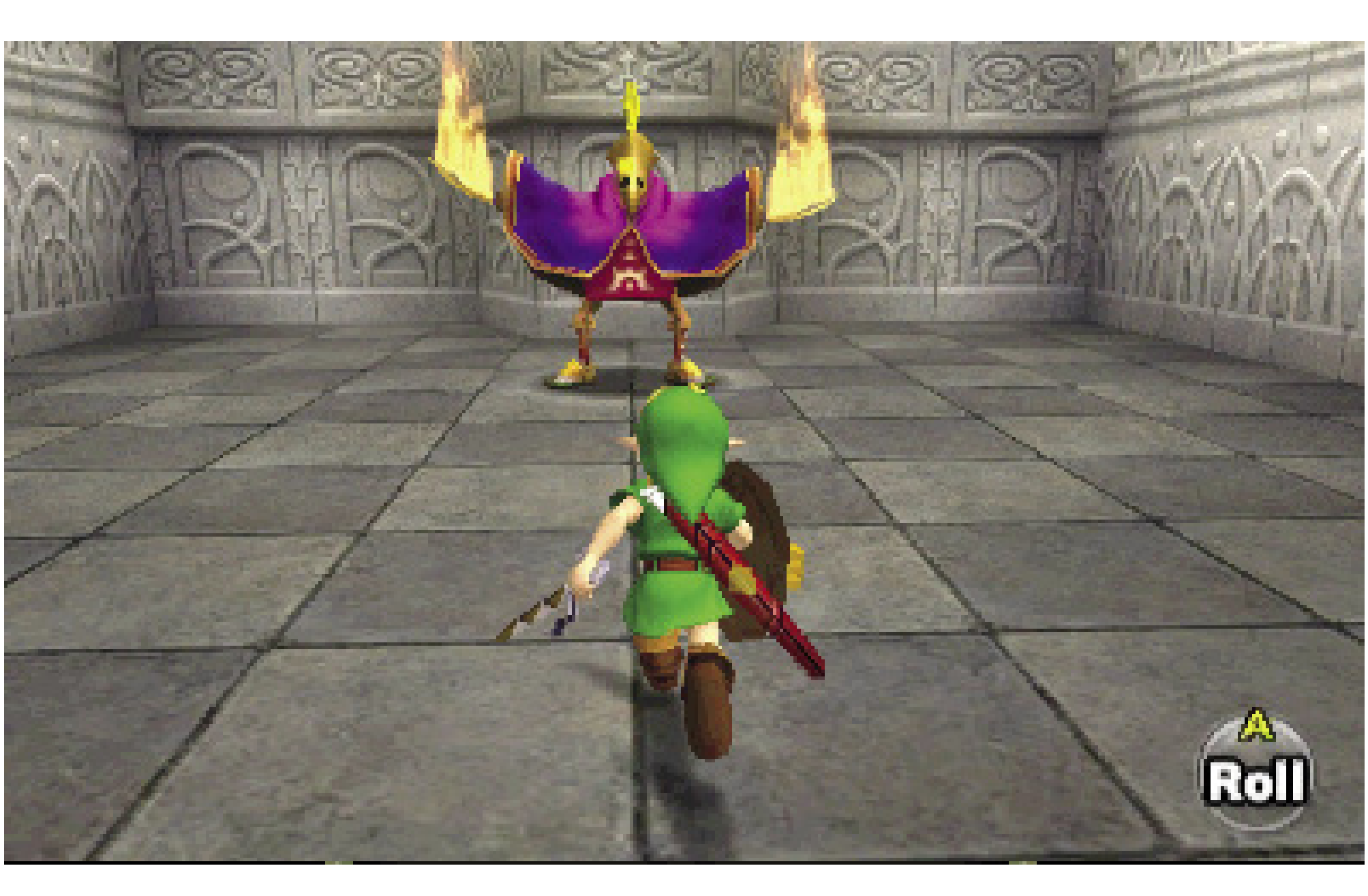
Treasure Chests

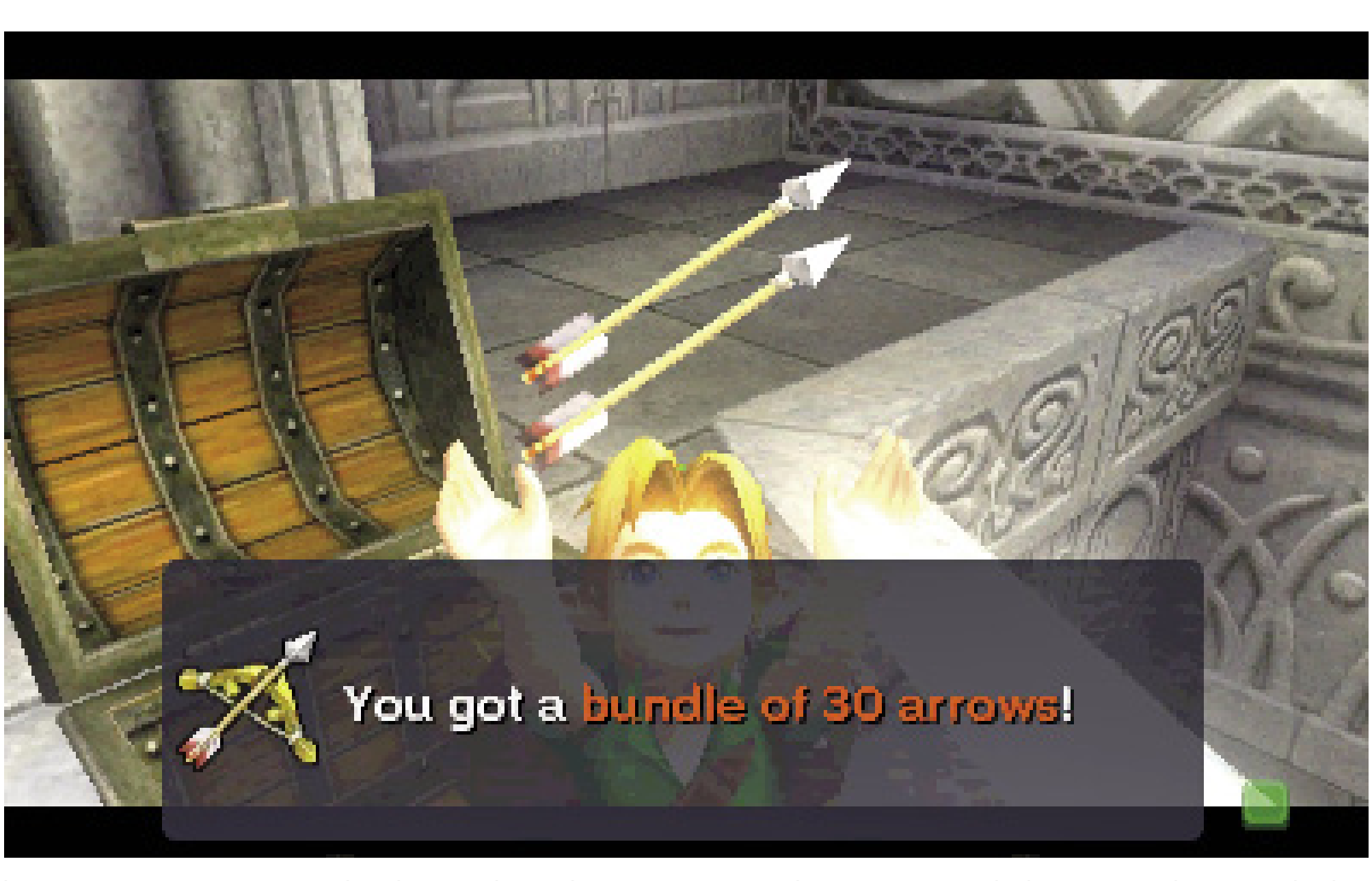
CHEST	CONTENTS	GOT IT?
	30 arrows	✓
	10 Bombchus	✓

Familiar Fiends



Unlike the other playgrounds, this one features enemies that pose threats to Link. Enter the first room to square off against an aggressive, fire-breathing Dinolfos. Block its attacks, dodge its flames, and counter with Link's steel.

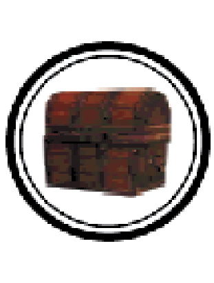




You got a bundle of 30 arrows!

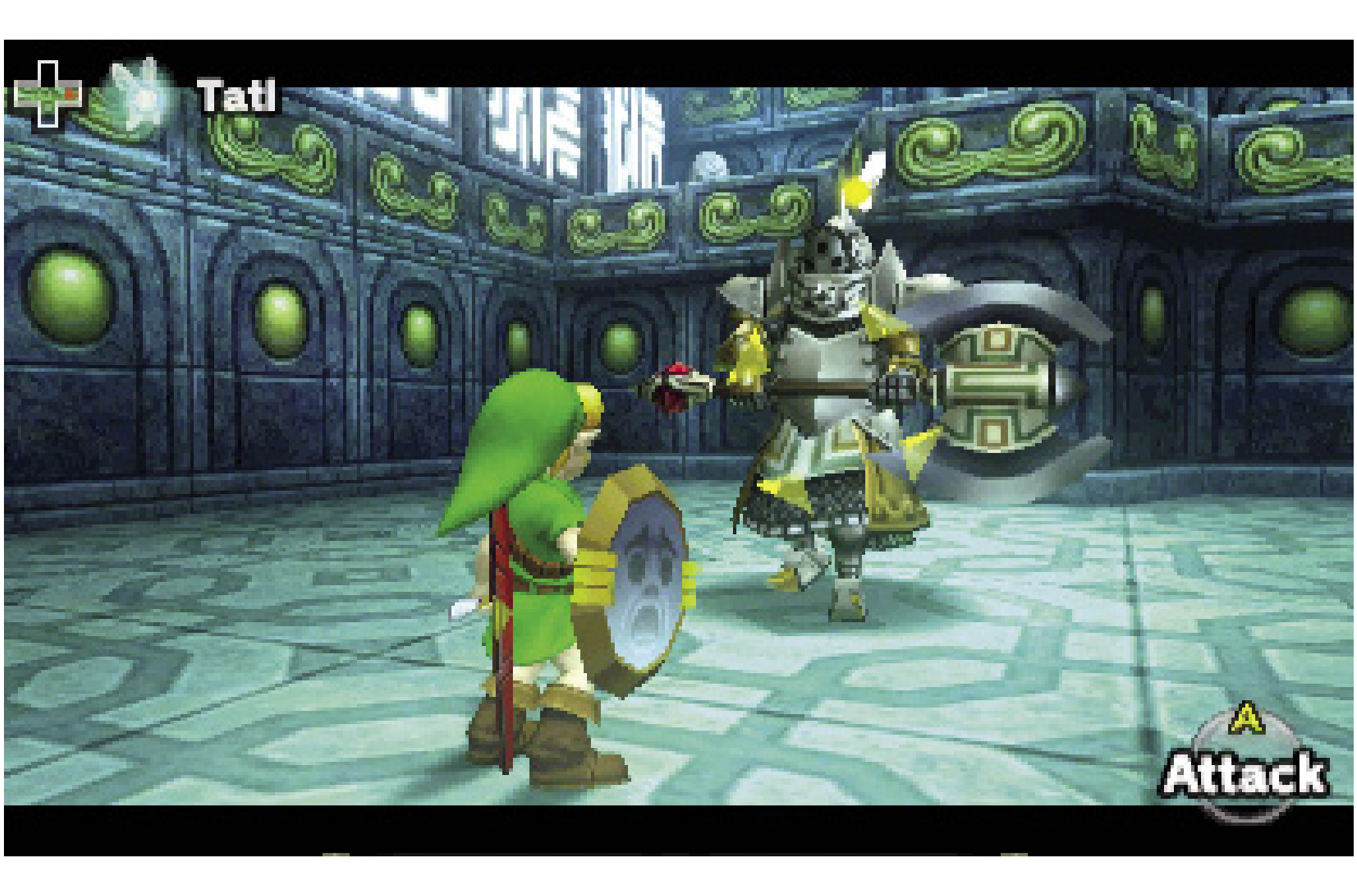
The next room is empty. Proceed to the room beyond to face off against the Garo Master. Block its swift strikes as you back it toward a wall, then stun it with the Hookshot, and quickly slash it with Link's blade. Repeat this technique until you've defeated the Garo Master.

Defeating the Garo Master causes a chest to appear on a high ledge. Hookshot the chest to reach it, then open it for a bundle of 30 arrows. Proceed through the nearby door to reach the next room.

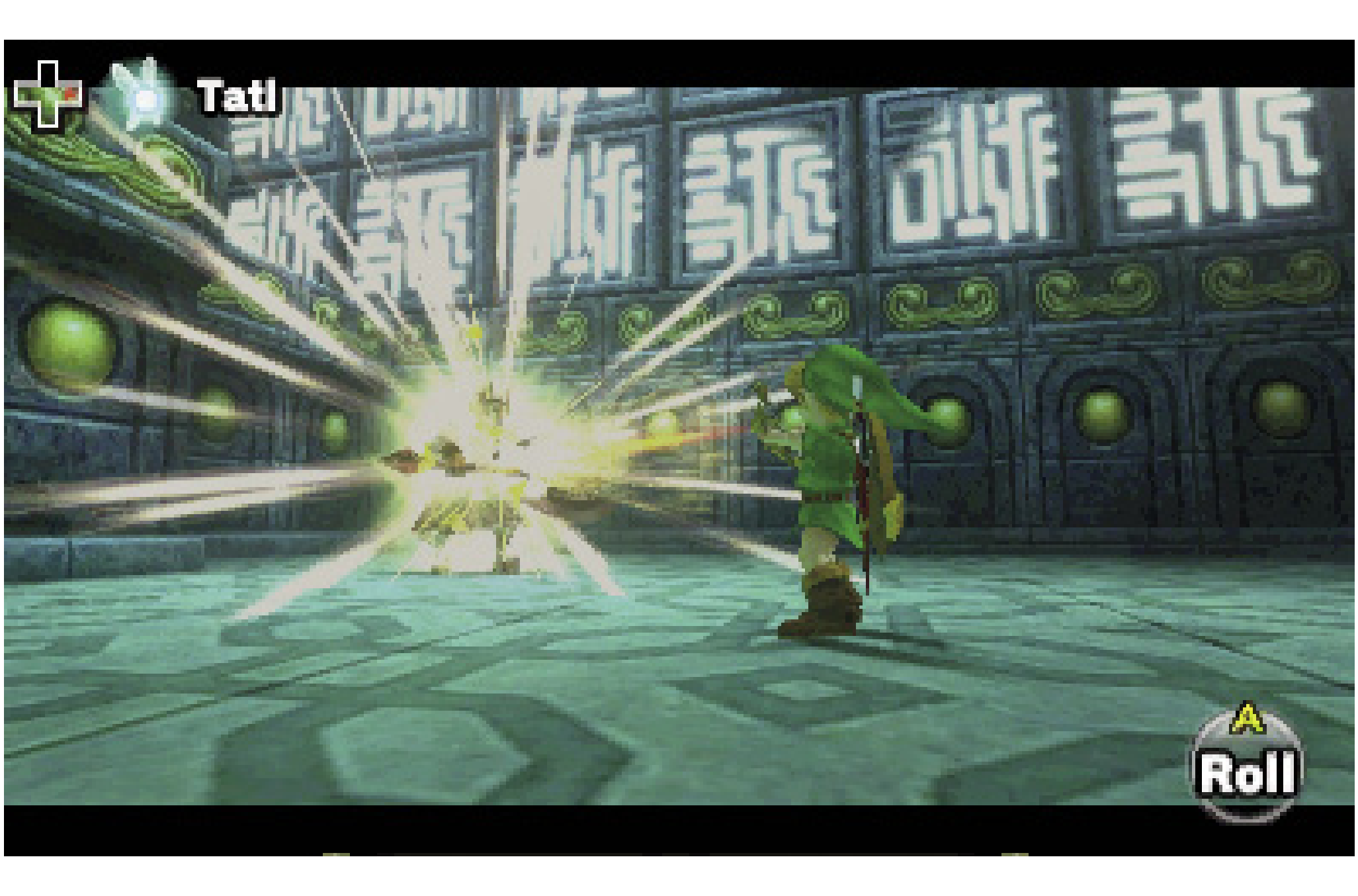


Twinmold Kid's Playground Chest #1: 30 Arrows

Advance until you reach a room that's home to an Iron Knuckle. Remember these formidable fiends? Hit it with an arrow to awaken it from afar, then dodge its devastating attacks, and quickly counter each time with a blow of your own.



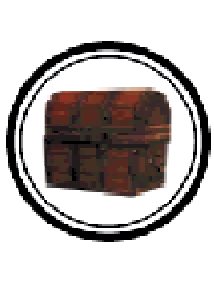
After you've knocked off its armor, the Iron Knuckle becomes faster and more aggressive. Fortunately, you've a new weapon to use against it: Light Arrows. Keep your distance, make the Iron Knuckle miss, then counter with a Light Arrow from afar. This is a safer way of combatting this aggressive menace.



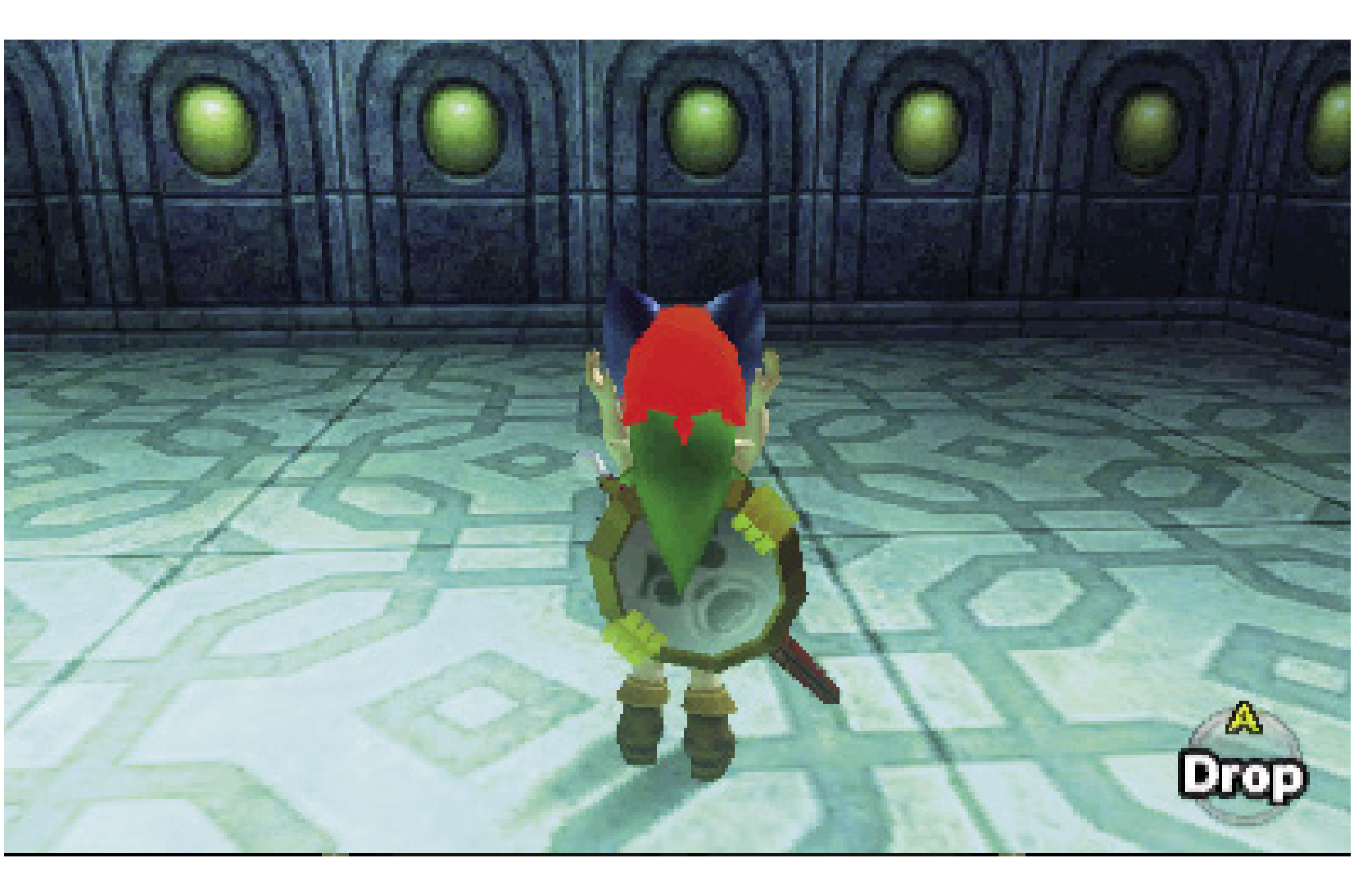
Conserve Your Magic Power

You're going to need a bit of magic power near the end of this obstacle course, so don't spend it all on Light Arrows. Use only a few to slay the Iron Knuckle after it sheds its armor.

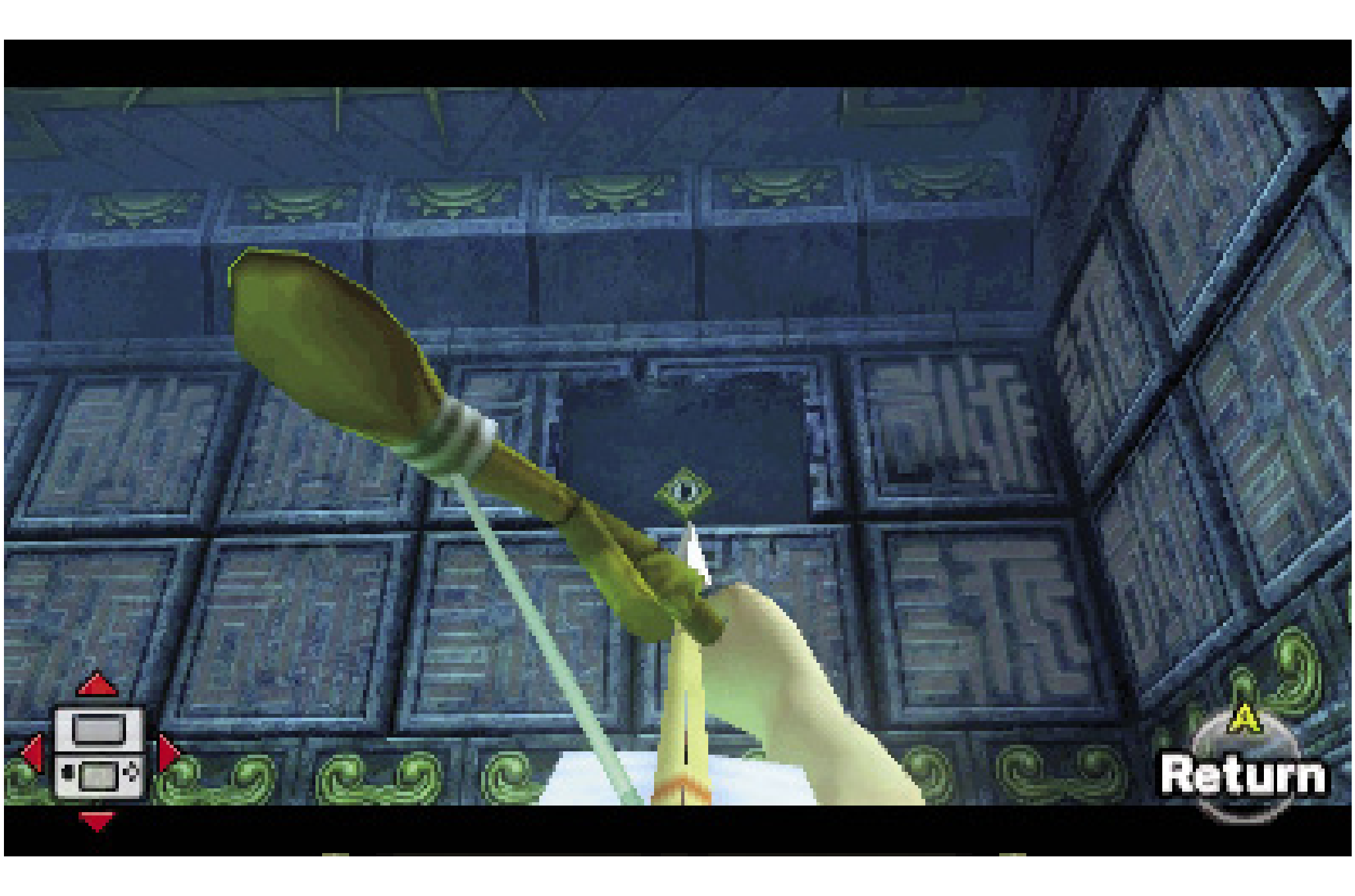
After the Iron Knuckle falls, a chest appears. It contains 10 Bombchus. Look around after opening the chest, and spy a cracked wall up high. That's what those Bombchus are for!



Twinmold Kid's Playground Chest #2: 10 Bombchus



Position Link so that he's near the center of the room, facing the cracked wall with the entry door to his right. Once you're in position, pull out a Bombchu. Wait for the Bombchu to blink three times, then release the Bombchu to send it scurrying up to the cracked wall.



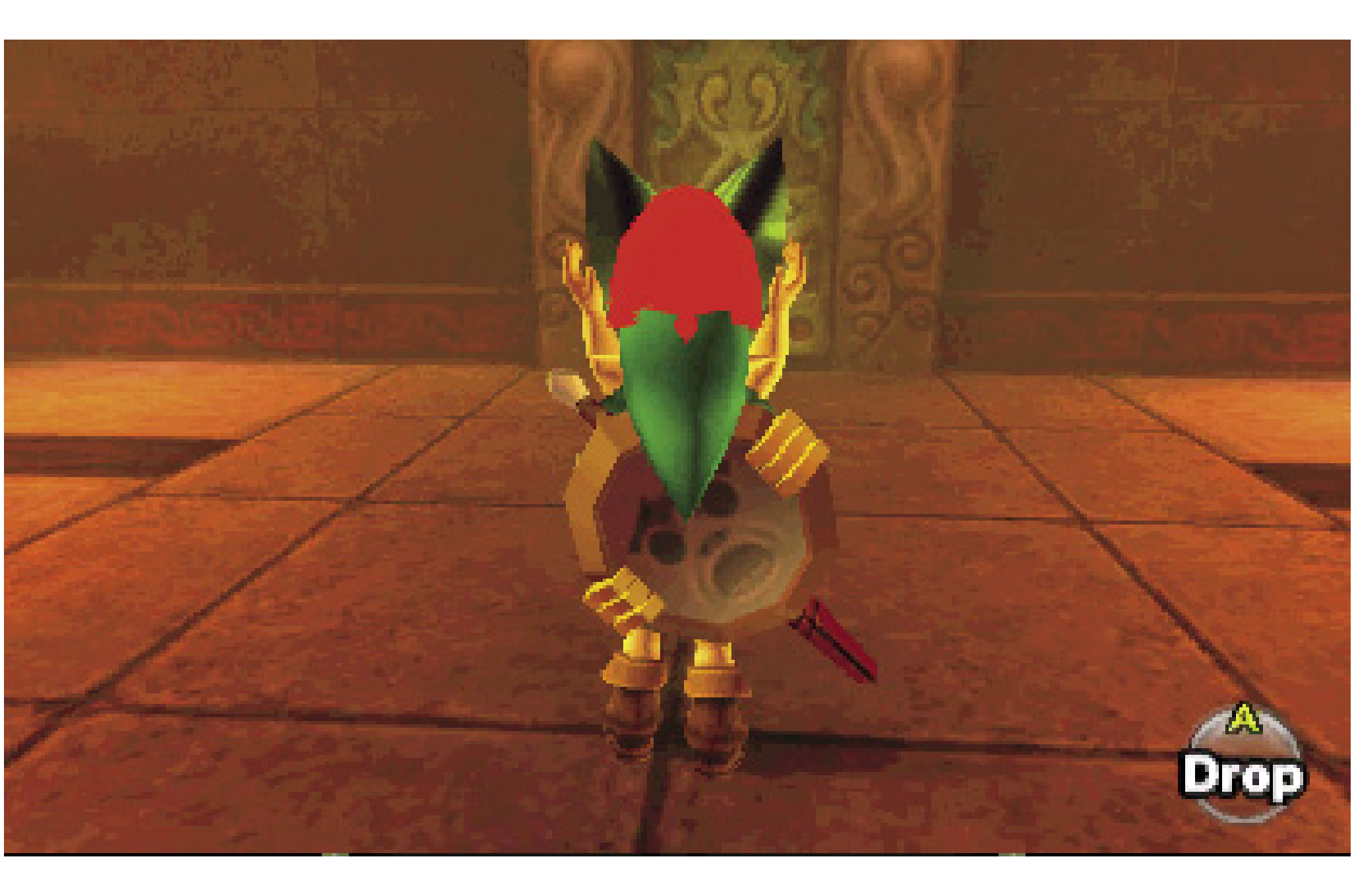
If you time it correctly, the Bombchu detonates just as it reaches the cracked wall. This blasts a hole in the wall, exposing an eye switch. Hit the eye switch with an arrow to make a ladder appear that leads up to a high door.

This just happens to be the final Piece of Heart in the game. Take a moment to enjoy that nice, full Heart meter.

Climb the ladder and go through the door to reach a small room. Hey, there's a Piece of Heart in there!

Piece of Heart #52

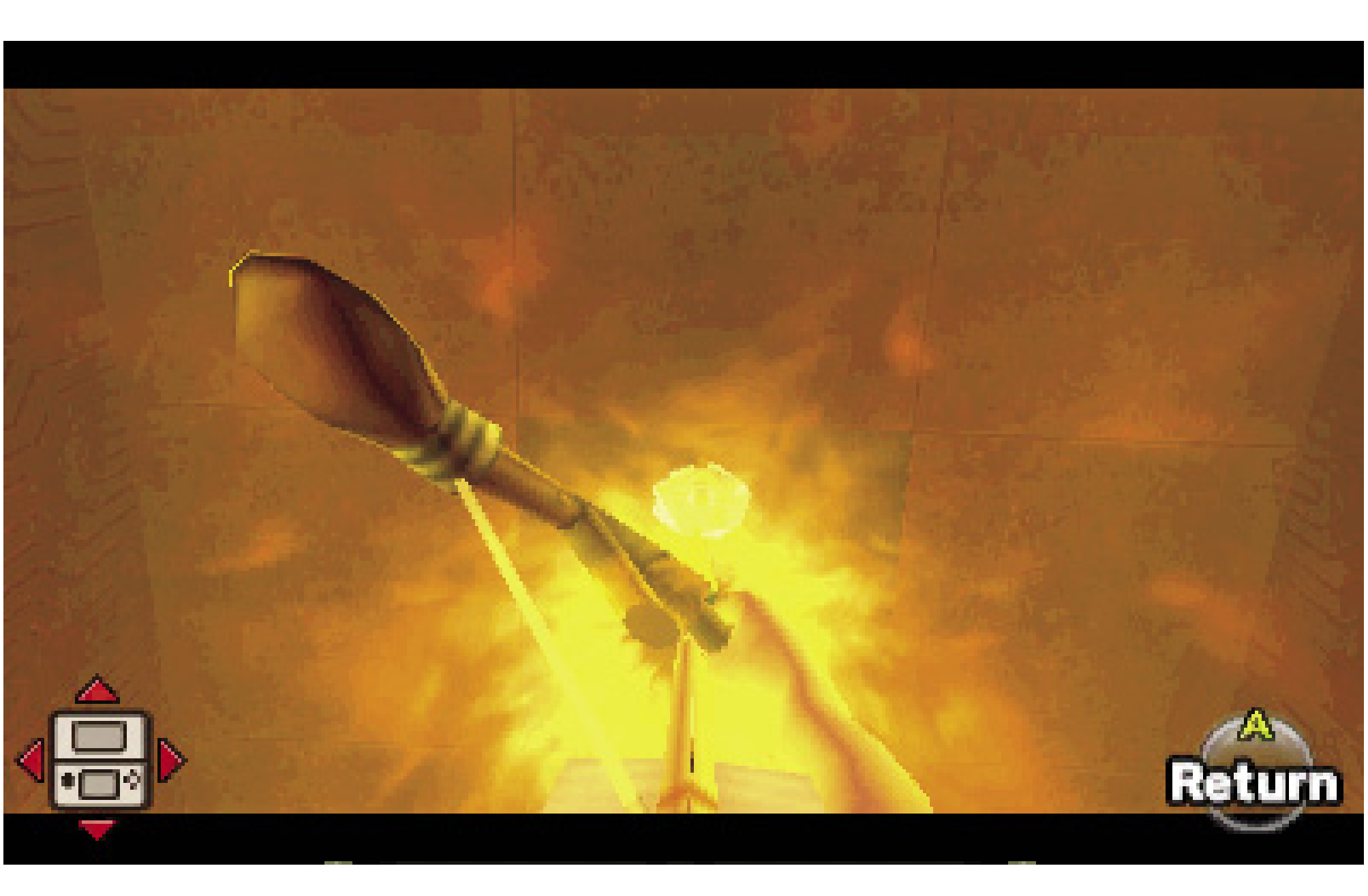
You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put together increases the amount of life energy you can have.



You've found the final Piece of Heart, but the room is still sealed. Look up to spy a large crack in the ceiling. Stand in the center of the room and pull out a Bombchu. Again, wait for it to blink three times before you release it.

If you timed it properly, the Bombchu scales the wall and detonates just as it reaches the crack in the ceiling. This exposes a frozen eye switch. Melt it with a Fire Arrow to unseal the far door, and then go through to reach the final room.

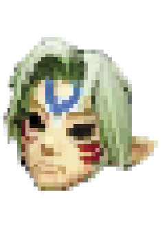
The masked child awaits in the final room. Give him your last four non-transformation masks (bye bye, Bunny Hood) to be returned to the grassy field.



One Mask to Rule Them All

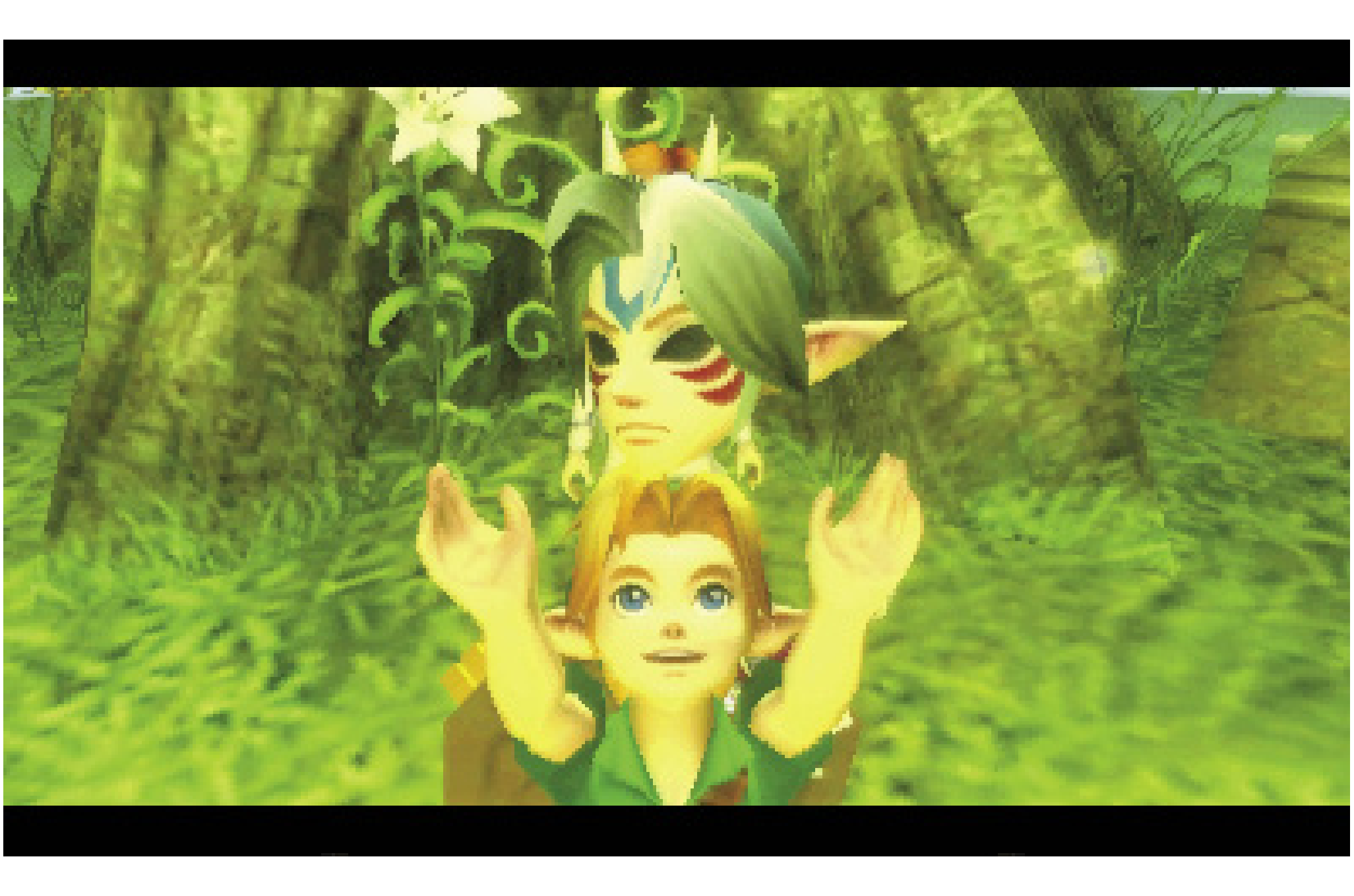
Make one last trek to the big tree, and save your game. Only the lonely child who wears Majora's Mask remains. If (and only if) you played all of the other masked children's games and gave away all 20 of the non-transformation masks, then this child will give you a very special mask: the Fierce Deity's Mask.

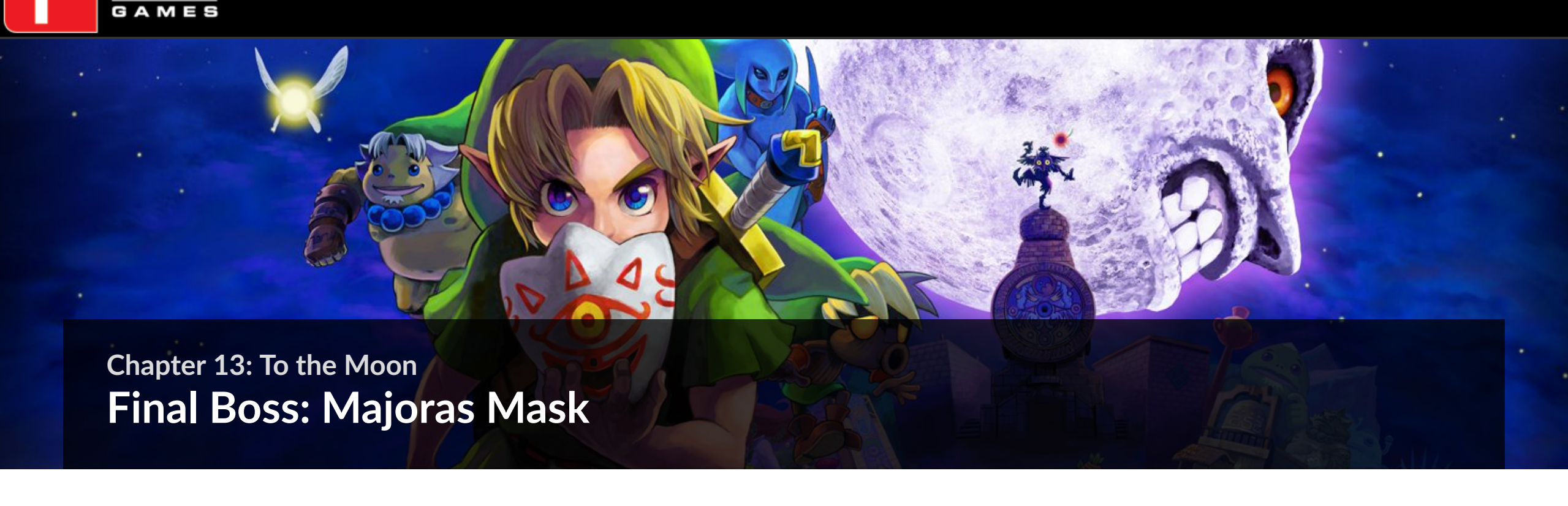
Fierce Deity's Mask



You got the Fierce Deity's Mask! Could this mask's dark powers be as bad as Majora? Tremendous power is emanating from within...

The Fierce Deity's Mask can only be used during boss battles. It transforms Link into a towering, but youthful, warrior of the gods. Fierce Deity Link's sword is the most powerful weapon in the game, and it fires lethal beams at enemies that Link has L-Targeted from afar. In short, this is a great mask to have going into the final battle.



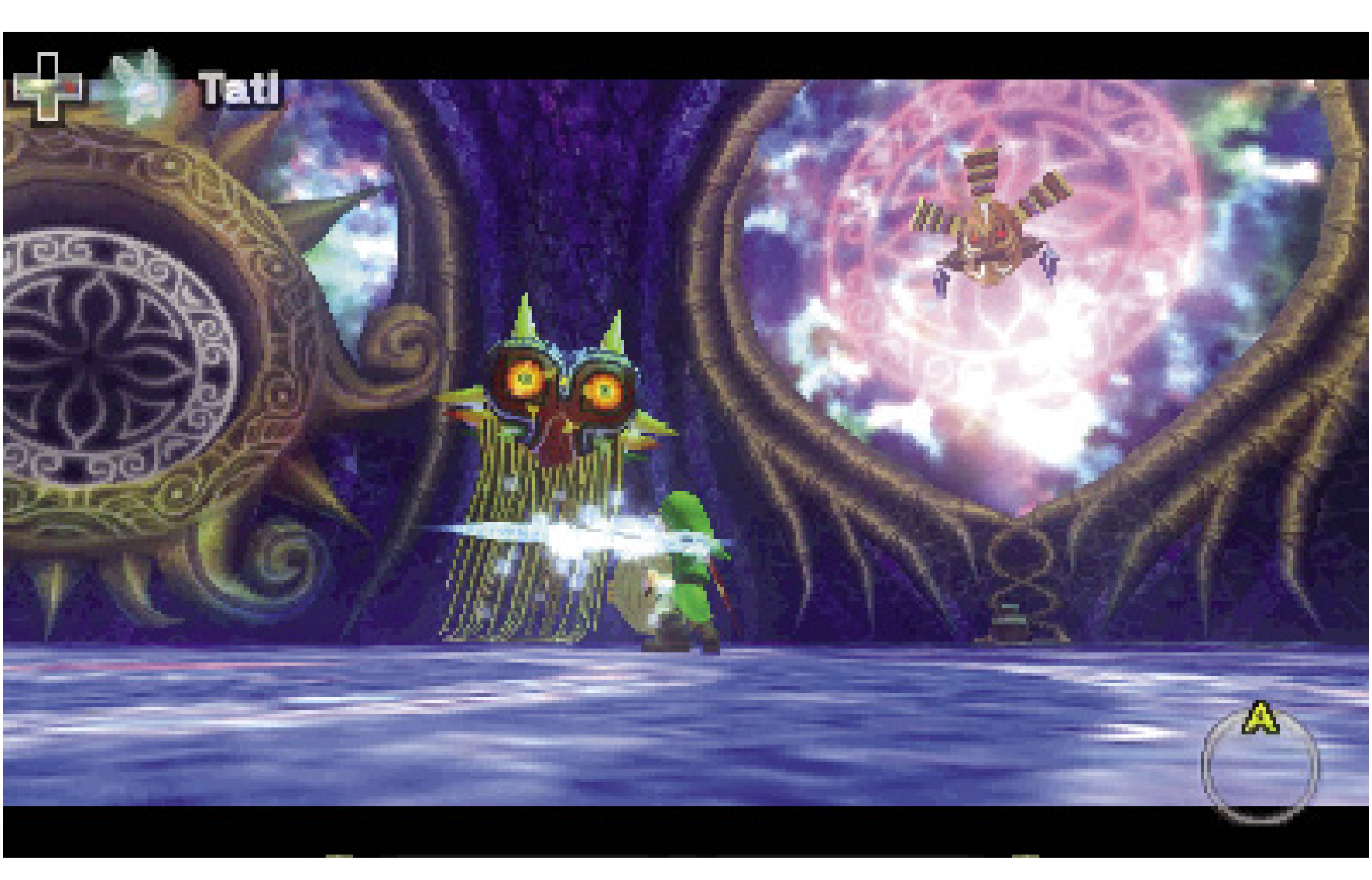


Final Boss: Majoras Mask

Whether or not you claim the Fierce Deity's Mask, speaking with the lonely youth who wears Majora's Mask triggers the final battle. Prepare yourself for an epic clash.

Phase One: Majora's Mask

Majora's Mask

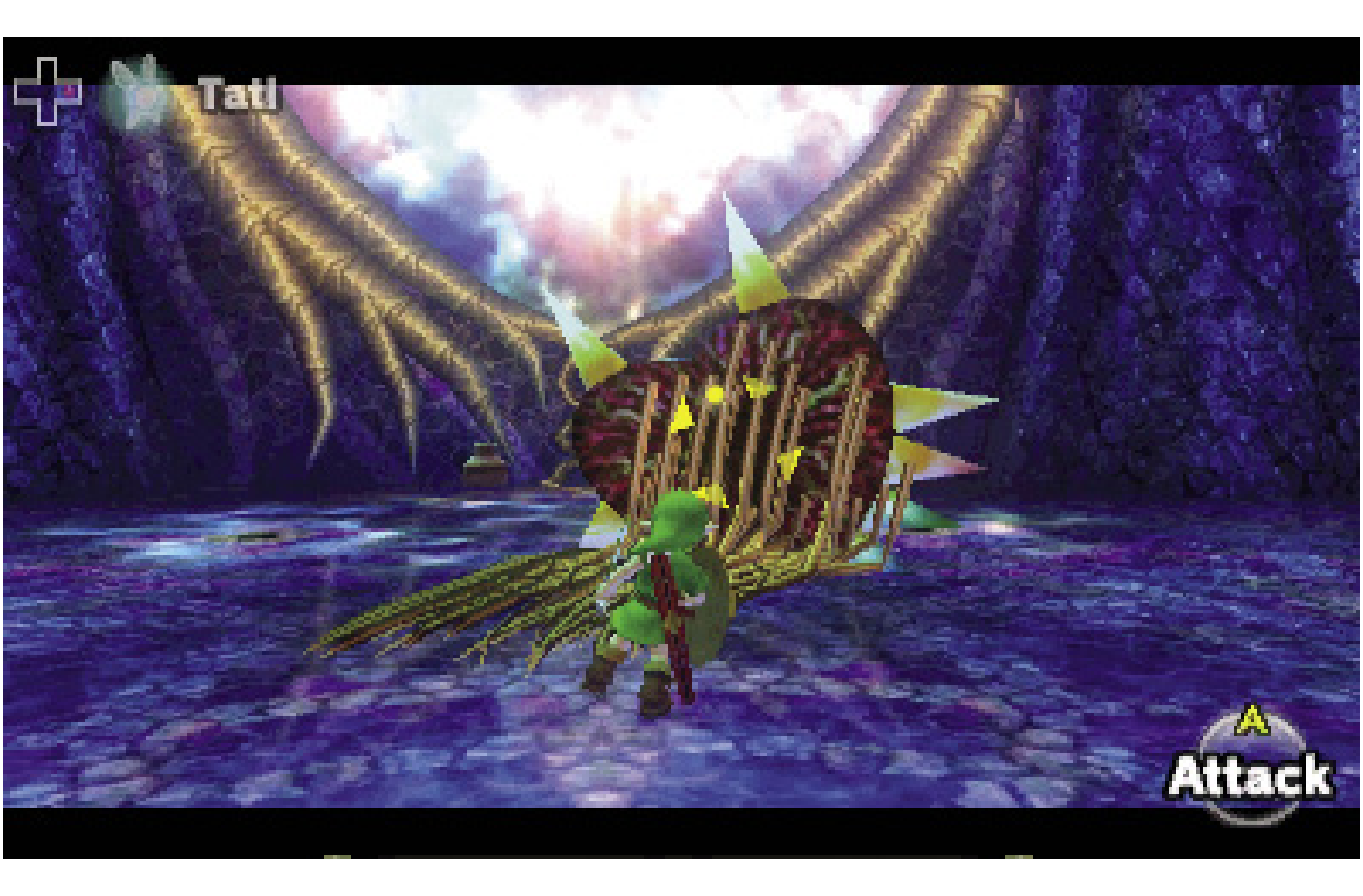


During the first phase of this three-stage battle, the four guardian masks fly out from Link's grasp and become stuck to the walls. Majora's Mask then emerges from the far wall, sprouts tentacles, and begins the attack.

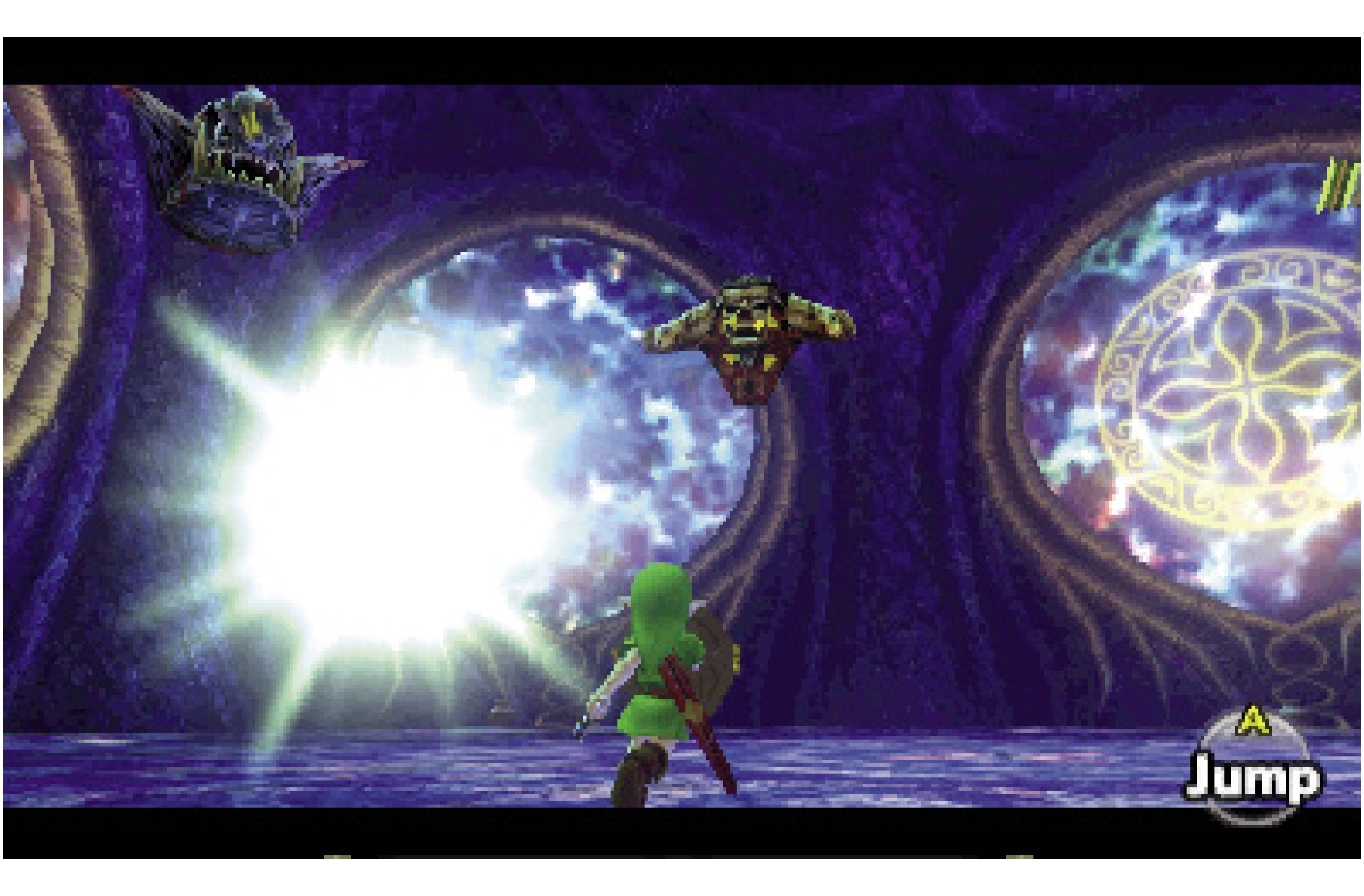
Majora's Mask can't be harmed while it's facing you, so don't bother attacking it. You must stun the demon first instead. You can do this by shooting an arrow into the back of the mask, but this can be tricky. To make things easier, lock on and hold B to ready a spin attack. Unleash the spin attack when Majora's Mask spins and flies down at you. (You can also simply strike Majora's Mask with a normal sword attack as it draws near.)

Fierce Heroics

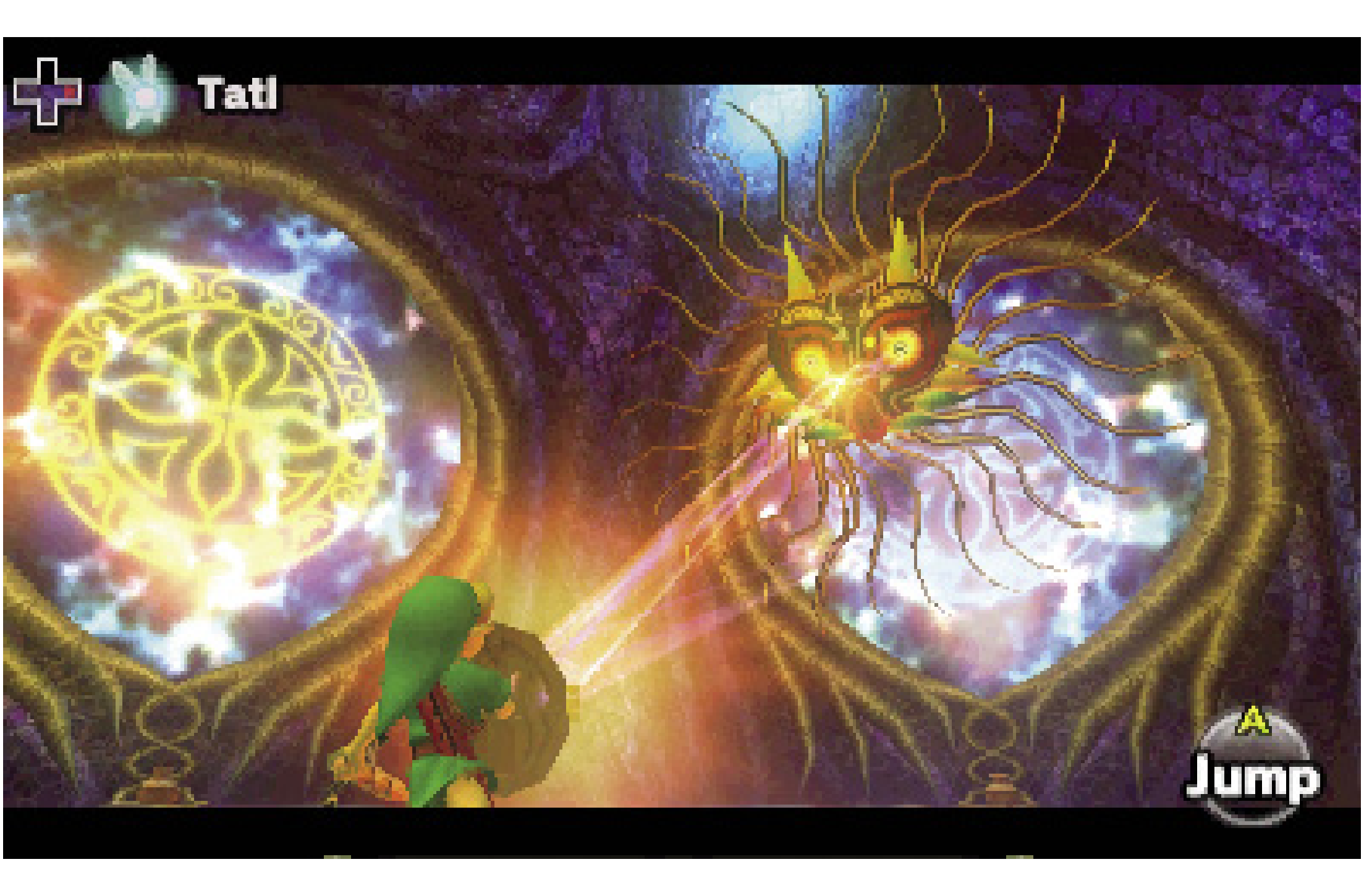
Fierce Deity Link can simply lock on with L-Targeting and then unleash his sword beams at Majora's Mask to both stun the boss and inflict damage from afar.



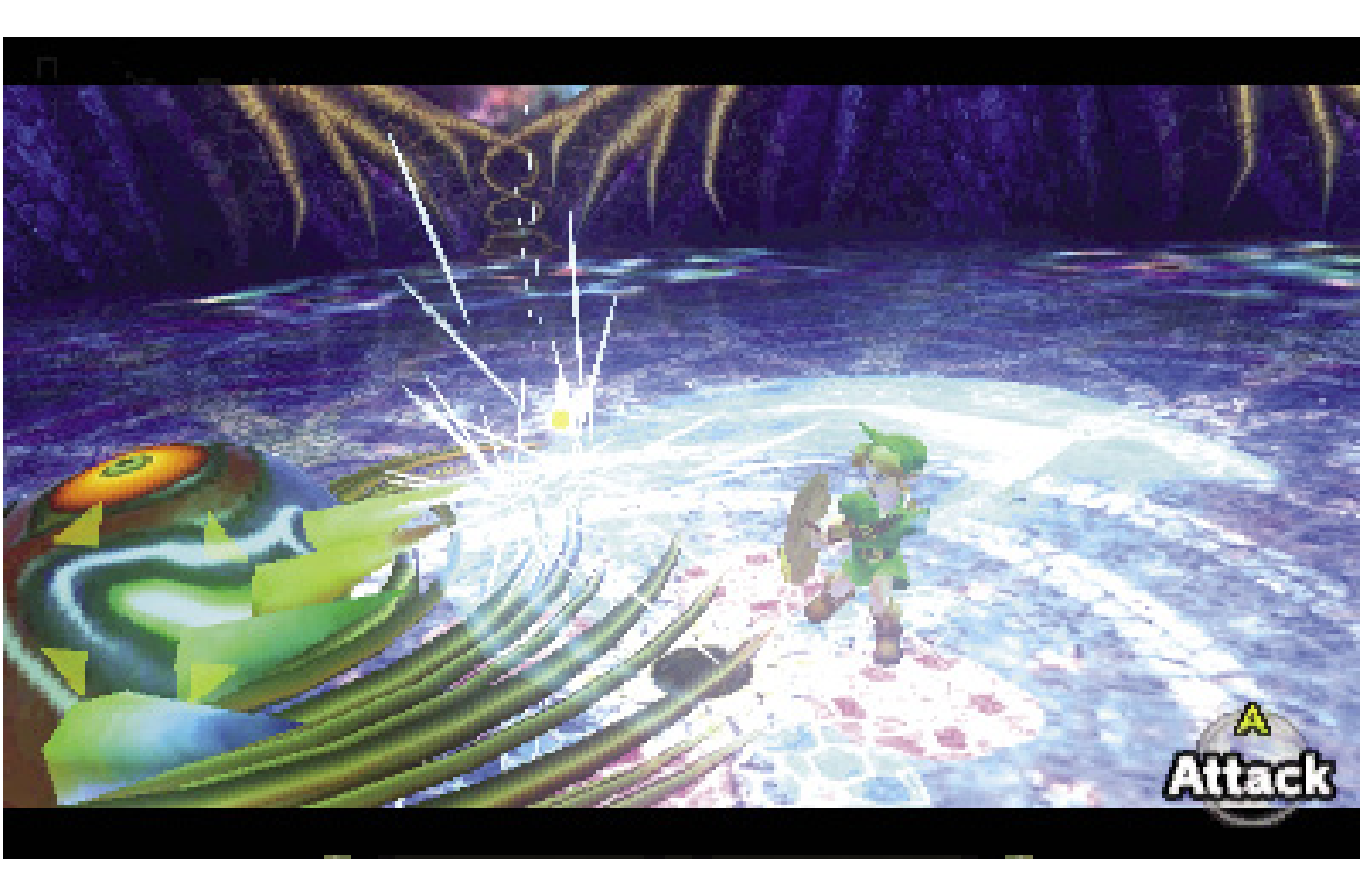
Once you've countered Majora's Mask's spin attack, the mask is briefly stunned. Race over, and strike it once with Link's blade. Repeat this until the four spirit guardian masks pop out of the walls and join the fight.



The other masks have attacks of their own, making the fight quite chaotic. Lock on and shoot arrows at the other masks to defeat them (it takes three regular arrows to defeat each mask), or simply strike them with Link's sword whenever they're in range (or use the Hookshot to pull them close). Once the other masks are gone, you can focus on battling Majora's Mask.



Majora's Mask also starts firing a punishing laser once the other masks join the battle, but Link's Mirror Shield can block this laser and even reflect it back at Majora's Mask. Lock on, and back away from Majora's Mask while holding R to defend. Keep backing up until you reflect the beam back at the boss.



Continue reflecting Majora's Mask's laser, and then stun it by intercepting it with a spin attack (or by shooting it with arrows from behind). Inflict damage with Link's blade each time the mask drops to the floor, and keep it up until you defeat it.

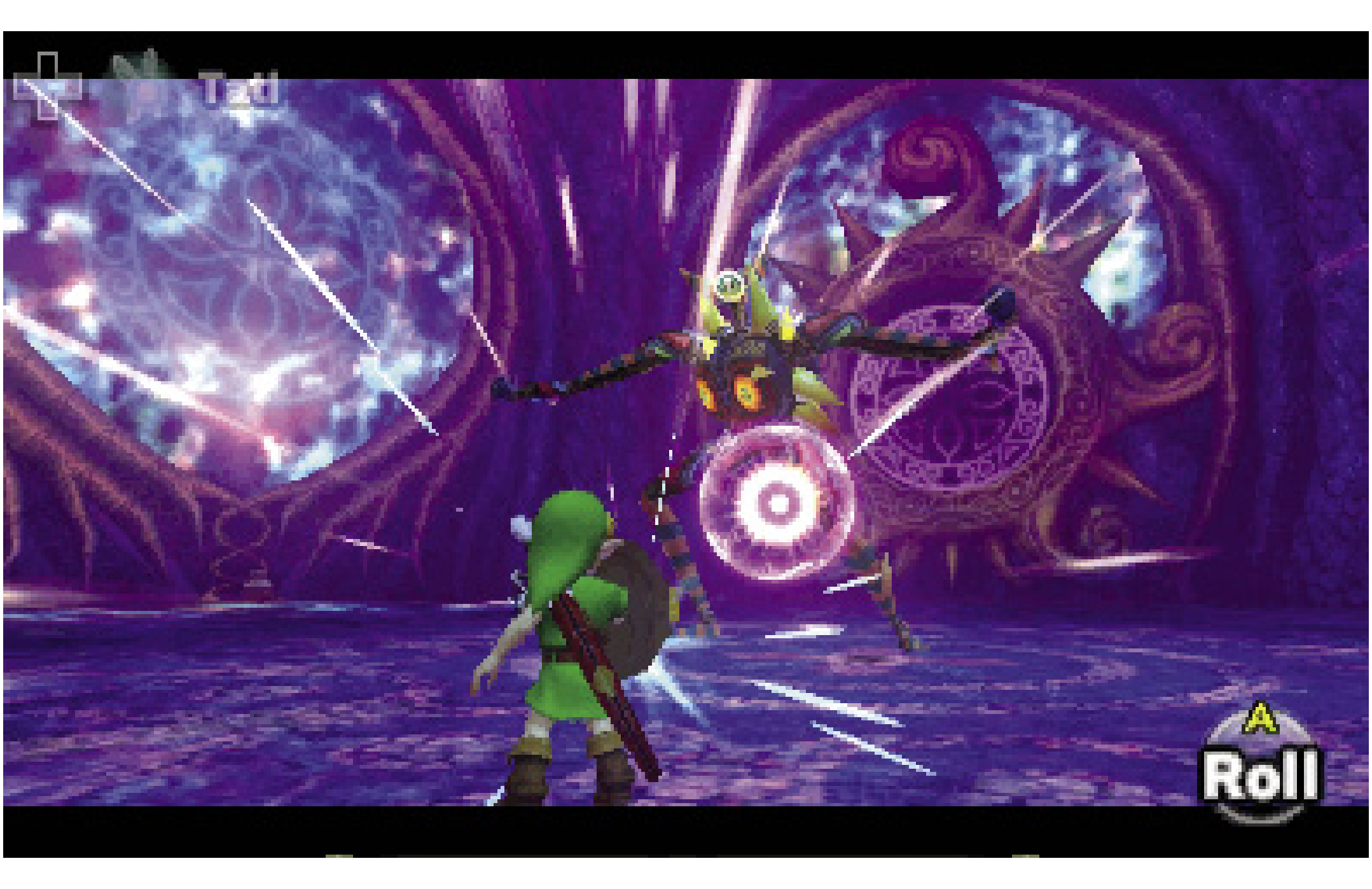
Phase Two: Majora's Incarnation

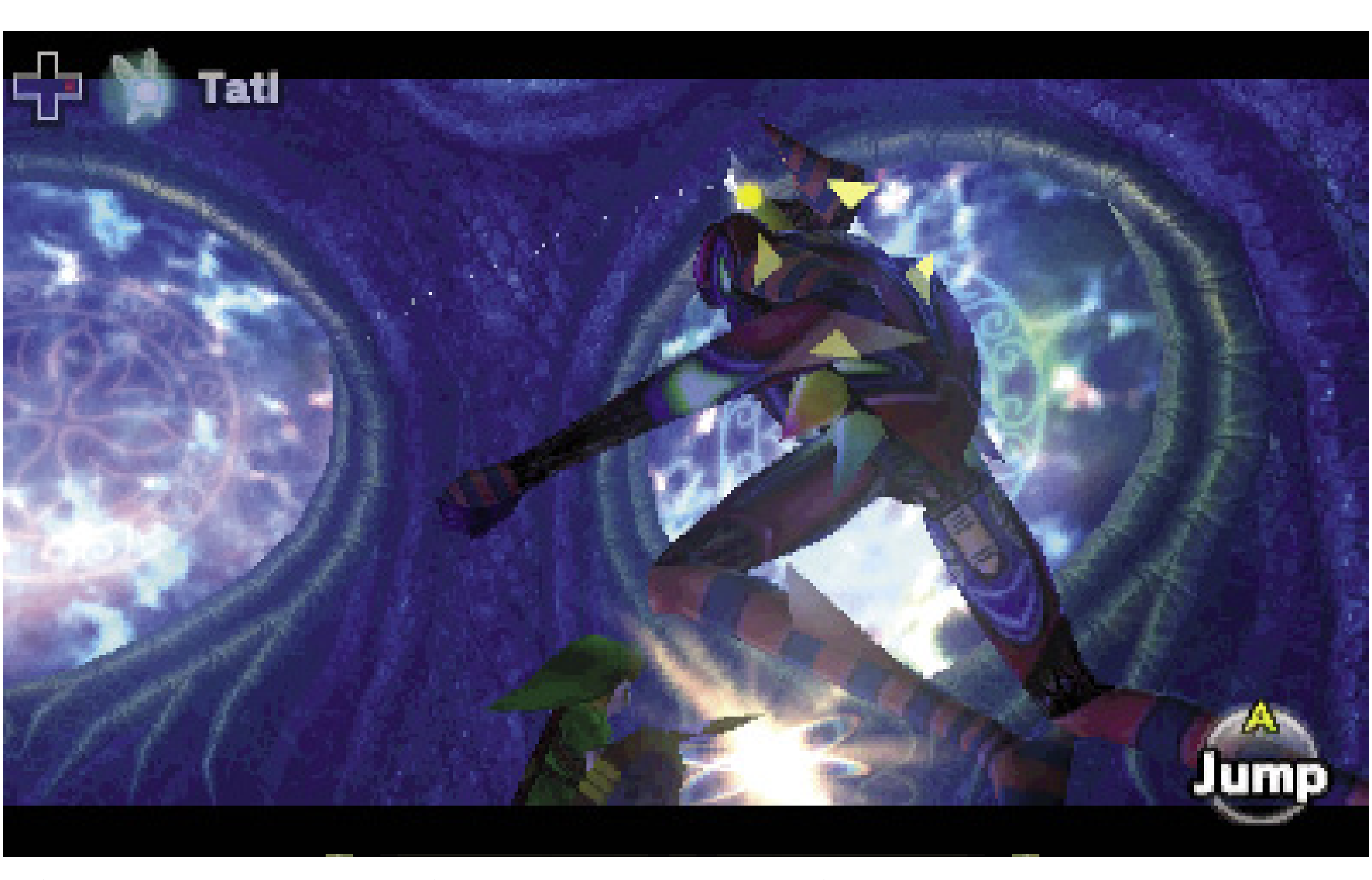
After suffering significant damage, Majora's Mask sprouts arms and legs, transforming into Majora's Incarnation. The battle changes at this point, and so must your tactics.

Majora's Incarnation sprints around in a mad rage, performing a number of disturbing dances. Sometimes, the fiend stops to fire a barrage of painful projectiles at you. Lock on with L-Targeting, and keep your shield up to block these projectiles as you chase after the boss.

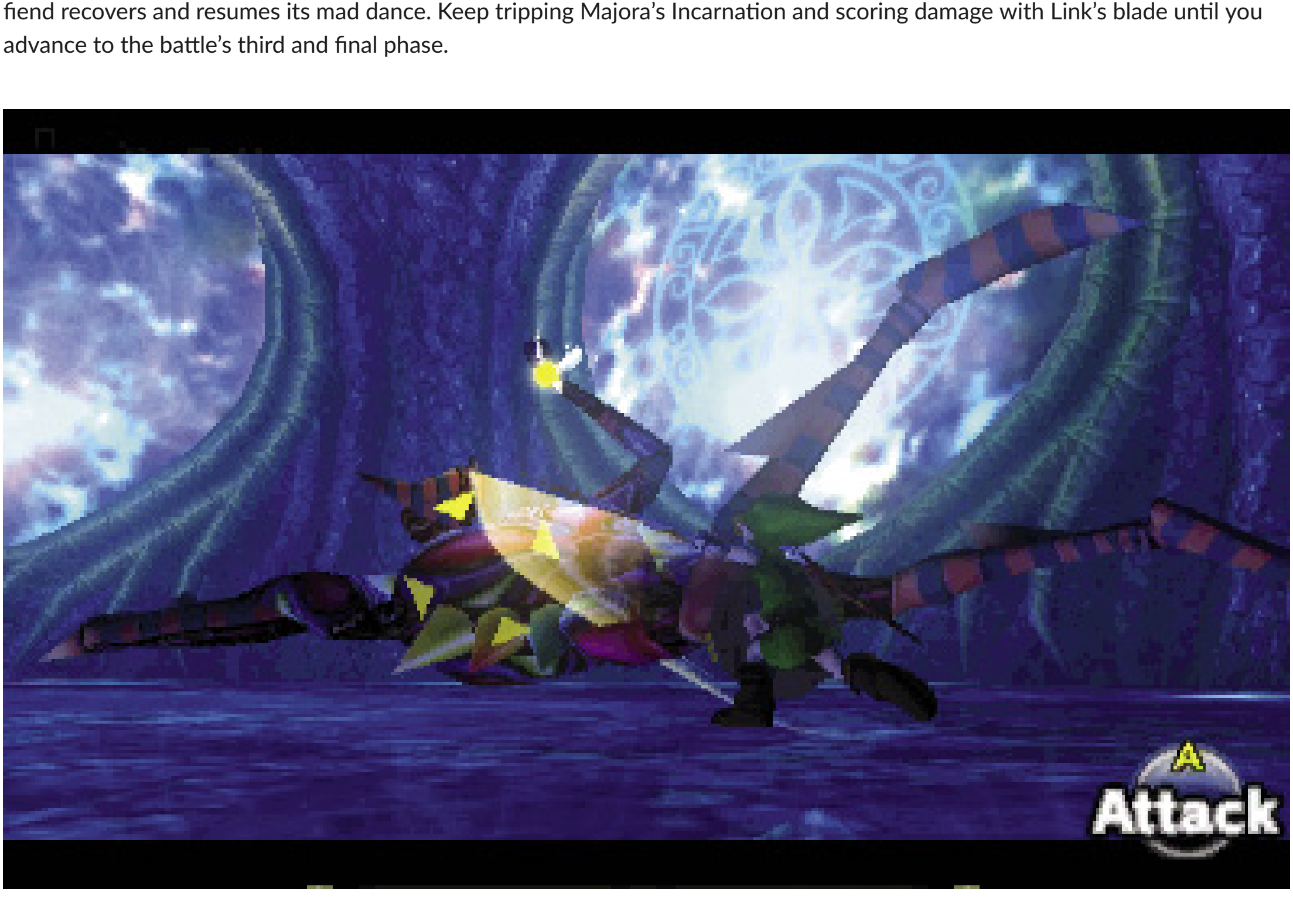
Try to strike Majora's Incarnation's legs with your sword as it skitters past. Holding B to charge up great spins is a great way to do this. Any successful sword strike trips Majora's Incarnation and causes it to fall to the ground, stunned.

Majora's Incarnation





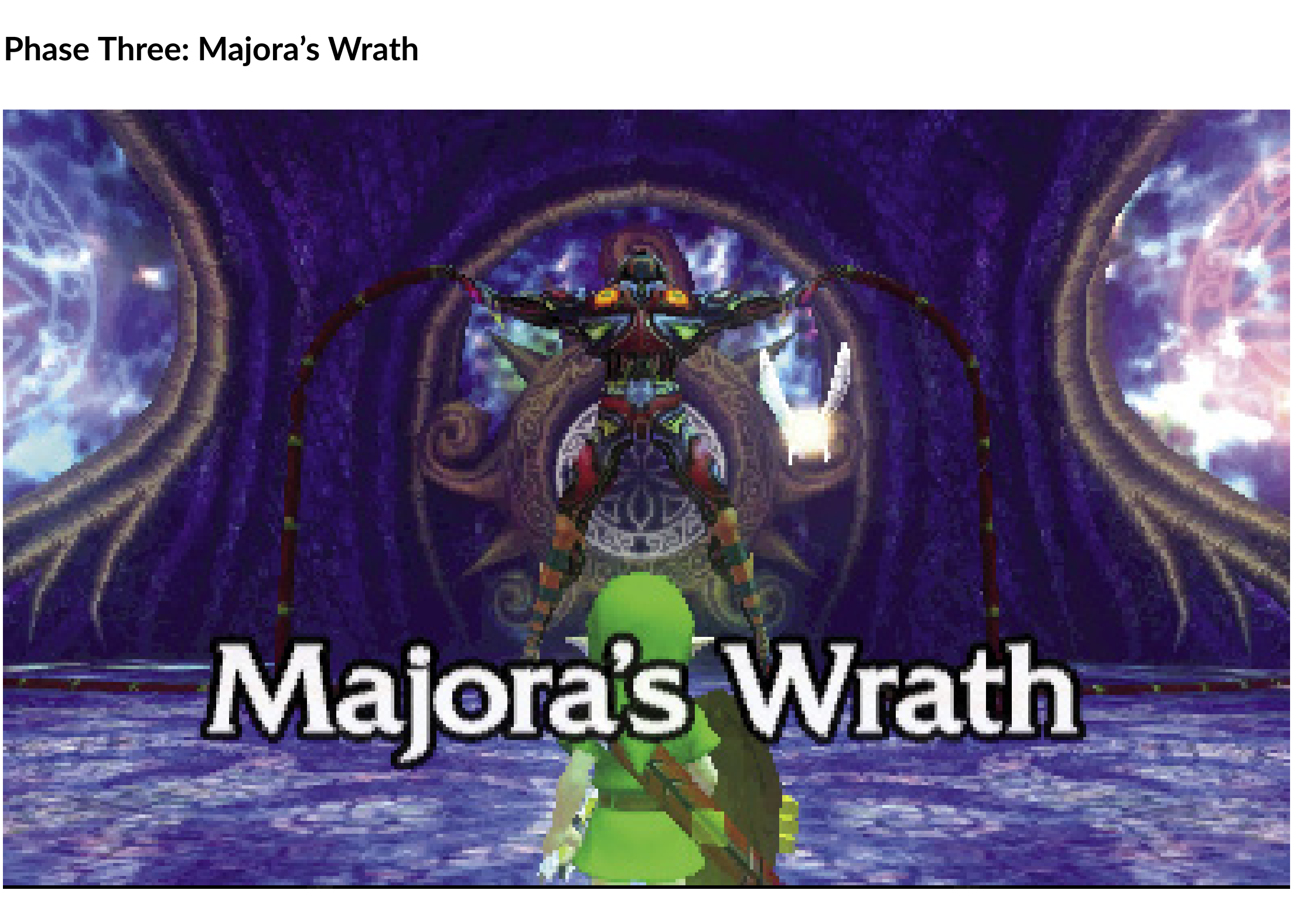
Now's your chance! Race over to Majora's Incarnation, and slash it with Link's sword. You can land one or two hits before the fiend recovers and resumes its mad dance. Keep tripping Majora's Incarnation and scoring damage with Link's blade until you advance to the battle's third and final phase.



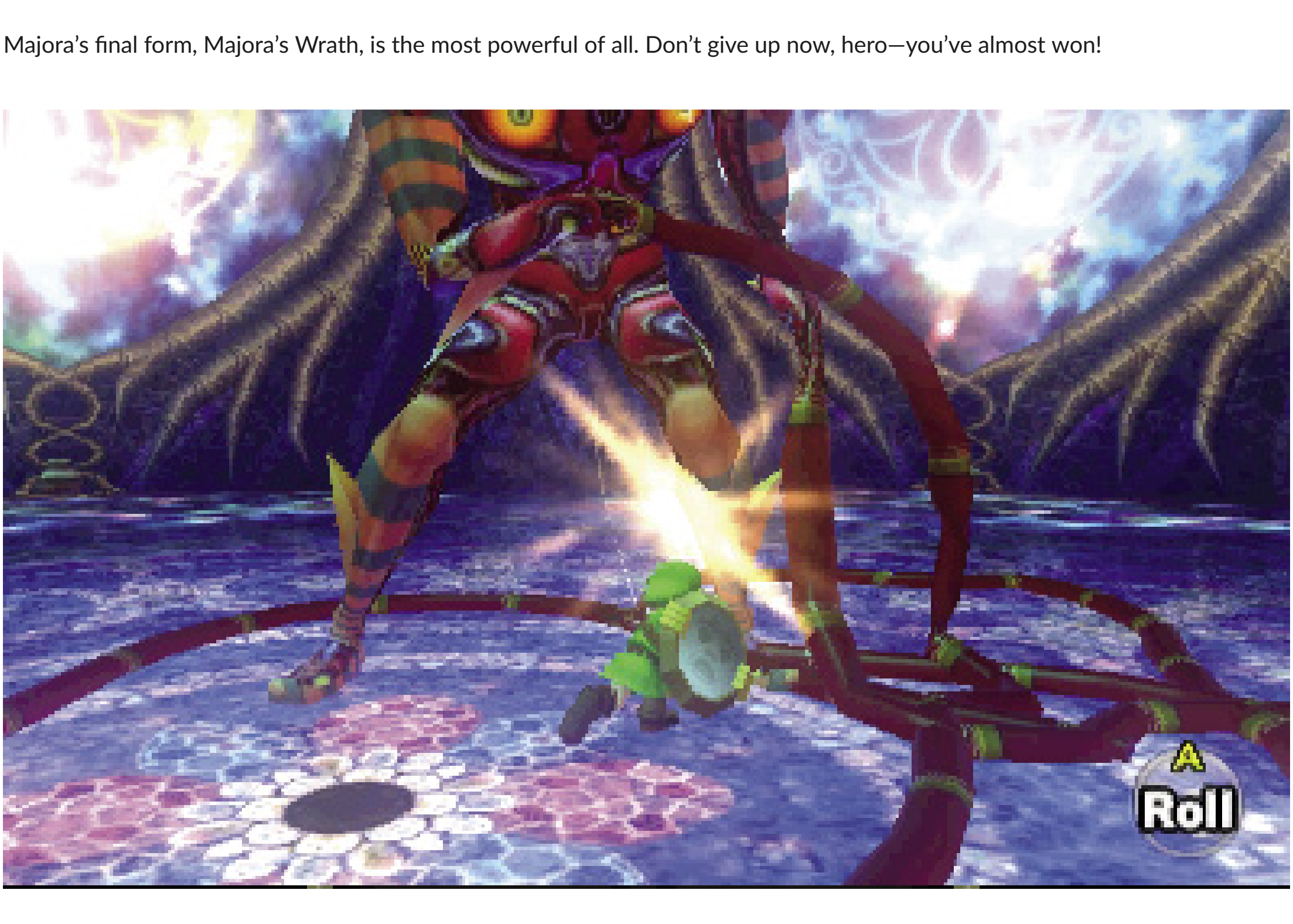
Fierce Fire

Again, Fierce Deity Link can simply L-Target Majora's Incarnation and use his sword beams to stun and damage the boss from range. He's so fierce!

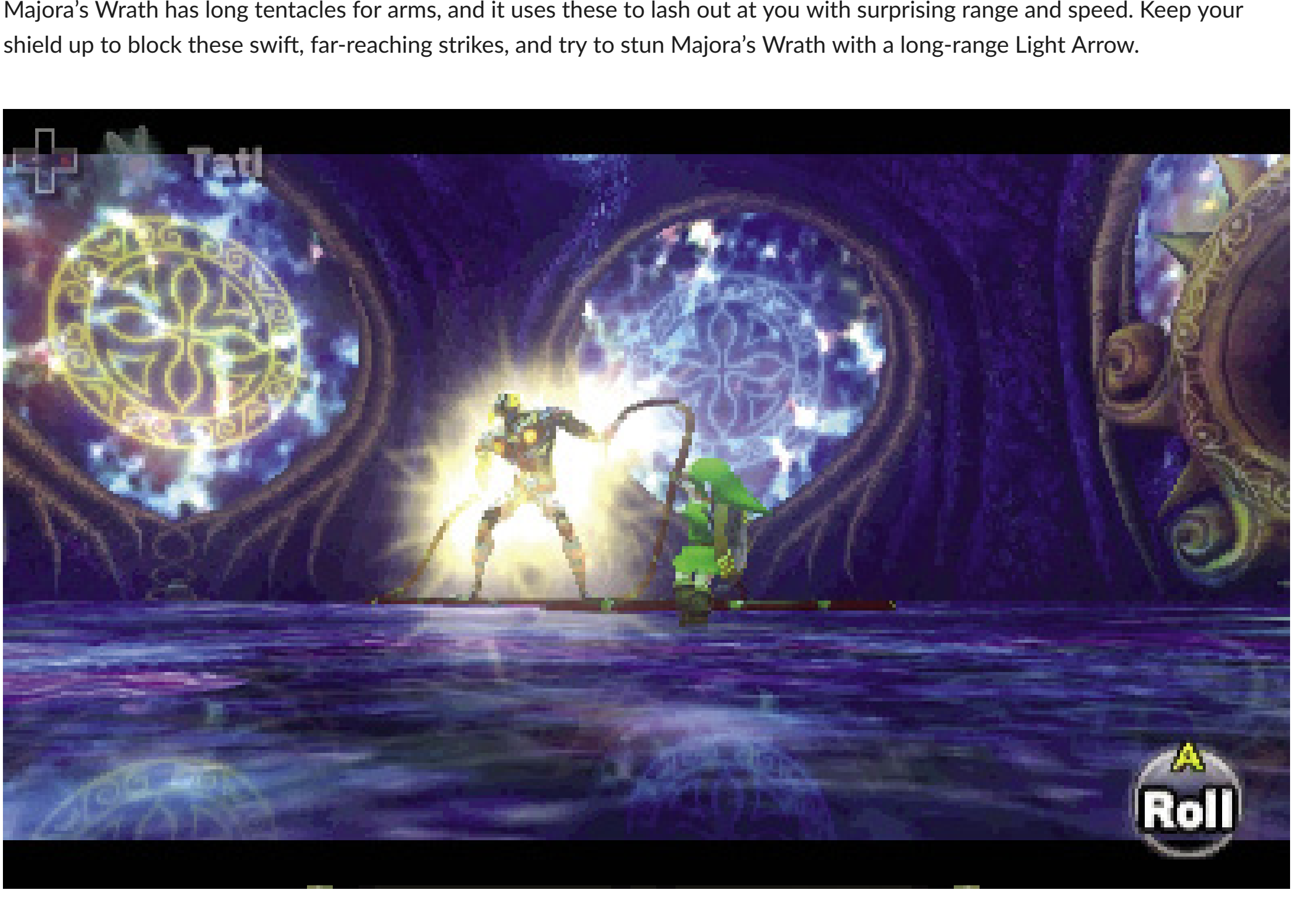
Phase Three: Majora's Wrath



Majora's final form, Majora's Wrath, is the most powerful of all. Don't give up now, hero—you've almost won!

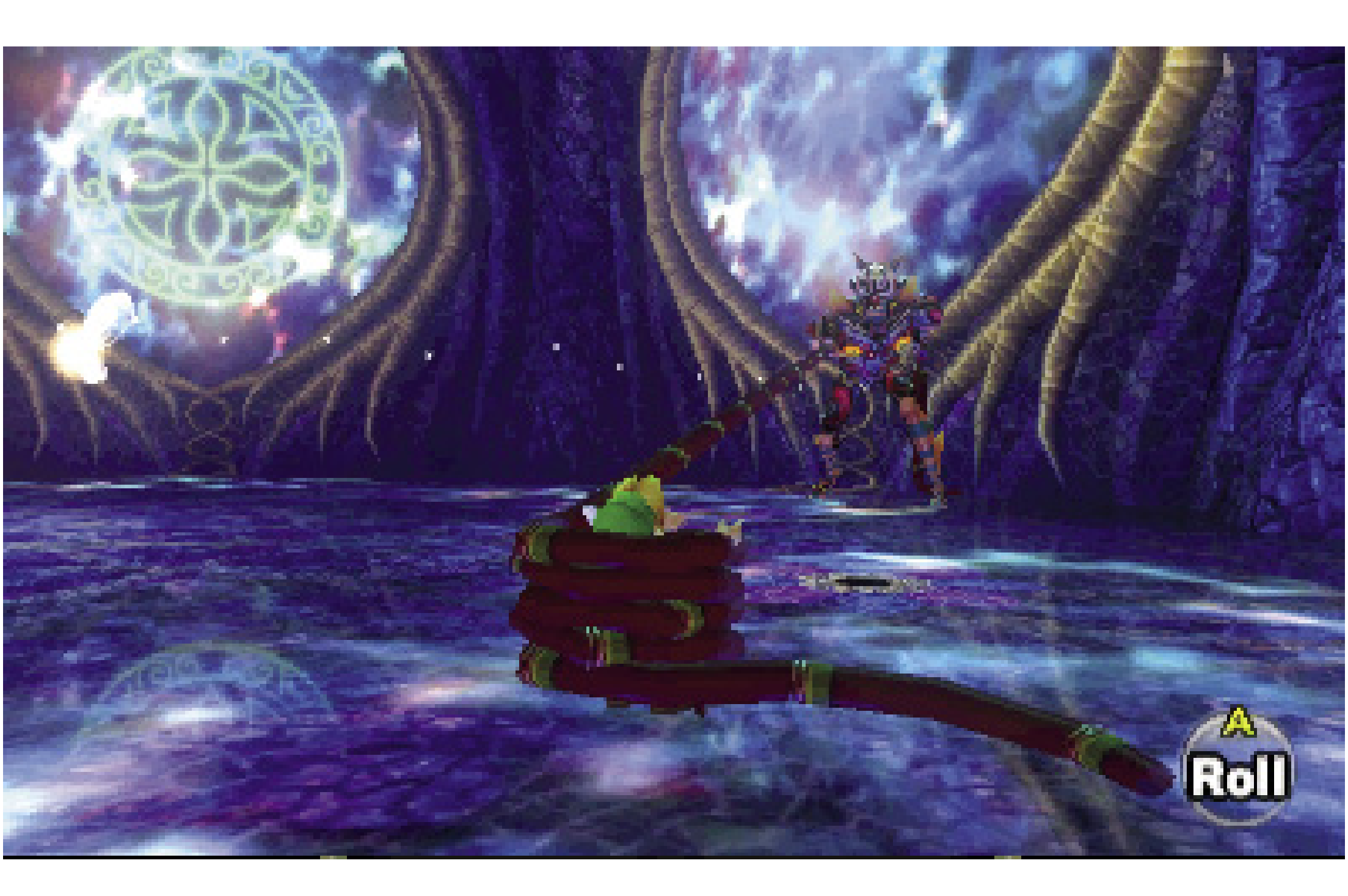


Majora's Wrath has long tentacles for arms, and it uses these to lash out at you with surprising range and speed. Keep your shield up to block these swift, far-reaching strikes, and try to stun Majora's Wrath with a long-range Light Arrow.

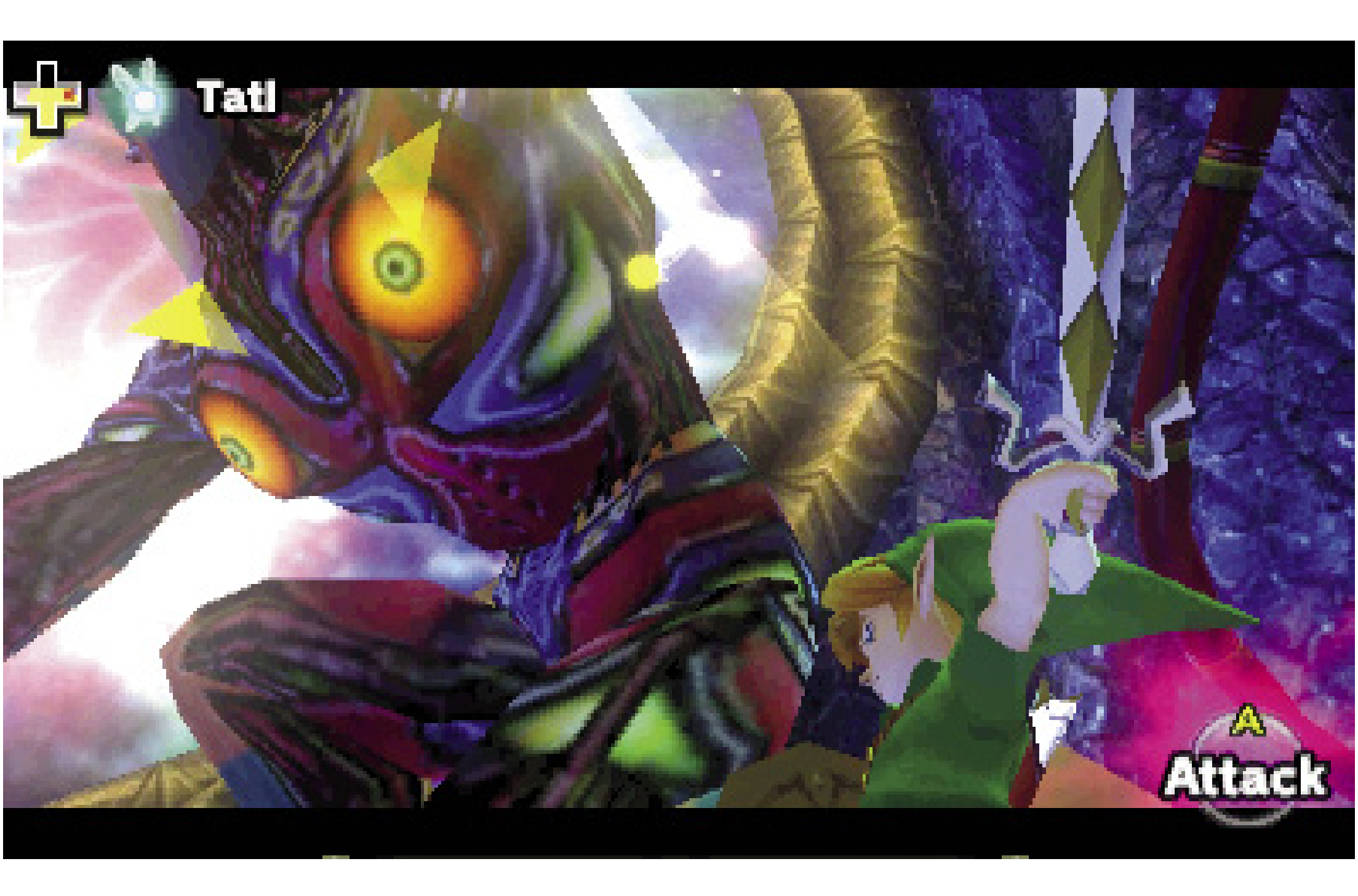


Once you've stunned Majora's Wrath with a Light Arrow, rush toward the boss and unleash the full fury of Link's sword. You can land two hits before the brute recovers.

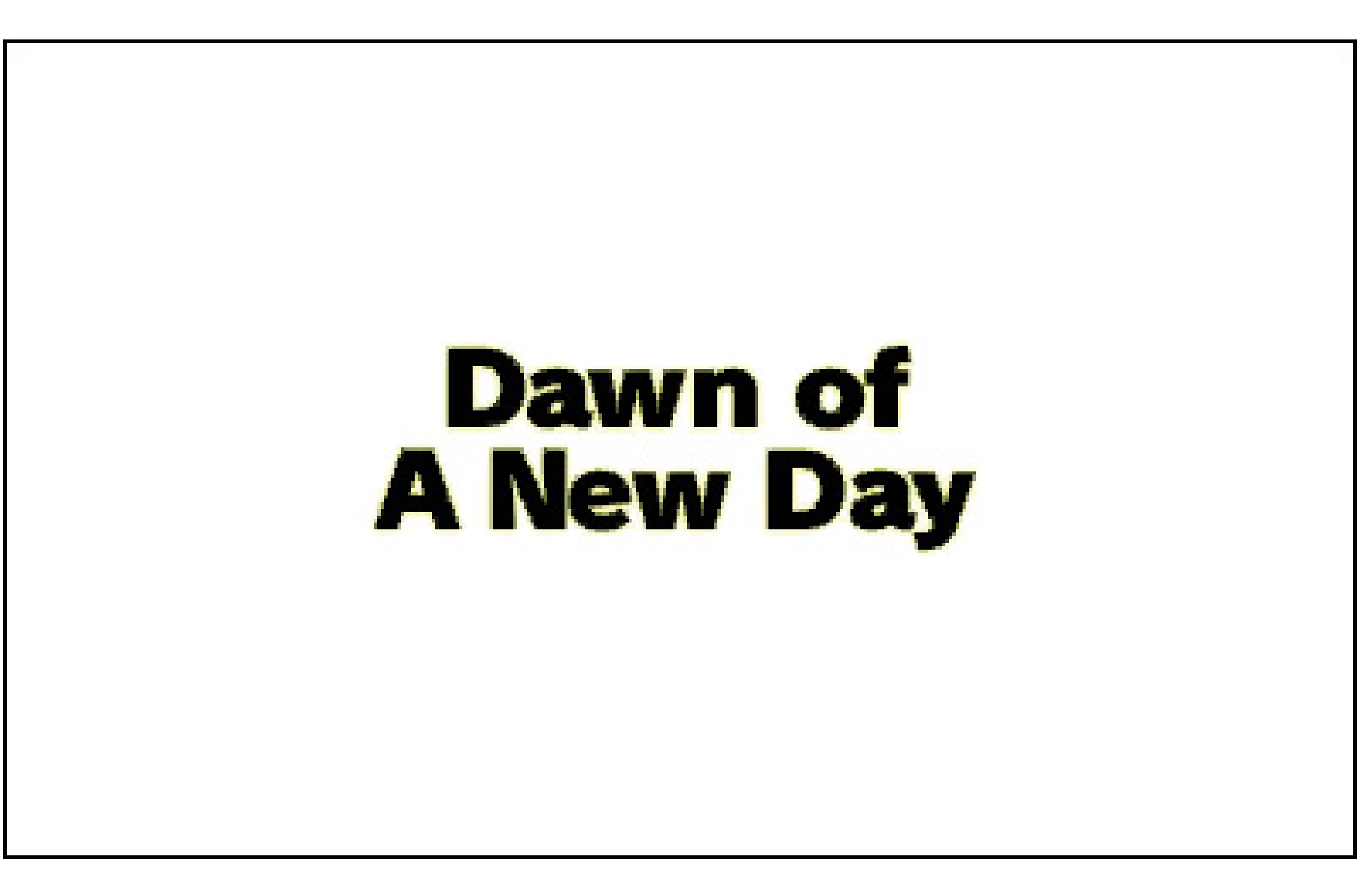
As the battle wears on, Majora's Wrath adds new and more punishing attacks. It wraps you up with its tentacles and tosses you across the room—an attack that can't be blocked. It also sends out spike-covered spinners that pursue you around the arena. Block these spinners to bounce them back as you continue to stun their master with Light Arrows.



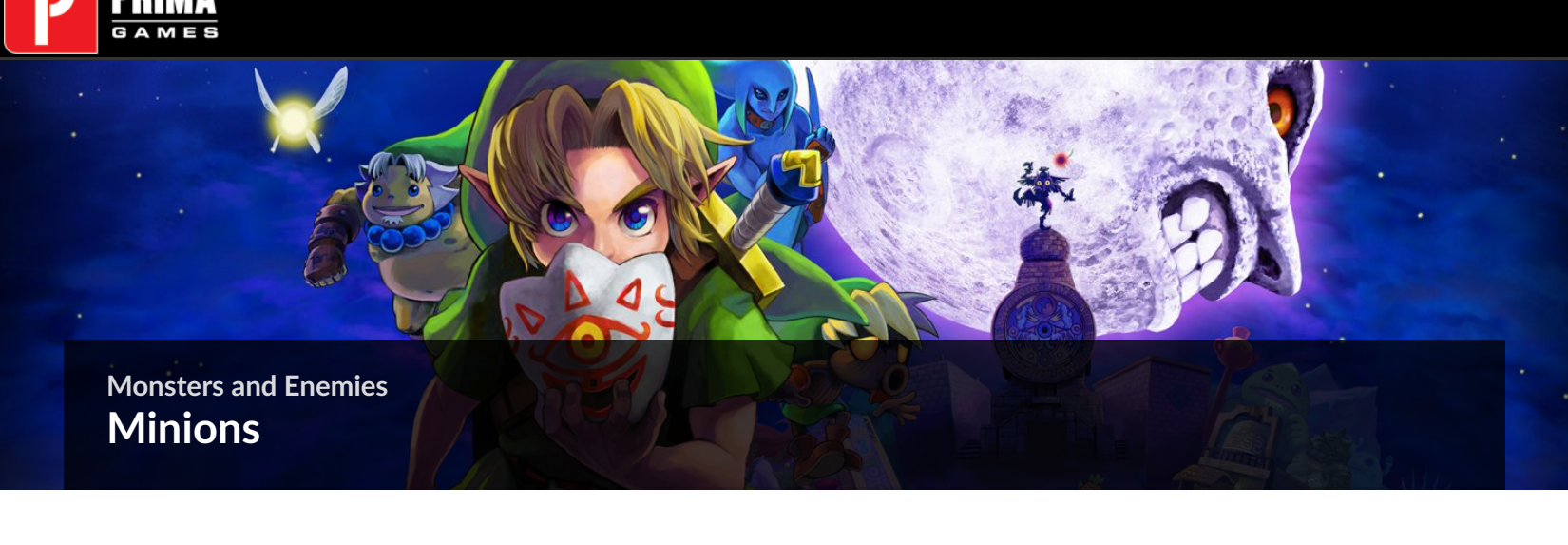
Even if you run out of magic power, you can still stun Majora's Wrath with normal Arrows. You can find more arrows by breaking the jars around the arena, so don't worry about running out. Just keep firing Light Arrows to stun the Majora's Wrath, then close in and strike hard with Link's blade. Don't relent until the demon is at last undone.



Termina is Saved!



Congratulations, hero, you've just beaten the game! This guide won't spoil the ending for you, but hopefully, you enjoy it. Save your game after the credits roll, and the next time you play, you'll find yourself back in Clock Town on the Dawn of the First Day, with all of your masks back in your pack—including the Fierce Deity's Mask.



Monsters and Enemies

Minions

With terrible fiends lurking around every corner, Link must always be prepared for battle. This chapter helps him do exactly that. Here, you'll learn how to defeat every enemy that Link faces throughout his entire adventure.

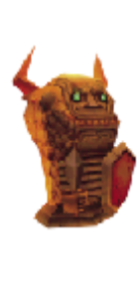
Minions come in all different shapes and sizes. Some are as small as a bird, while others are as big as a house. Still, all minions share a common bond: they aren't bosses. These are the frontline foes that Link must battle at many points during his quest.

Ask Tatl

The minions are presented alphabetically in this chapter. If you can't find an enemy that's giving you grief, L-Target the monster in the game, and press ✚ to ask Tatl about it. She'll tell you its name, helping you find its info in this chapter.

Armos

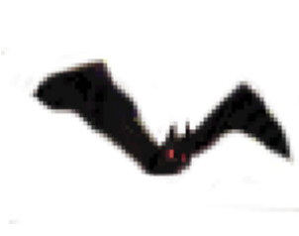
Damage: 1/2 Heart



These stalwart statues seem harmless until they're struck, but then they become hopping mad. Once awoken, Armos hop after Link, harming the hero if they slam into him. It's usually best to leave Armos be, but you can also place a bomb near them and blast them to bits with minimal risk.

Bad Bat

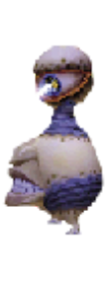
Damage: 1/4 Heart



Heads up! Bad Bats circle the skies, swooping down at Link without warning. They inflict little damage and are easily slain with a single swipe of Link's blade, making Bad Bats easy prey. In a pinch, lock on and use a ranged attack to blast them from the sky.

Beamos

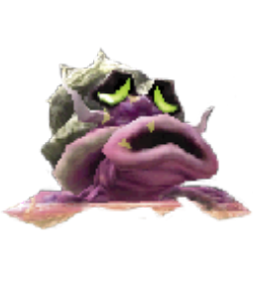
Damage: 1/2 Heart



These statue-like baddies sport a revolving eye that emits a powerful laser beam when Link moves into sight. Beamos can't move, but they commonly stand watch over vital areas. Keep out of a Beamos' sight, and use a bomb (or the Blast Mask) to blast a Beamos to bits. Beware, though: a Beamos' eye also goes boom shortly after you blast its body.

Big Octo

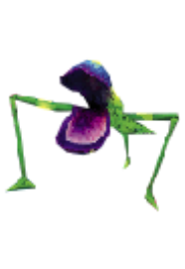
Damage: 1/4 Heart



These monstrous aquatic foes reside in deep water. They emerge whenever Link draws near and attempt to suck him into their powerful snouts. If Link gets too close, he'll be sucked in and then blown backward for damage. You can only best Big Octos by ranged attacks… or perhaps by ramming into them with even bigger objects.

Bio Deku Baba

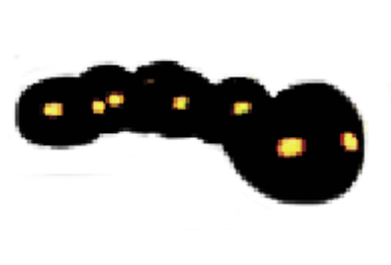
Damage: 1/2 Heart



These bad plants reside in deep water and often hang down from long stalks attached to the bottoms of lily pads. Like regular Deku Babas, they strike out at Link whenever he approaches, and they're easy prey for the Hero's Bow. However, once struck by an arrow, Bio Deku Babas are cut from their lily pads and begin to stalk the sea floor, becoming mobile and even more dangerous. Hit Bio Deku Babas with a second ranged attack for good measure.

Black Boe

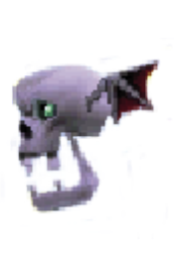
Damage: 1/4 Heart



Often attacking in swarms, Black Boes slink about the floor and then leap at Link, ramming into him for damage. Lock on and back away to avoid being surrounded, and block to avoid damage. When you see an opening, unleash the full fury of Link's blade or Deku Link's spin attack.

Blue Bubble

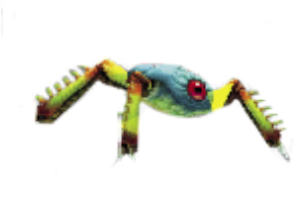
Damage: 1/2 Heart



These foul, flying skulls are engulfed in an eerie blue flame. Blue Bubbles chase after Link and curse him if they bump into him. Once cursed, Link cannot use his sword for quite some time (about a minute of real-world time). Blue Bubbles are best avoided, but ranged attacks can take them out from a safe distance. You can also block them, and then defeat them with Link's blade.

Blue Tektite

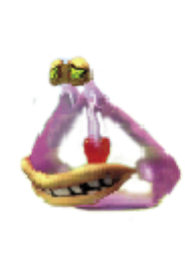
Damage: 1/2 Heart



Blue Tektites bounce all about, aiming to get the jump on Link. Lock on to these agile foes, and raise Link's shield to block their bounce attacks. After blocking, counter with a few sword strikes to cut them down. Blue Tektites occasionally drop useful Deku Sticks when defeated.

Chuchu (Red/Green/Yellow/Blue)

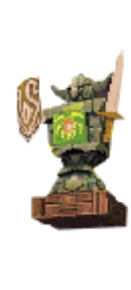
Damage: 1/4 Heart



These big blobs come in different colors, but they all attack by bouncing toward Link, hoping to batter him with their bulk. Most Chuchus carry useful items in their gelatinous bellies, and a single swipe of Link's sword easily defeats them. Block a Chuchu's bounces with Link's shield, and then counter with cold steel!

Death Armos

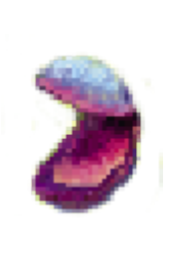
Damage: 1 Heart



Death Armos are silent stone sentries that stalk the Stone Tower Temple. They float on high and slam down near intruders with great impact, creating a bomb-like quake. To defeat them, strike the emblem on their chest with a Light Arrow to make them flip around, then lure them into slamming down on you. They'll end up smashing their heads and defeating themselves. Just be sure to defend or flee, for like regular Armos, these guys go boom after they've been slain.

Deku Baba

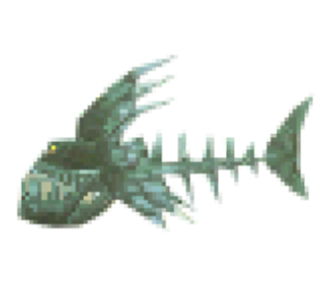
Damage: 1/2 Heart



These big-mouthed plants pop up from tall grass, hoping to make a meal out of Link. Evade a Deku Baba's lunging attacks with Link's shield causing it to miss Link completely, and then strike it with Link's sword as it chomps at nothing to make it stand straight up. Strike a standing Deku Baba with Link's sword again to slay it and make it drop a valuable Deku Stick. If you slay a Deku Baba while it isn't standing straight up, it drops a Deku Nut instead.

Desbreko

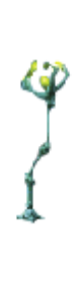
Damage: 1/4 Heart



Desbrekos are larger Skullfish with powerful jaws. Schools of little Skullfish commonly follow these dangerous nautical monsters, making them formidable adversaries. Whenever possible, use ranged attacks from land to slay Desbrekos without putting yourself at risk. If you must battle one in the water, use Zora Link's magical barrier by holding Ⓐ + R while swimming (or by holding Ⓑ + R while walking on the sea floor) to damage them when they draw near.

Dexihand

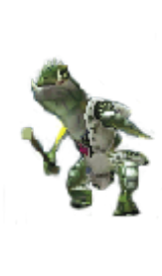
Damage: None



Dexihands are found underwater, usually in confined spaces such as tunnels or passages. They try to grab Link and throw him for a loop if he moves too close. Dexihands can't actually harm Link; they're just obstacles that you must slay in order for Link to progress. Ranged attacks are best, though Zora Link can also defeat them easily with his magic field (hold Ⓐ + R while swimming, or hold Ⓑ + R while walking).

Dinolfos

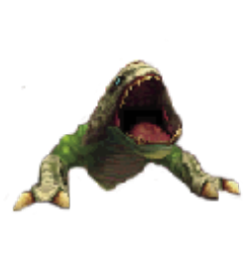
Damage: 1/4 Heart (sword); 1/2 Heart (fire breath)



Dinolfos are dangerous, fire-breathing lizards armed with swords. They attack aggressively, so keep Link's shield up to block their vicious sword strikes. When you're ready, interrupt the Dinolfos' attacks by striking just as it rears back to swing its sword. Interrupt its attacks with those of your own, then dodge to avoid being burned by the Dinolfos' fire breath—an attack that you can't block. Strike a Dinolfos four times with Link's blade to slay it.

Dodongo

Damage: 1 Heart



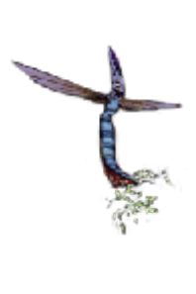
These large lizards are covered in thick scales that deflect Link's attacks. Dodongos breathe searing fire that you can't block, making them dangerous to approach from the front. Keep your distance, and toss bombs at Dodongos to blast them from afar instead.

If bombs aren't an option, exploit a Dodongo's slow movements by circling around the monster as it begins to breathe fire. Once you're behind a Dodongo, strike its vulnerable tail only once, and then immediately raise Link's shield to block the monster's tail-whip counterattack. Keep it up until the great lizard finally falls.

Dodongos commonly leave precious Rupees behind, making them worthy (albeit dangerous) prey.

Dragonfly

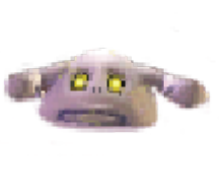
Damage: 1/4 Heart



These overgrown insects buzz about the skies, aiming to zap Link with their electric stingers. Block their attacks, and then counter with Link's blade (jump attacks work well) or a ranged attack (a safer option).

Eeno

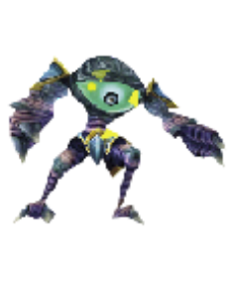
Damage: 1 Heart (Big Eeno), 1/4 Heart (Small Eeno)



Take care when you notice snow shifting about, for a dangerous Eeno is likely lurking beneath the powder. Lock on to these frosty foes, and block the snowballs that they throw. Link's sword can cut Eenos down to size, but only after they've emerged from the white. Avoid these dangerous foes until you obtain a long-range weapon—preferably one with some sizzle, like the Fire Arrow!

Eyegore

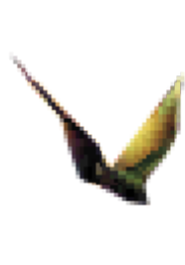
Damage: 1/2 Heart



Eyegores are big and mean, and they have only one weakness: their giant eyeballs. Lock on and approach an Eyegore to make it spring to life, then back away from its crushing blows, and quickly shoot its eye with an arrow after you make the monster miss. You may catch some shrapnel produced by the Eyegore's powerful impact, but don't let that deter you. Keep dodging and shooting that big ugly eye until you finally beat the beast.

Fire Keese

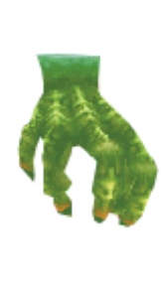
Damage: 1/2 Heart



This brand of Keese flies about aflame, aiming to swoop down and scorch an unsuspecting Link. Like Ice Keese, Fire Keese lose their flame after they hit Link, reverting to normal Keese. However, Fire Keese can fly through open flame sources, such as lit torches, to reclaim their flames and burn Link once more. Slay these troublesome foes with Link's sword as they swoop close, or pick them off with arrows or the Hookshot from afar.

Floormaster

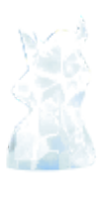
Damage: 1/2 Heart



Akin to Wallmasters, Floormasters are giant hands that crawl along the floor seeking prey. They leap at Link when they see him, and they can't be harmed when they turn green, so play defense until they return to their normal color. Damage a Floormaster to reduce it to three smaller Floormasters that try to grab Link and damage him. Mash buttons to break free of a smaller Floormaster's grip, and chop them all down quickly with Link's sword before they reform.

Freezard

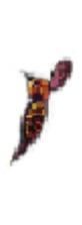
Damage: Varies



Freezards are immobile ice statues that regularly emit powerful gusts of chilling wind. These gusts can freeze Link solid, inflicting steady damage until he breaks free. If you manage to get close to a Freezard, you can defeat it with a few blows. Fire Arrows work much better, though.

Giant Bee

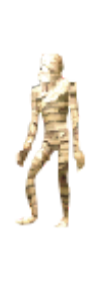
Damage: 1/4 Heart



Knocking down beehives is fun and profitable, but some hives are home to Giant Bees. These bite-sized buzzers don't take kindly to having their homes destroyed and quickly chase after Link, aiming to give him the business end of their sharp stingers. Quickly squish any Giant Bee that emerges from a beehive; this only takes one hit.

Gibdo

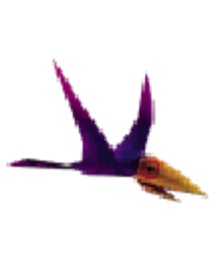
Damage: Varies



These mummy-like monsters move very slowly until they manage to freeze Link with their terrifying gaze. Once Link has been frozen in fear, a Gibdo quickly leaps onto his back, biting him for damage. Mash buttons to break free of a Gibdo's grasp, and use arrows or bombs to defeat Gibdos from a safe range. (Don't use the Hookshot, or you'll be pulled toward these heavy foes!) The Stone Mask is not effective at fooling Gibdos. If you set a Gibdo ablaze with a Fire Arrow, its cloth wrapping burns away, changing the Gibdo into a similar enemy called a ReDead.

Guay

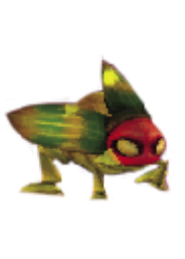
Damage: 1/2 Heart



Like Bad Bats, Guays circle the skies and swoop down on Link, aiming to peck him with their big orange beaks. Block their swoop attacks, or simply cut them down with a well-timed sword strike as they dive close. You can also shoot Guays from the sky with the Hero's Bow.

Hiploop

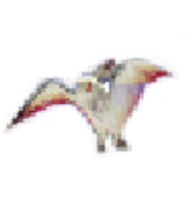
Damage: 1/4 Heart



Hiploops are hot-headed insects that charge at Link once they catch sight of him. Block their charges, and then counter. Alternately, simply lock on to the pests and pick them off with ranged attacks from a safe distance.

Ice Keese

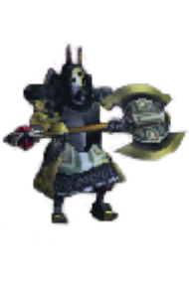
Damage: Varies



Beware of these flying foes, for their frosty aura freezes Link solid when they touch him. Lock on to them, and pick them off with the Hero's Bow from a safe range.

Iron Knuckle

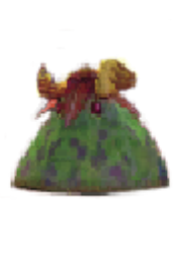
Damage: 4 Hearts



Beware these armored warriors, for the heavy axes that they wield inflict tremendous damage. Lock on and bait an Iron Knuckle into striking at you, then quickly backflip away. After dodging, strike the Iron Knuckle with Link's blade, then leap back out of range again. Repeat this until you shatter the Iron Knuckle's armor. At this point, the villain becomes faster and even more dangerous. Roll around to make the armorless Iron Knuckle miss you, then lock on again and resume dodging and countering until the menace finally falls. Bombs are also effective against Iron Knuckles, but they can be dangerous to use, especially after an Iron Knuckle has lost its armor. Light Arrows can make short work of Iron Knuckles after they've shed their armor.

Leever

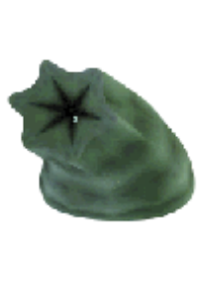
Damage: 1/4 Heart



Take care when moving across sand, for Termina's dunes are home to dangerous Leevers. These swift foes pop up from sandy areas and speed after Link, aiming to ram him for damage. Leevers can't take much punishment, so block them with Link's shield, and then counter with the Hero's Bow or Link's blade.

Like Like

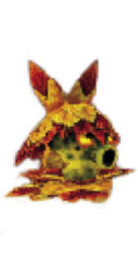
Damage: 1 Heart



Like Likes are always hungry for items and can devour just about anything Link might be carrying, including his shield. Avoiding these aquatic monsters is best, but Zora Link can defeat Like Likes if you… um, like. Just hold Ⓐ + R while swimming or Ⓑ + R while walking to bring up his magic barrier, which makes short work of Like Likes. You can also hold Ⓑ and toss Zora Link's fins to stun a Like Like, letting you close in for a quick fin strike. Slay a Like Like to reclaim any items it may have stolen. When battled on the surface, Link can defeat Like Likes more easily with bombs or the Hero's Bow.

Mad Scrub

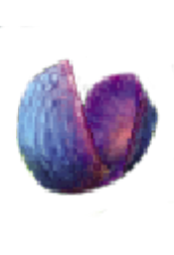
Damage: 1/4 Heart



These dangerous Dekus emerge from their flowers and spit Deku Nuts at Link from afar. Avoid them, or block their nutty projectiles and look for a chance to close in and defeat them. If you prefer to keep your distance, try locking on to a Mad Scrub from afar and defeating it with a ranged attack.

Mini Baba

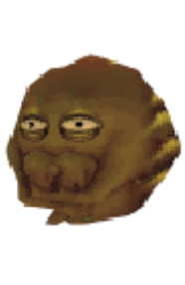
Damage: 1/4 Heart



These bite-sized Babas are too young to lunge at Link. They pose little threat, unless Link stumbles into their ever-chopping jaws. Get close—but not too close—and slice up Mini Babas with a swing of Link's sword. Like Deku Babas, Mini Babas often drop useful Deku Nuts.

Nejiron

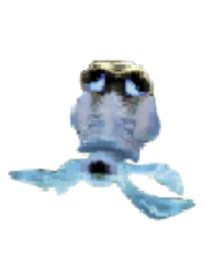
Damage: 1/4 Heart



Beware these rolling foes! Though easily defeated, Nejirons give off a big blast when beaten, harming Link if he's too close. The Hookshot can set off Nejirons from a safe distance, but they're best left alone unless you're in need of bombs, which these volatile villains commonly drop. If you prefer, simply put on the Stone Mask to avoid Nejirons.

Octorok

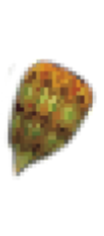
Damage: 1/4 Heart



A classic Legend of Zelda baddie, Octoroks live on the surface of water in Majora's Mask 3D and pop up to spit rocks at Link. Defeating these immobile foes couldn't be easier; just lock on, and raise your shield to knock their rocks back at them.

Peahat

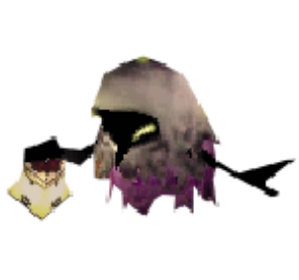
Damage: 1 Heart



These giant fliers remain burrowed in the ground until Link approaches, then they burst up and pursue him with their razor-sharp propellers. A Peahat's only weakness is the small root on its bottom. Use Link's shield to block the Peahat's whirling propellers as you seek to strike its vulnerable root. Peahats can take a lot of punishment, so don't give up the fight!

Poe

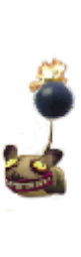
Damage: 1/2 Heart



Poes are lowly ghosts that float about, looking for people to pester. They vanish if you L-Target them, making them troublesome foes. Don't lock on to Poes, but simply cut them down with Link's blade whenever they draw near. If you like, scoop up their souls into Empty Bottles—you can sell Poes' souls to the man at the Curiosity Shop in Clock Town during the evenings after 10 p.m.

Real Bombchu

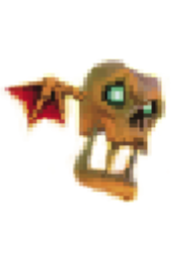
Damage: 1/2 Heart



Although you can buy imitation Bombchus at the Trading Post in West Clock Town, these ones are the real deal. These crazy rats carry bombs and race toward Link, aiming to blow him to heroic bits. Bombchus can be tough to defeat before they go boom, so simply block their charge with Link's shield to avoid taking damage as they self-destruct.

Red Bubble

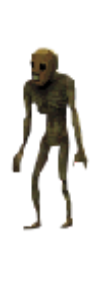
Damage: Varies



Beware of lava pools, for they're often home to dangerous Red Bubbles. These blazing baddies bound up from lava and begin to bounce around, aiming to bump Link and burn him up. If a Red Bubble touches Link, he'll be set ablaze and burned for damage over time. Keep your shield up to block their attacks, and roll to put out the flames and save Link from damage while he's burning. Getting close to Red Bubbles is unwise, so lock on, and use the Hero's Bow to pick them off from a safe range.

ReDead

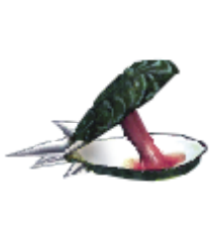
Damage: Varies



Burn away a Gibdo's bandages with a Fire Arrow, and you'll transform the sluggish mummy into a zombie-like ReDead. A ReDead is exactly the same as a Gibdo, only more frightening to behold. It paralyzes Link with its terrifying glare if he gets too close, then it leaps onto Link's back and bites him for damage. Mash buttons to break free of a ReDead's clutches, then use ranged weapons, such as bombs or arrows, to slay them from range. Avoid using the Hookshot against ReDeads, which draws you toward them. The Stone Mask won't fool these keen-eyed monsters.

Shell Blade

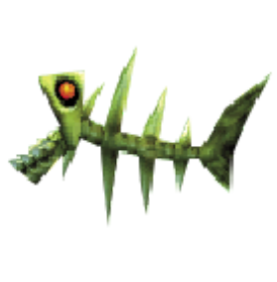
Damage: 1/2 Heart



These clam-like enemies reside deep underwater and are surrounded by sharp spikes. They move with surprising speed and are totally protected by their hard, spike-covered shells. Their only weakness is the ligament that lies inside the shell, but it's only visible when the Shell Blade's "mouth" is open. Any attack can harm the ligament, but Zora Link's magic field (Ⓐ + R while swimming or Ⓑ + R while walking) is the easiest method.

Skullfish

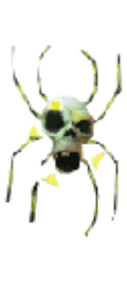
Damage: 1/4 Heart



These freaky fish inhabit areas of deep water where Link can swim. Once they spot Link, they race toward him, aiming to take a bite out of his hide. Zora Link can slay them quite easily by holding Ⓐ + R while swimming or Ⓑ + R while walking to raise his magic shield. To conserve magic power, sink to the sea floor, and then use Zora Link's normal fin attacks to defeat Skullfish that draw near.

Skulltula

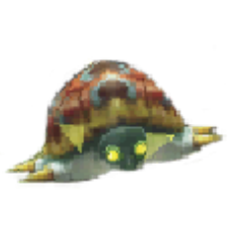
Damage: 1/2 Heart



These giant spiders descend suddenly from their webs, trying to get the drop on Link. Their hard shells are tough to penetrate, but their soft stomachs are totally vulnerable. Strike a Skulltula's soft side after it spins around, or shoot its belly or shell with an arrow to slay it from afar.

Snapper

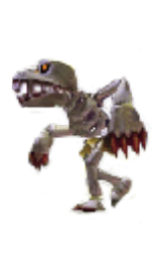
Damage: 1/4 Heart



These tough-shelled tortoises move very slowly until they spot Link. At that point, they tuck into their shells and begin to spin around, chasing Link down. Snappers are immune to Link's blade until he blasts them with a bomb. This flips Snappers over onto their backs, letting Link lay into them with his sword.

Stalchild

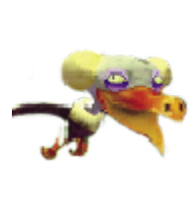
Damage: 1/4 Heart



The Kingdom of Ikana's fallen soldiers have been cursed to roam their homeland for all time. They shuffle around the landscape and take out their rage on anyone foolish enough to approach. Like their claw swipe attacks, the bones of Stalchildren are weak, and Link's blade easily shatters them.

Takkuri

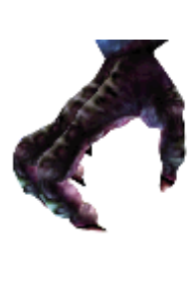
Damage: 1/4 Heart



Hold fast your valuables! These big, bad birds swoop down on Link, aiming to steal his precious items. Takkuris will pluck up Link's bombs, Arrows, and even his Rupees! You can attack a Takkuri to make it drop whatever it has stolen, but if you don't flee the scene quickly, a Takkuri may even manage to make off with your Empty Bottle. Takkuris can withstand a lot of damage, so battling them is quite risky. It's best to run away from these flying fiends before you suffer an unfortunate loss—although rumor has it that slaying a Takkuri can lead to vast riches.

Wallmaster

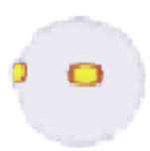
Damage: 1 Heart



This devious enemy's name is misleading, for Wallmasters actually drop from the ceiling, aiming to snatch Link up and return him to the entrance of the current cave or dungeon. A telltale sound and a shadow that grows on the ground beneath Link betray their arrival. Run and roll to dodge the Wallmaster's drop, then defeat the fiend before it flees. Slaying a Wallmaster prevents it from reappearing for quite some time.

White Boe

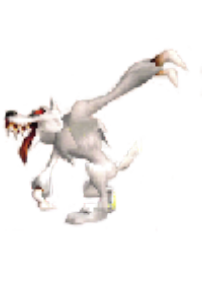
Damage: 1/4 Heart



These little fluff balls are just like the Black Boes encountered in Woodfall Temple. Though weak, they travel in packs and attempt to overwhelm Link with their numbers. Spin attacks are most effective at clearing them out.

White Wolfos

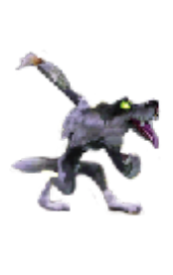
Damage: 1 Heart



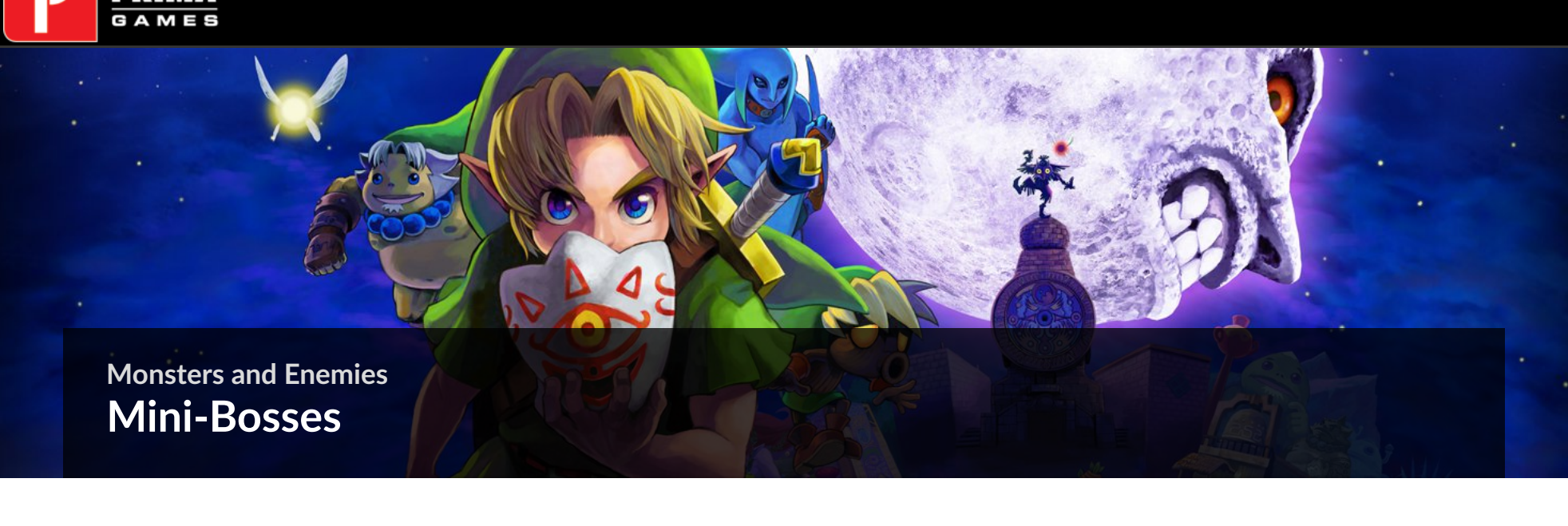
Cousins to the Wolfos encountered around the Southern Swamp, White Wolfos reside in the snowy reaches of Snowhead Mountain. Lock on and dodge their claw swipes, then counter by striking their vulnerable tails. Or, make things easier on yourself by picking them off from afar with your Hero's Bow.

Wolfos

Damage: 1/2 Heart



These wild wolves only come out at night. They spring up from the ground in ambush, circling around Link and swiping at him with their razor-sharp claws. Make a Wolfos miss, and it spins around, exposing its vulnerable tail. Strike the tail twice with Link's sword to send the Wolfos howling away in defeat. You can also interrupt a Wolfos' attack by striking just before it does, but it takes more hits to defeat them this way.

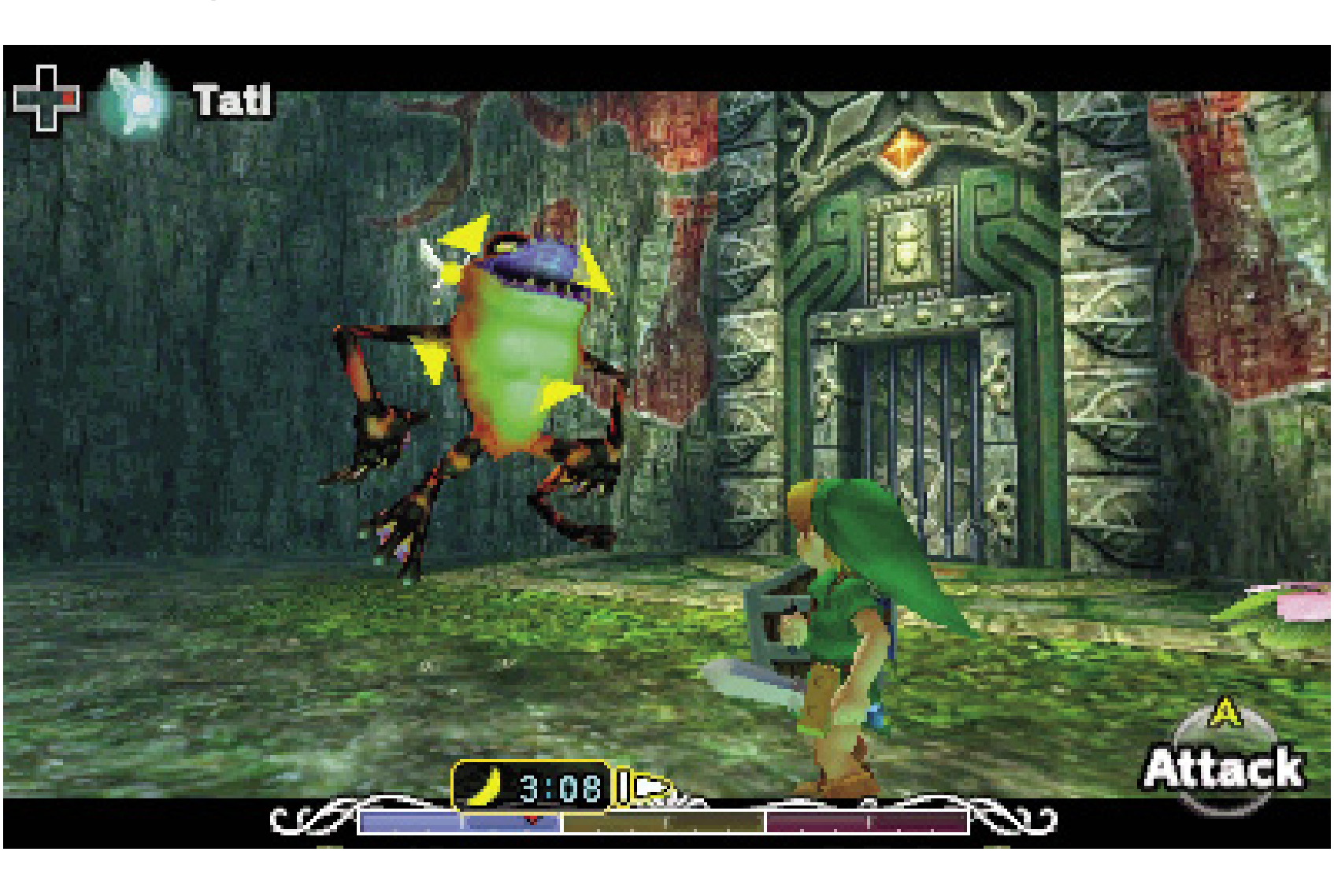


Monsters and Enemies

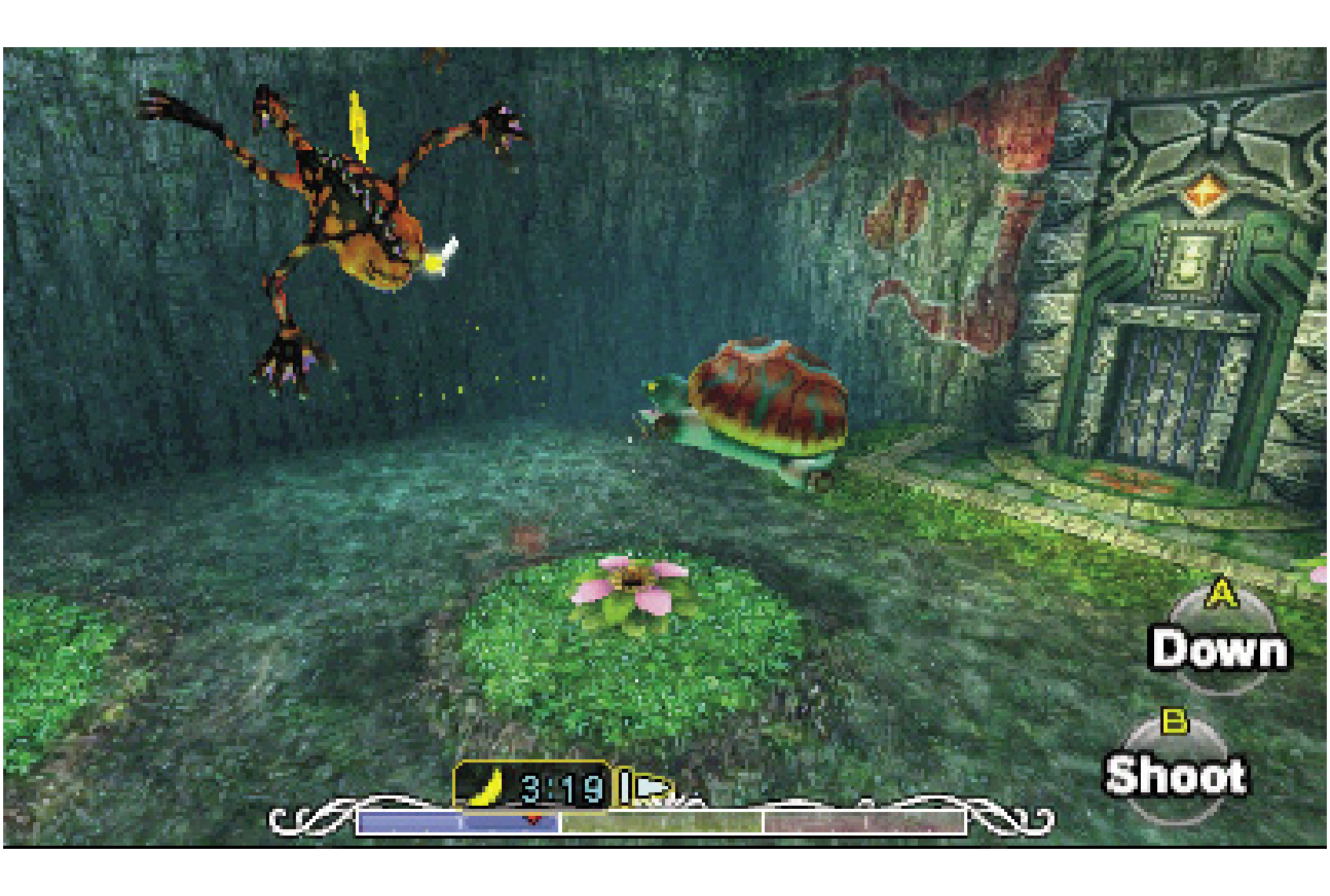
Mini-Bosses

Compared to minions, mini-bosses rank higher on the enemy food chain. These ambitious baddies have dreams of one day ruling their dungeon, but for now, they're content with just being a mini-boss. Battles against mini-bosses are still quite intense, and Link must defeat each of these worthy foes as he quests to clear each dungeon.

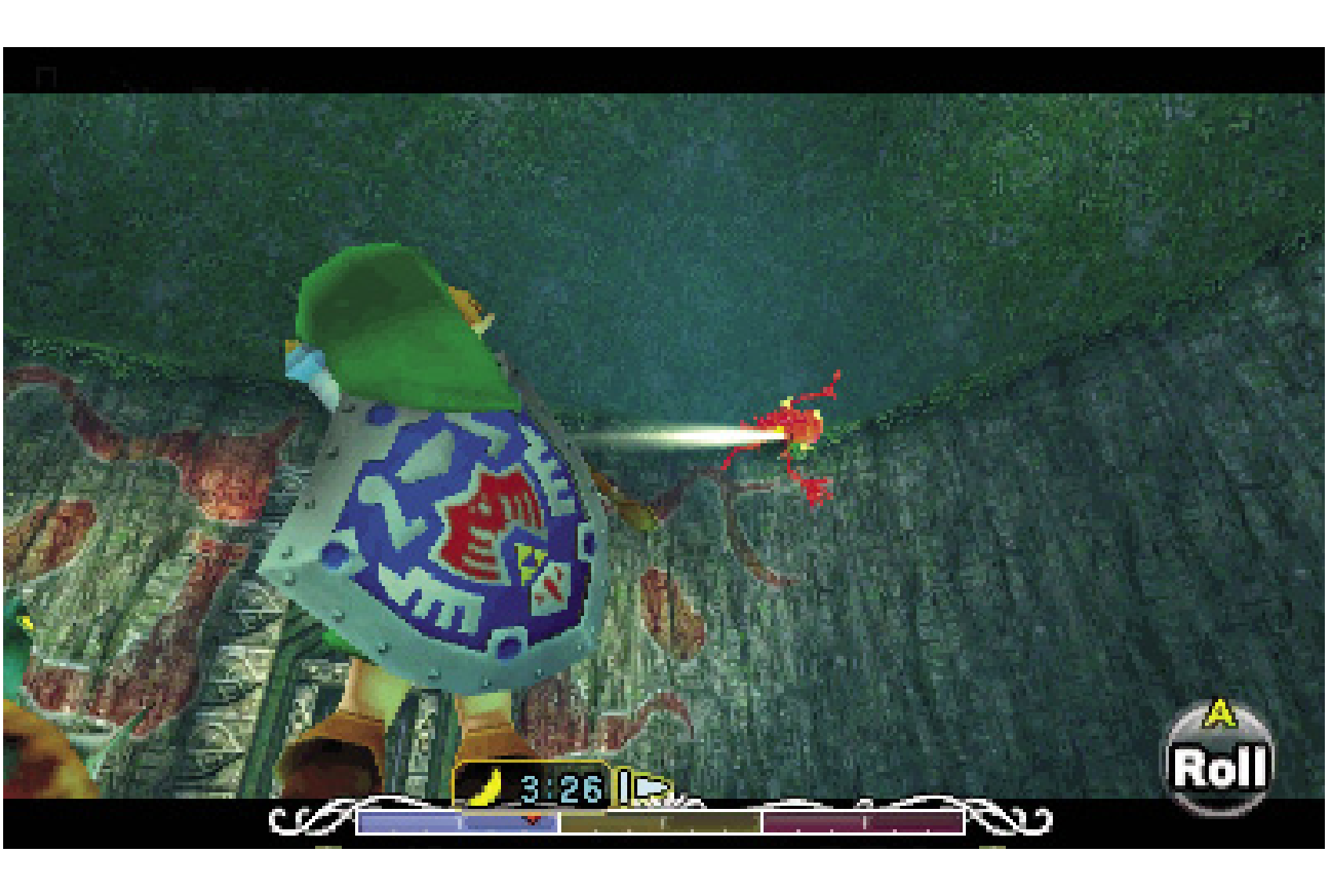
Woodfall Temple — Gekko



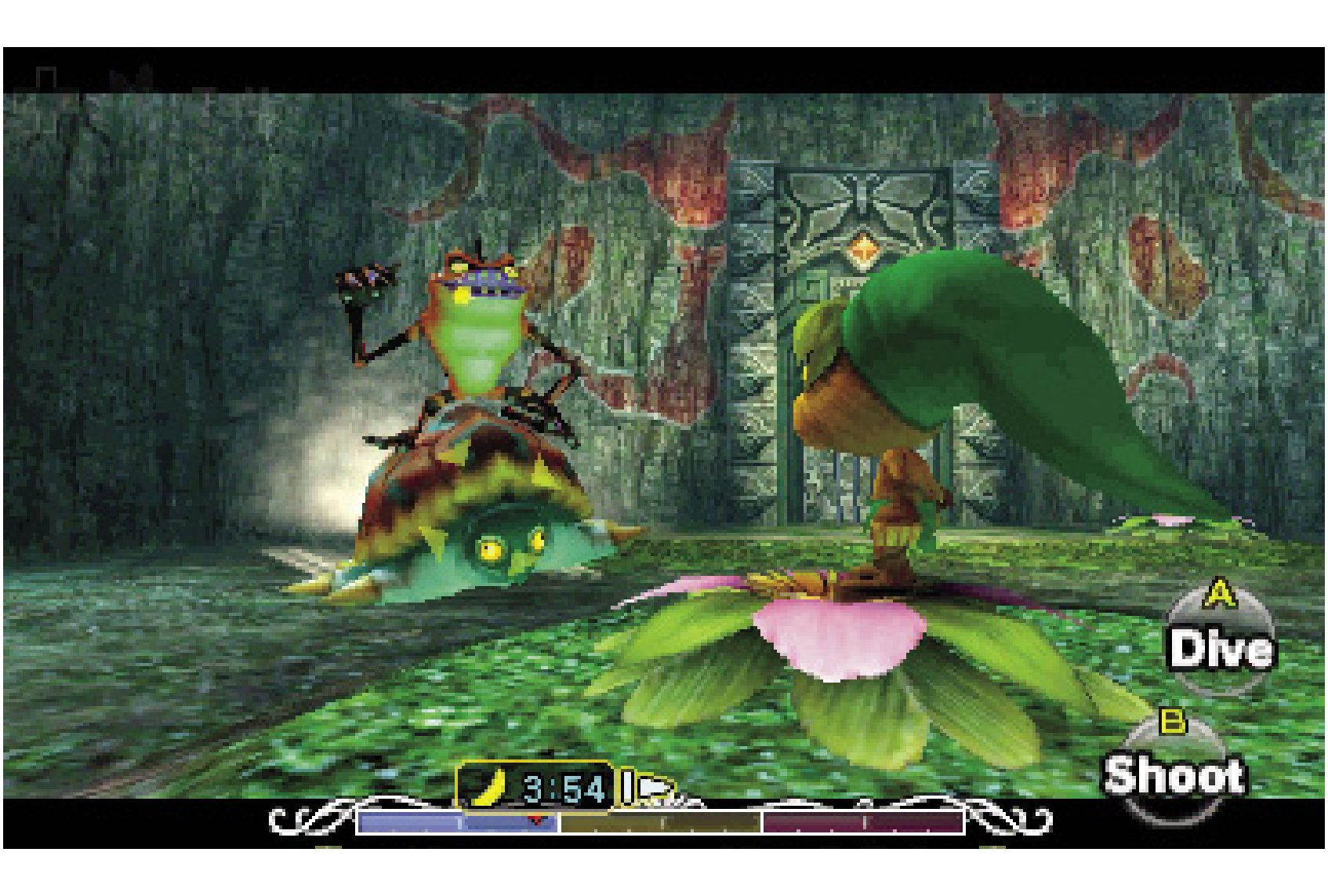
The first mini-boss that Link encounters is called a Gekko. Don't be afraid of this hopping menace: just lock on, and attack the Gekko three times with Link's blade.



After suffering three hits, the Gekko calls for a Snapper, which it hops on and uses as a steed. Quickly put on the Deku Mask and burrow into a Deku Flower, then pop up and strike the Snapper's soft belly as it passes by.

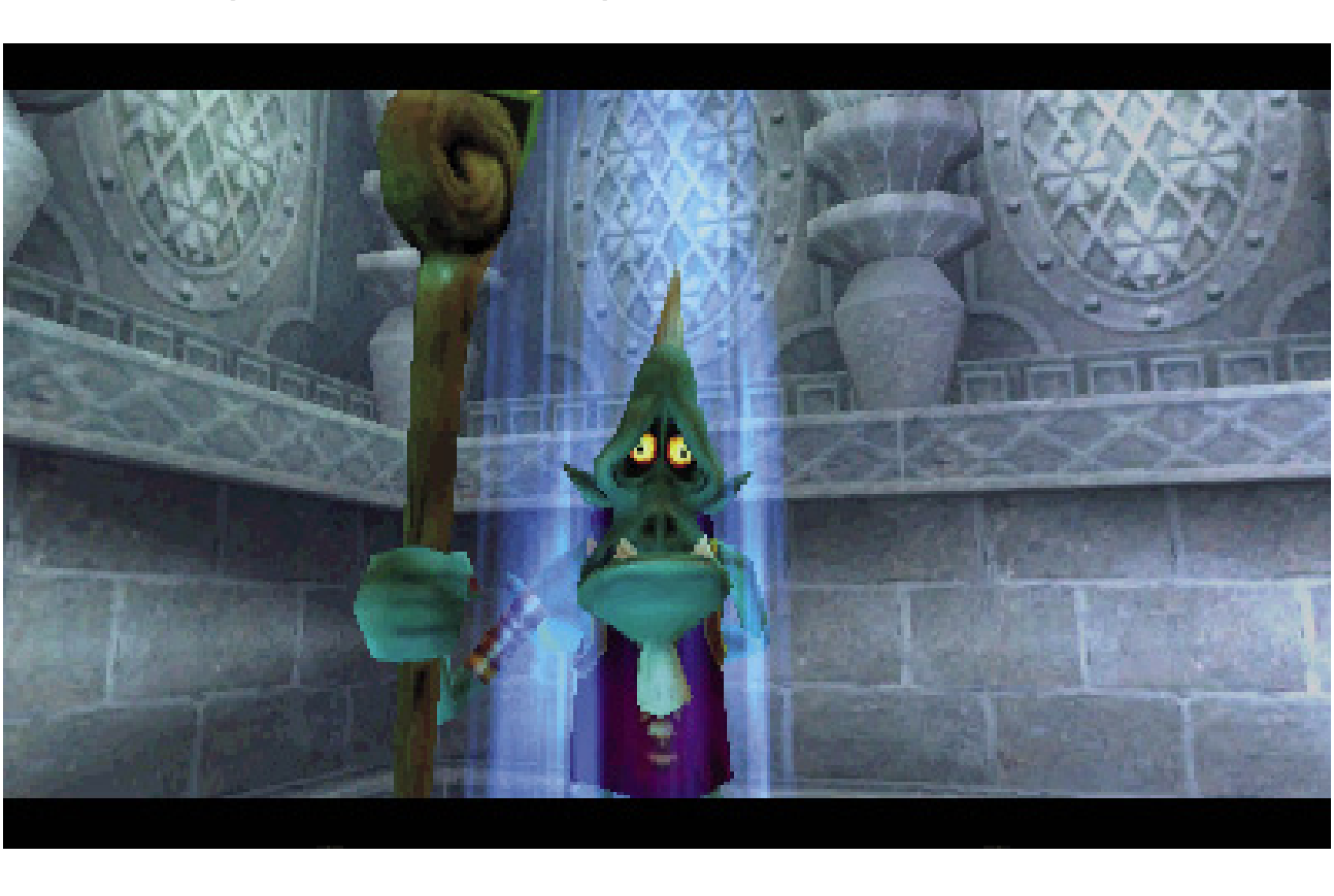


Striking the Snapper from below knocks off the Gekko, which quickly flees to the walls. Take off the Deku Mask and pull out the Hero's Bow, then lock on to the Gekko and strike it with an arrow.

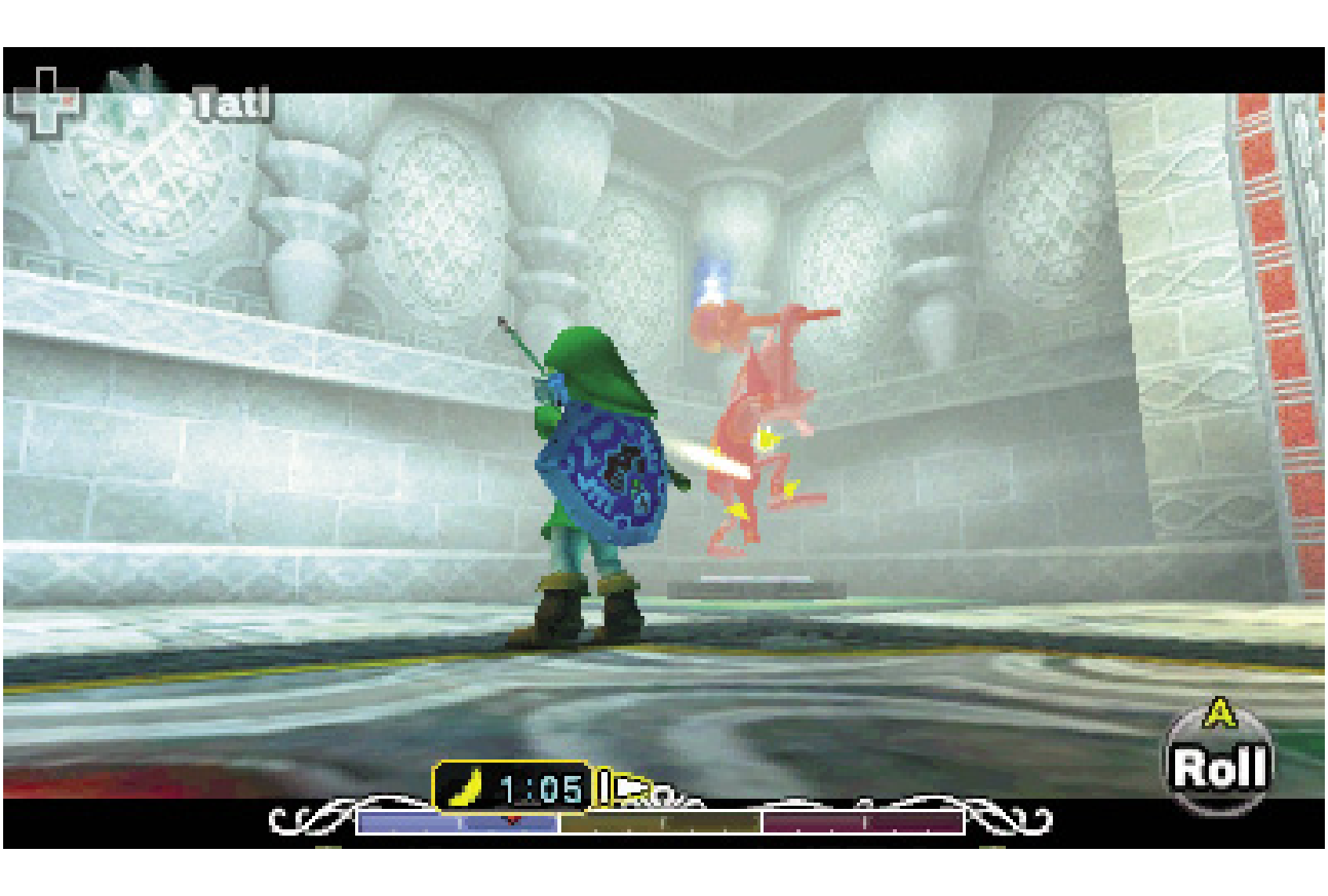


Hitting the Gekko with an arrow knocks it down from the wall. The monster quickly returns to its Snapper steed and begins chasing after you again. Put on the Deku Mask and dive into a flower, then pop up and knock off the Gekko again. Use the Hero's Bow to knock it down from the wall afterward, and repeat this sequence once more to slay the Gekko.

Snowhead Temple and Stone Tower Temple — Wizzrobe



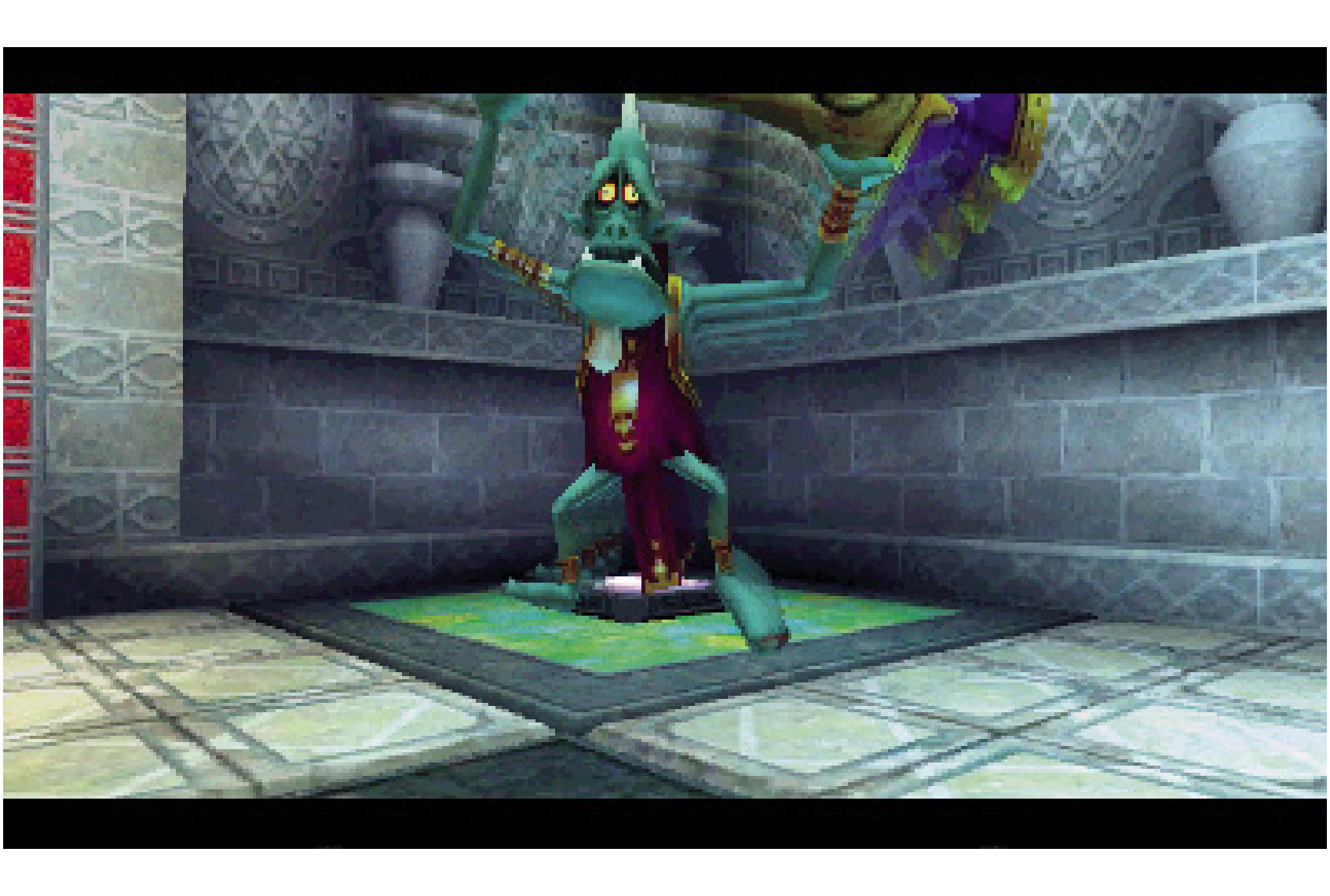
Snowhead Temple's mini-boss is a cruel spellcaster known as a Wizzrobe. Another Wizzrobe is also encountered as a mini-boss in the Stone Tower Temple. The fight plays out the same way in both battles.



When the battle begins, the Wizzrobe teleports to one of the pads around the room. Remain in the center of the room and L -Target the Wizzrobe each time he appears, then strike him with an arrow before he has a chance to unleash his evil magic. (You can also attack the Wizzrobe with Link's sword, but it's more difficult.)

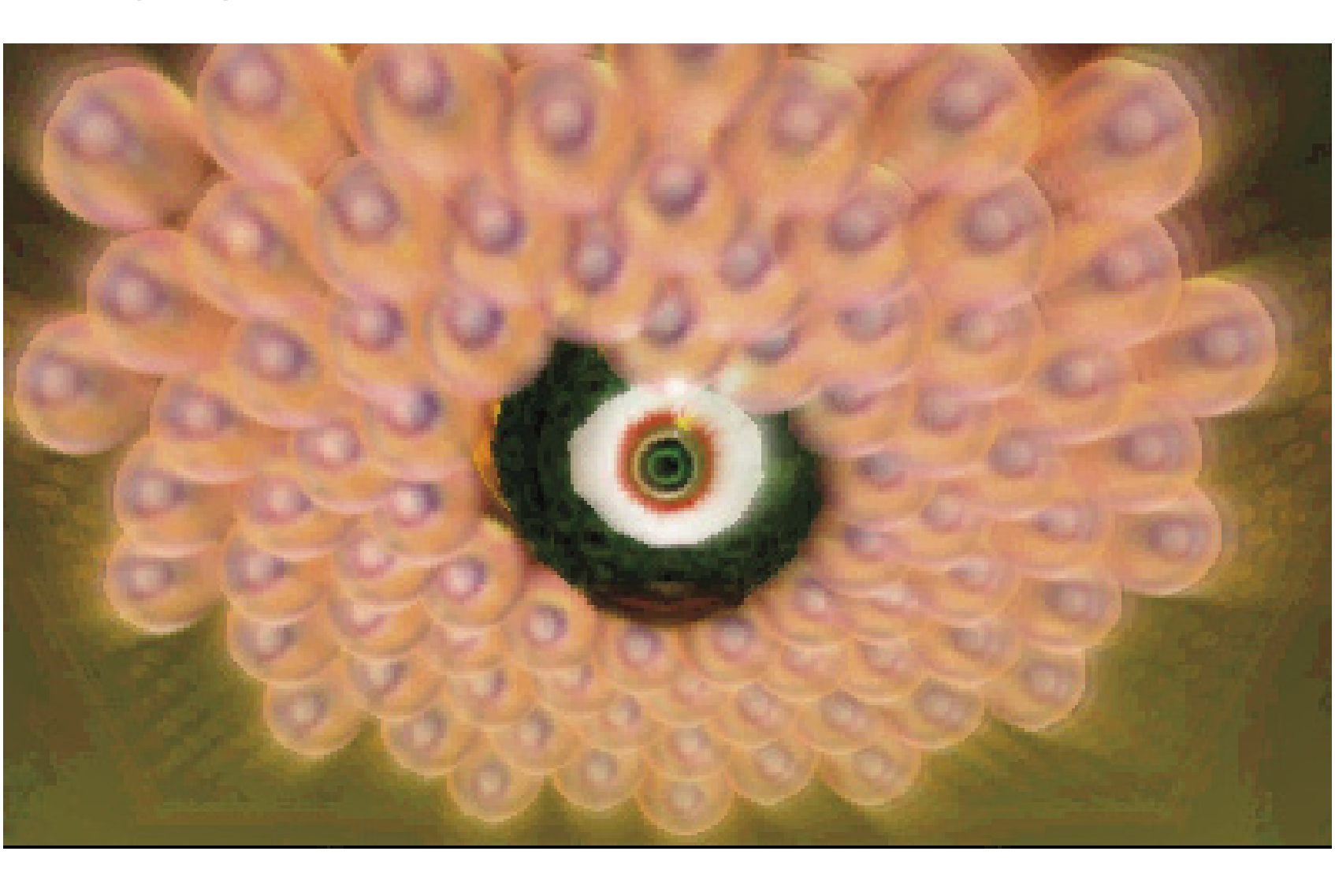
Fire and Ice

The Wizzrobe's ice and fire spells remain on the floor for a brief time after he casts them. Avoid these hazards, for they'll damage Link if he steps on them.

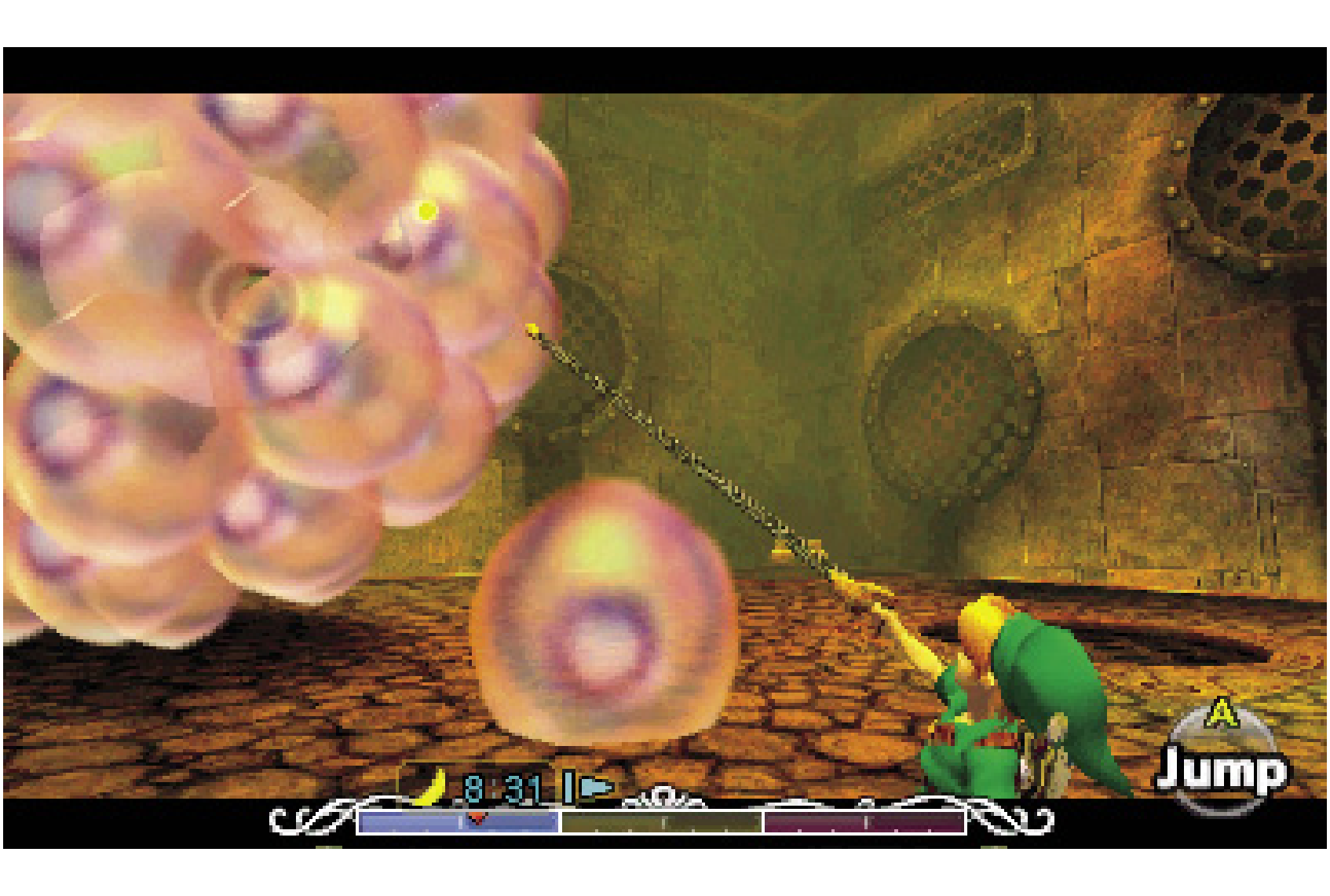


After suffering a few hits, the Wizzrobe steps up his game, summoning clones in an effort to confuse you. The clones are harmless and merely meant to distract you—and they can be quite distracting. Rely on your pal Tatl, for she only targets the real Wizzrobe. Lock on with L -Targeting whenever Tatl flies to the Wizzrobe, and continue using your Hero's Bow to score damage until you finally defeat the villain.

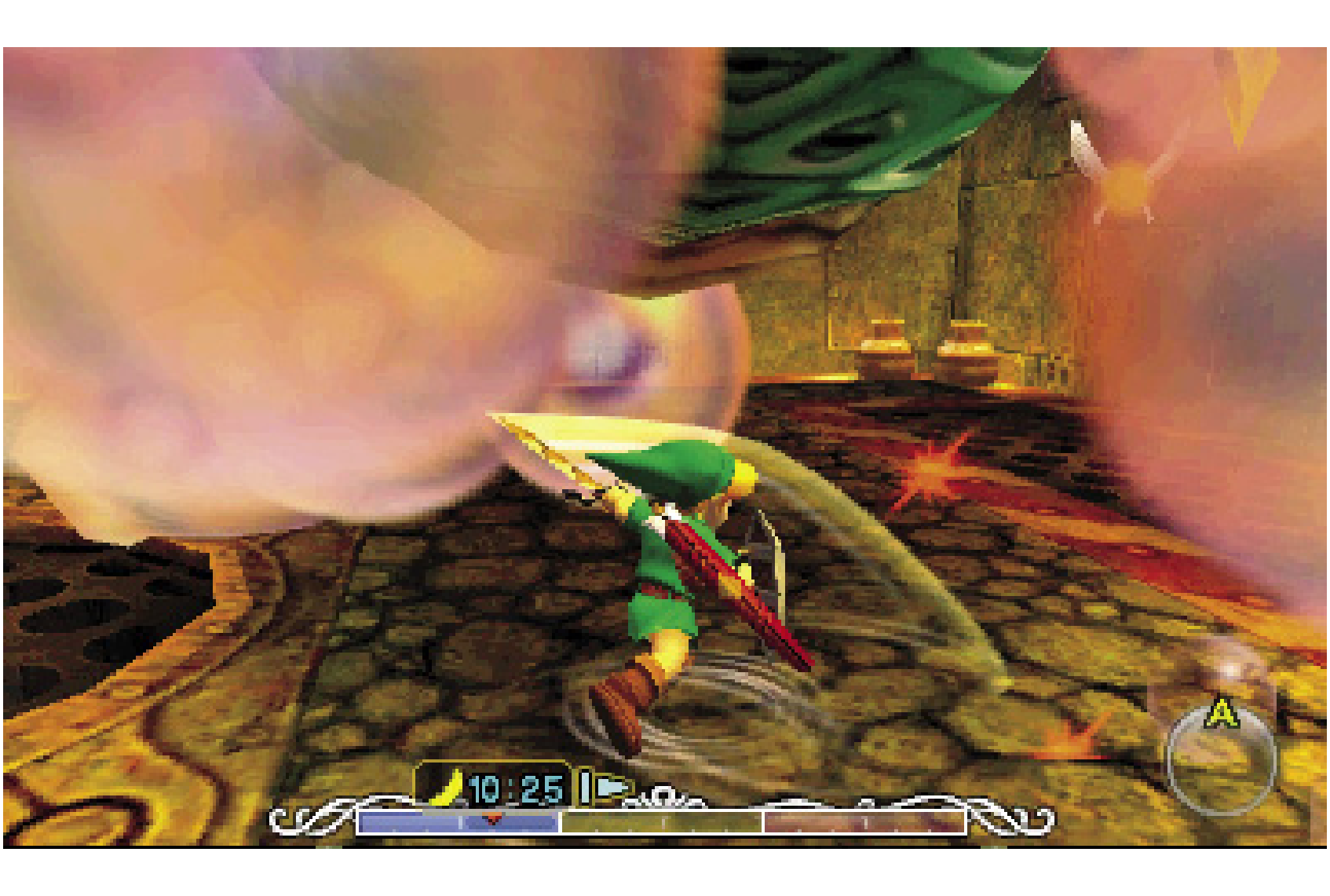
Great Bay Temple — Wart



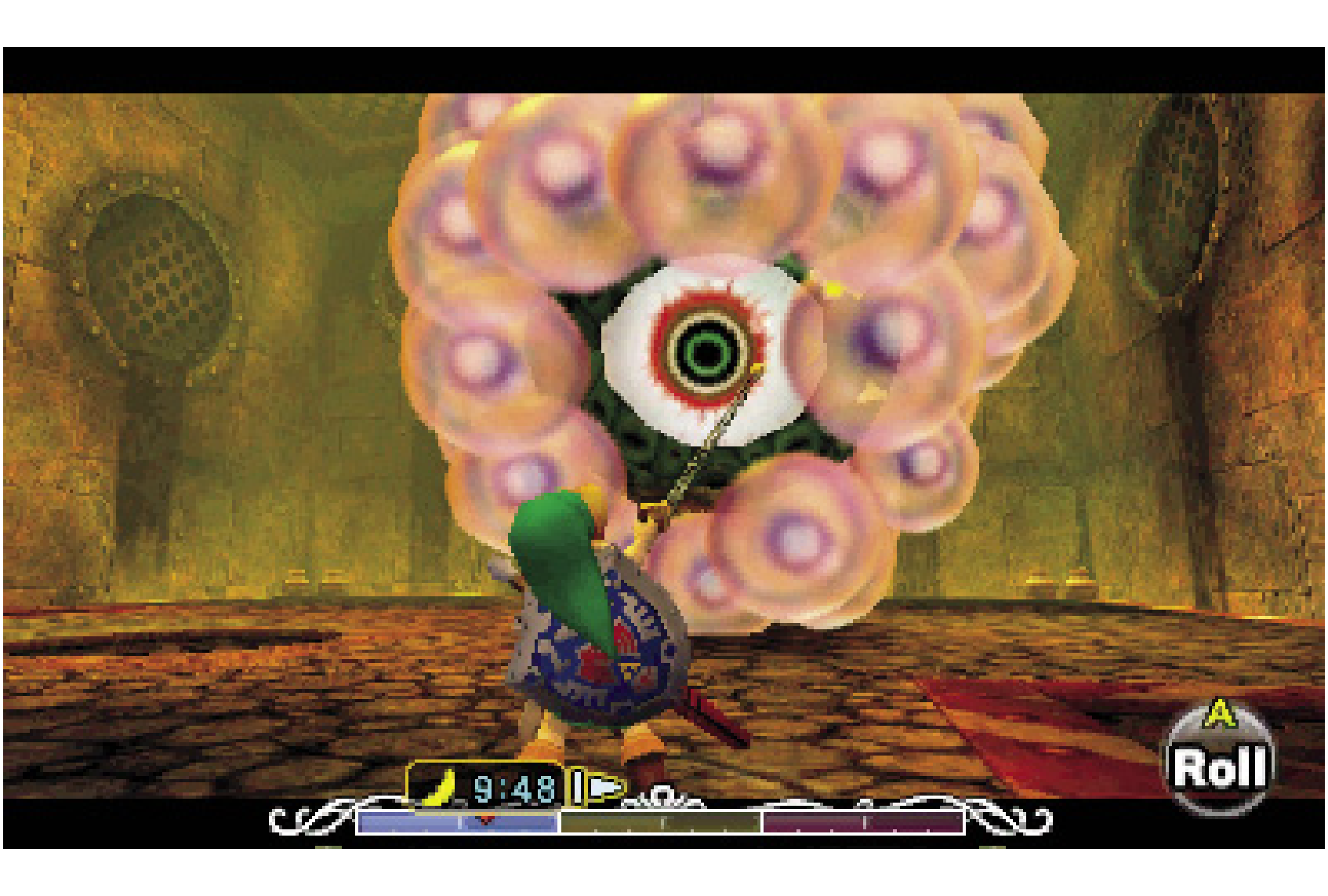
Wart is a challenging mini-boss fought in the Great Bay Temple. Look all the way up at the ceiling to spot the monster and begin the battle!



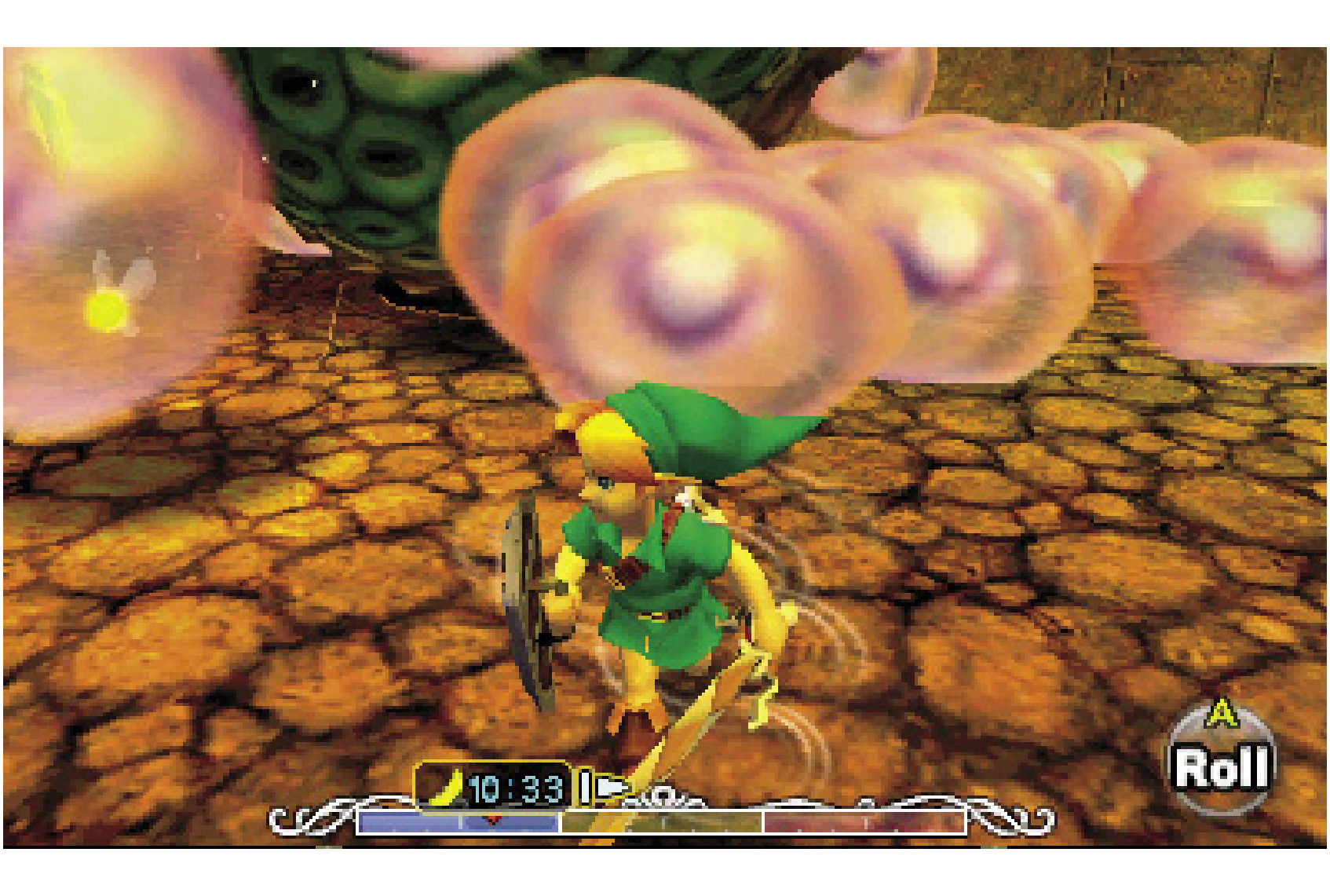
Wart is a giant eyeball that's surrounded by about 100 smaller pink eyeballs. To damage Wart, you must strike its open eye with the Hookshot or an arrow from the Hero's Bow. However, before attempting to harm Wart, spend time plucking the smaller pink eyes off of it with the Hookshot and slaying them with a quick swing of Link's sword.



It may seem like Wart has an unlimited number of pink eyes, but this is not the case. There is a finite amount, so just keep snatching them with the Hookshot and cutting them with Link's sword. If you lose patience, rush Wart and slice up its pink eyeballs with your sword to speed things up.

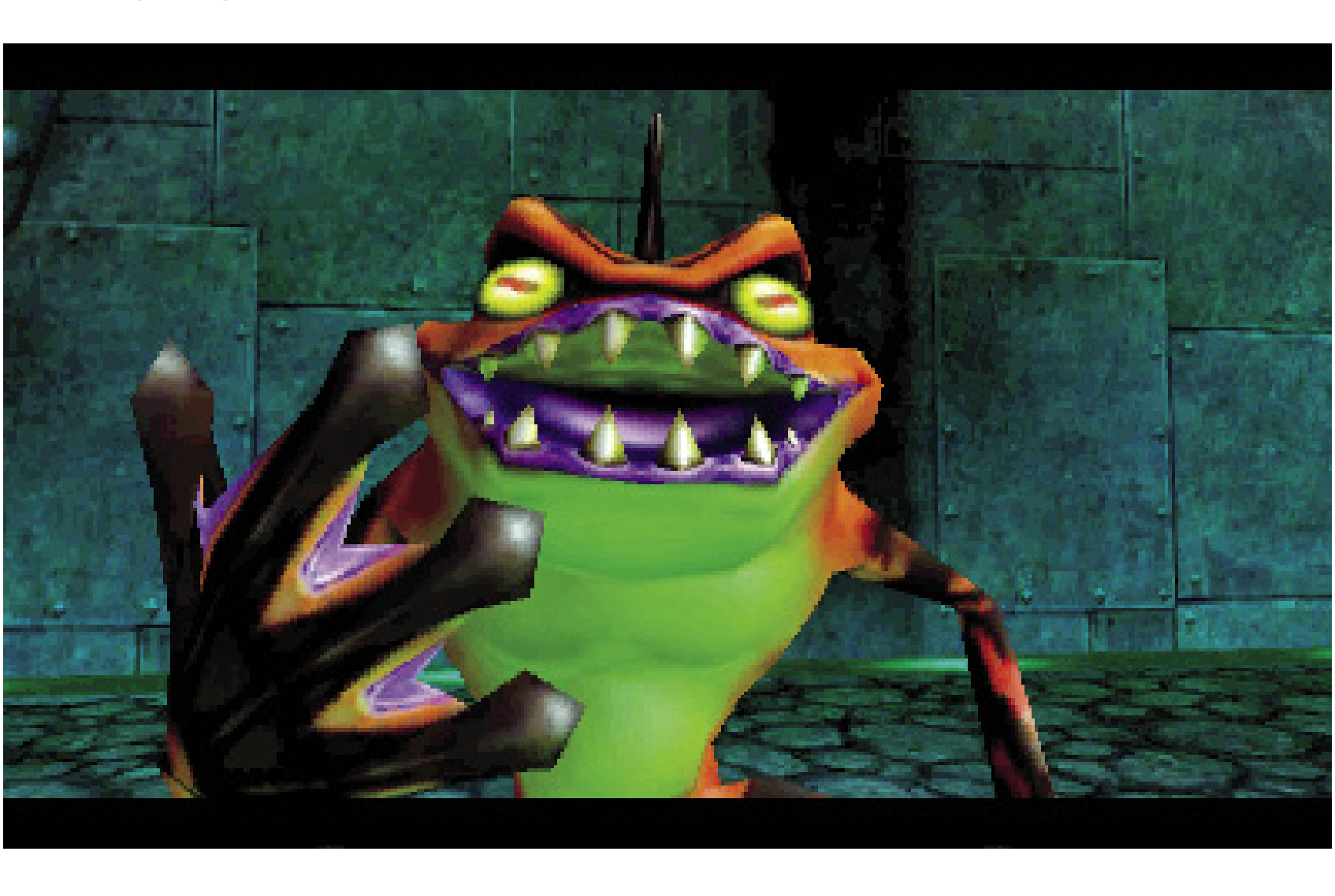


Removing Wart's pink eyes gives you a clearer shot at the mini-boss' main eye. Begin striking that big, ugly eye with arrows or the Hookshot. You can only damage Wart while its eye is open, so don't waste arrows while it's closed. Tatl targets Wart's eye while it's open, so just lock on, and fire the Hero's Bow or Hookshot to score a hit.

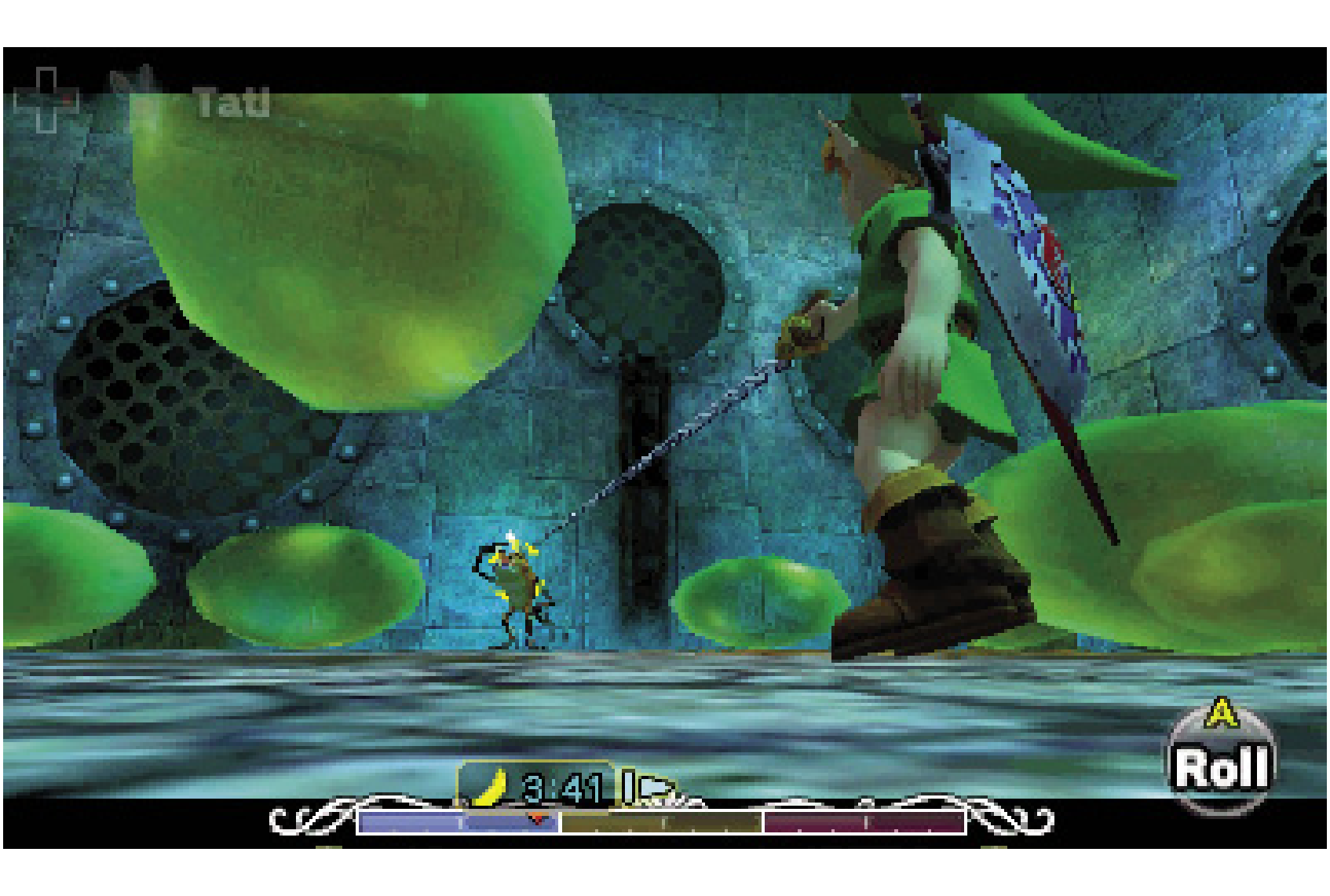


After suffering several hits, Wart slams down on the ground, shedding all of its pink eyes. The pink eyes then begin bouncing everywhere and would be very dangerous had you not slain most of them already. Wart races around the room, smashing into walls. Being hit by Wart inflicts a full Heart of damage, so roll to avoid him. Pull out the Hero's Bow (arrows are faster than the Hookshot), and wait for Tatl to target Wart's open eye. Fire arrows at Wart the moment that Tatl targets him, and keep it up until you finally defeat the monster.

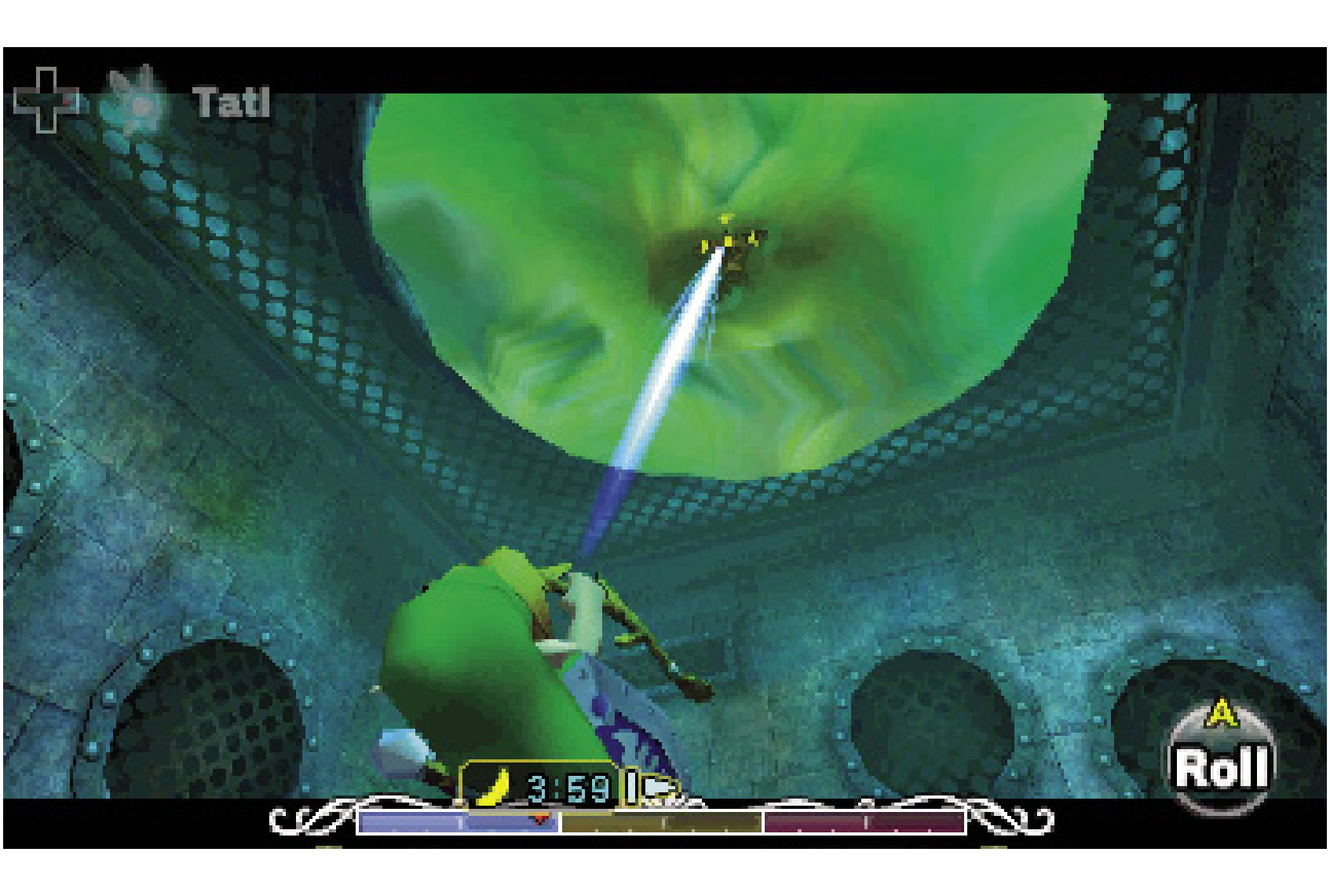
Great Bay Temple — Gekko (Round 2!)



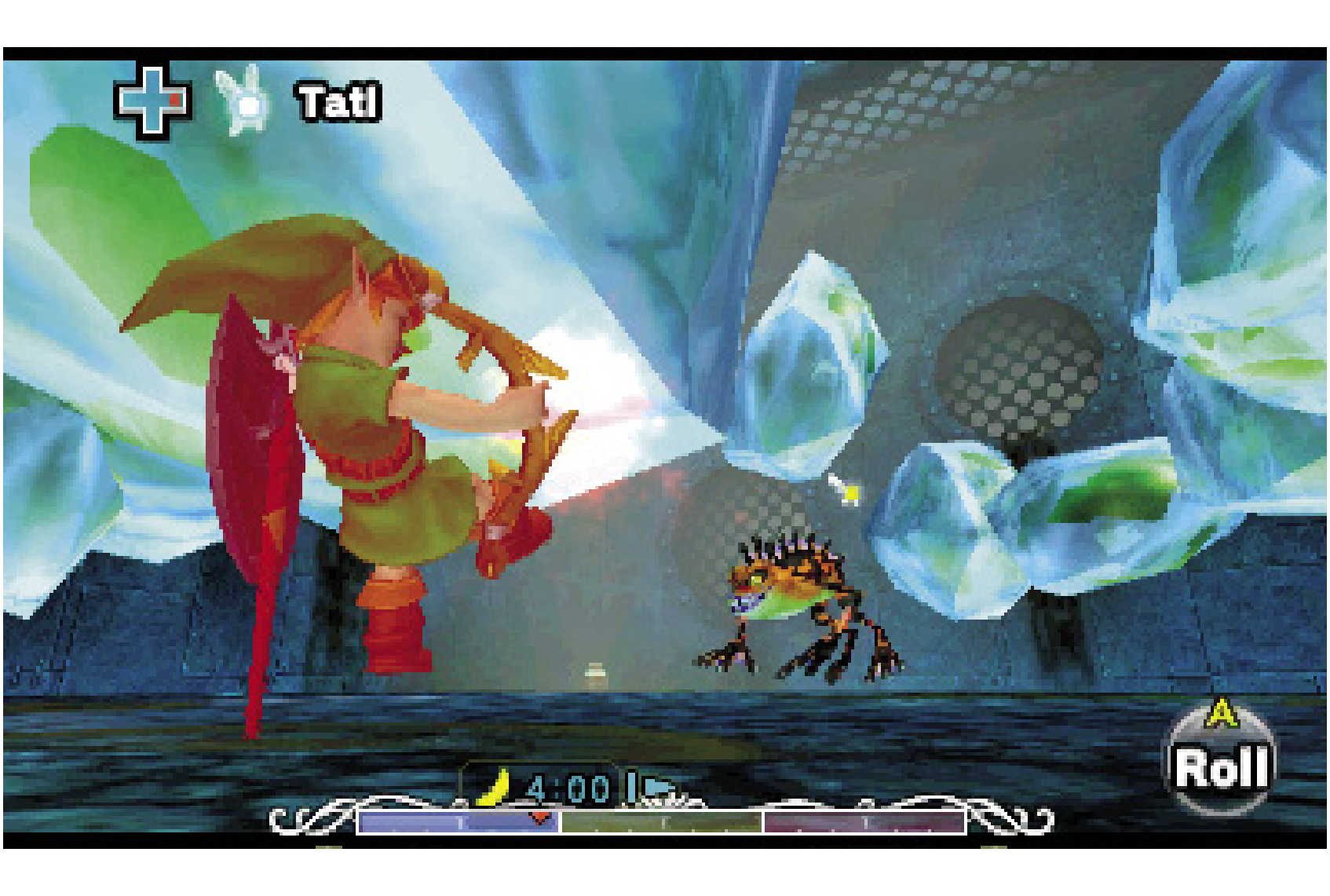
Your old pal Gekko returns in the Great Bay Temple, and he's hopping mad over your last battle in Woodfall. The Gekko has a new strategy this time, and he's far more dangerous.



The Gekko begins the battle by summoning a number of big, jelly-like blobs called Mad Jellies to protect him. These Mad Jellies present obstacles that knock 1/4 Heart off Link's life energy if touched. The Gekko is your target, so chase after him. Slash the Gekko with Link's blade to send it fleeing to the ceiling. You can also use the Hookshot to bring the Gekko within striking range, or simply shoot the monster with arrows from afar.

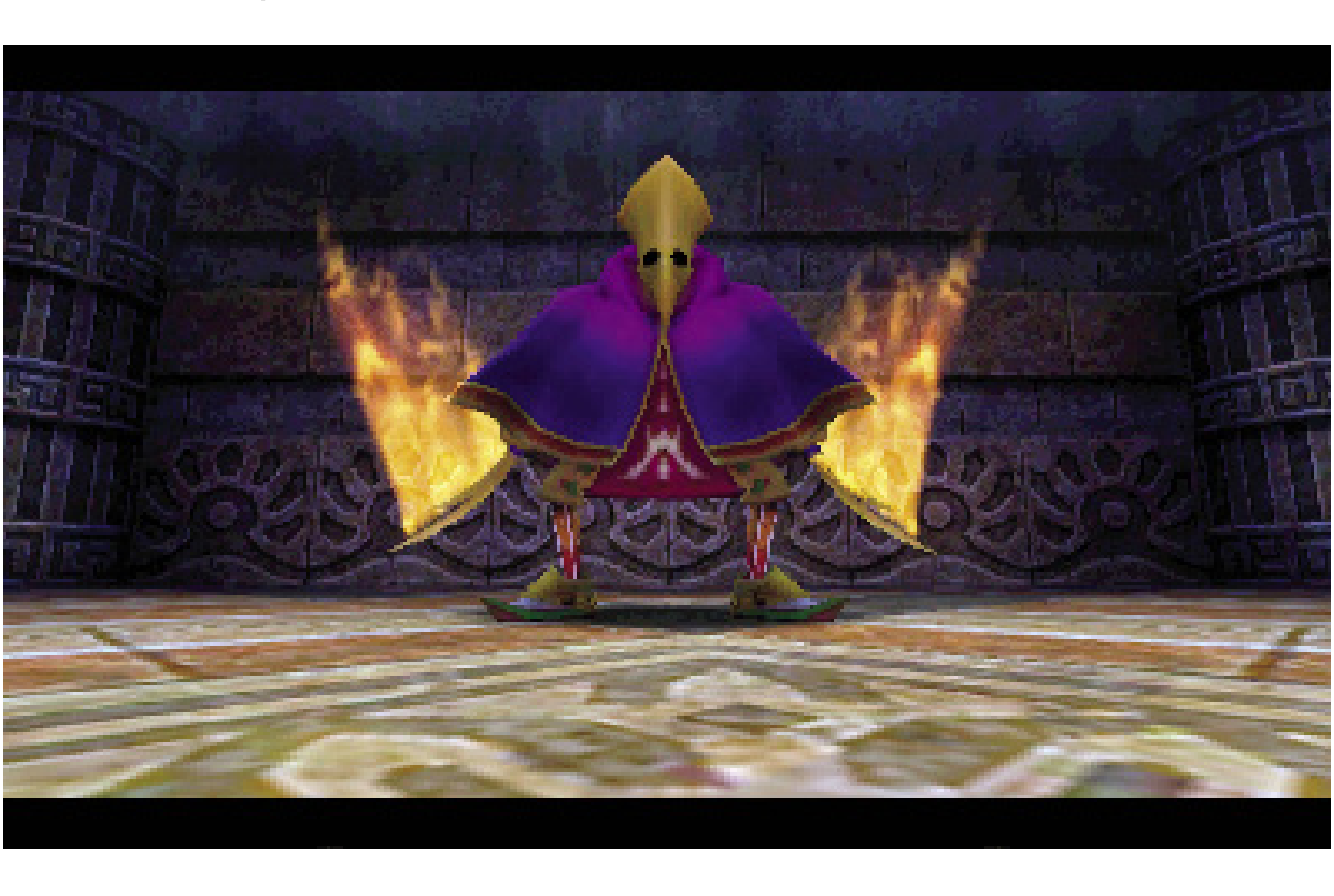


Heads up! The Mad Jellies surround the Gekko after he flees to the ceiling, covering him in a giant Mad Jelly blob. The Gekko then tries to slam down on you, inflicting significant damage if he succeeds. Roll away from the plummeting Gekko's giant shadow, then lock on and freeze him with an Ice Arrow.

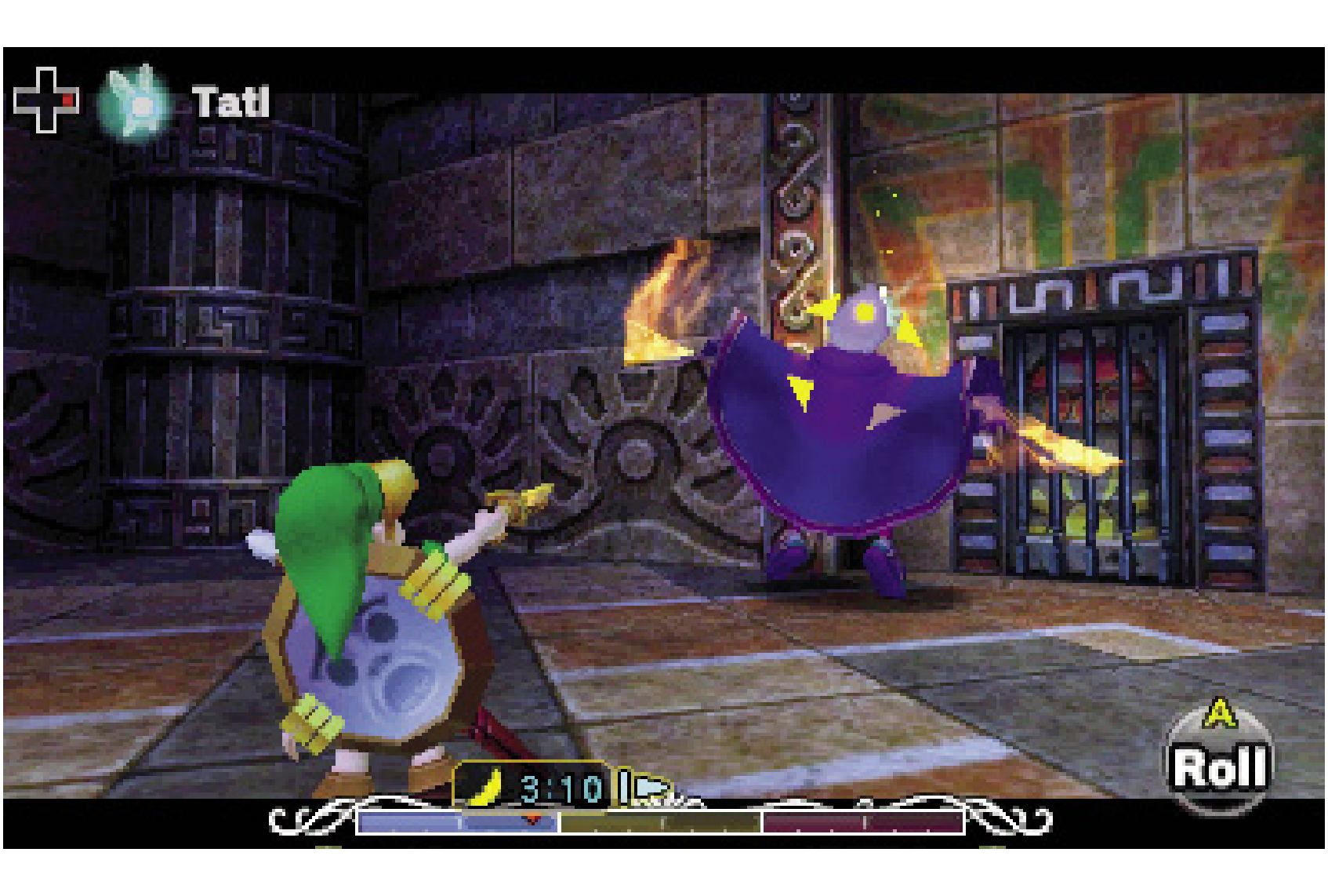


After you've frozen the Gekko, he'll fall from the ceiling and smash apart. At this point, the battle begins anew: the Gekko hops away from you while his Mad Jellies try to interfere. Hookshot the Gekko and slash him again (or hit him with an arrow), then look to freeze him with another Ice Arrow after he flees to the ceiling. Repeat this until the Gekko is a goner.

Stone Tower Temple — Garo Master

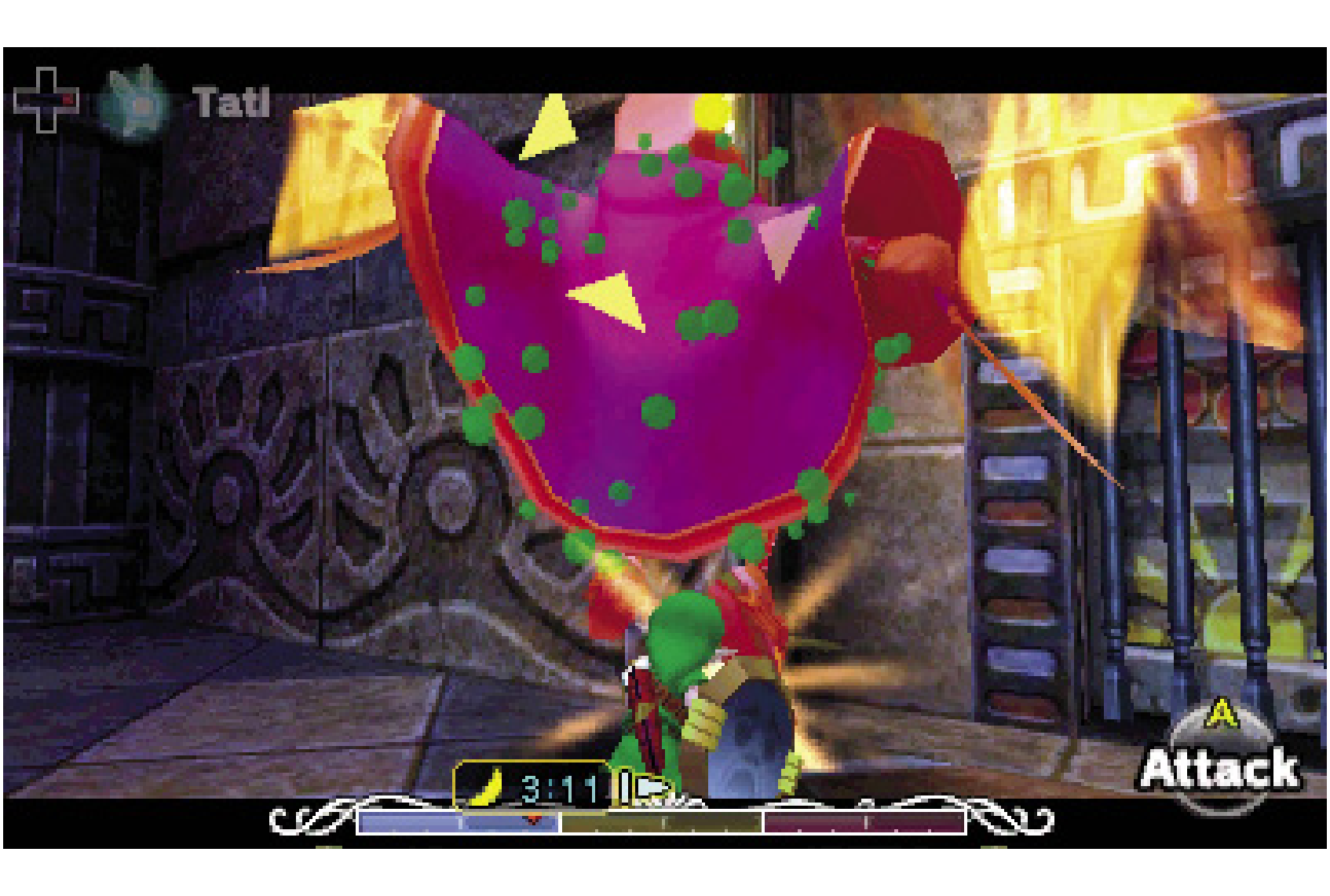


During his explorations of the Stone Tower Temple, Link must battle a formidable foe known as the Garo Master. This nimble warrior is tough to keep up with.



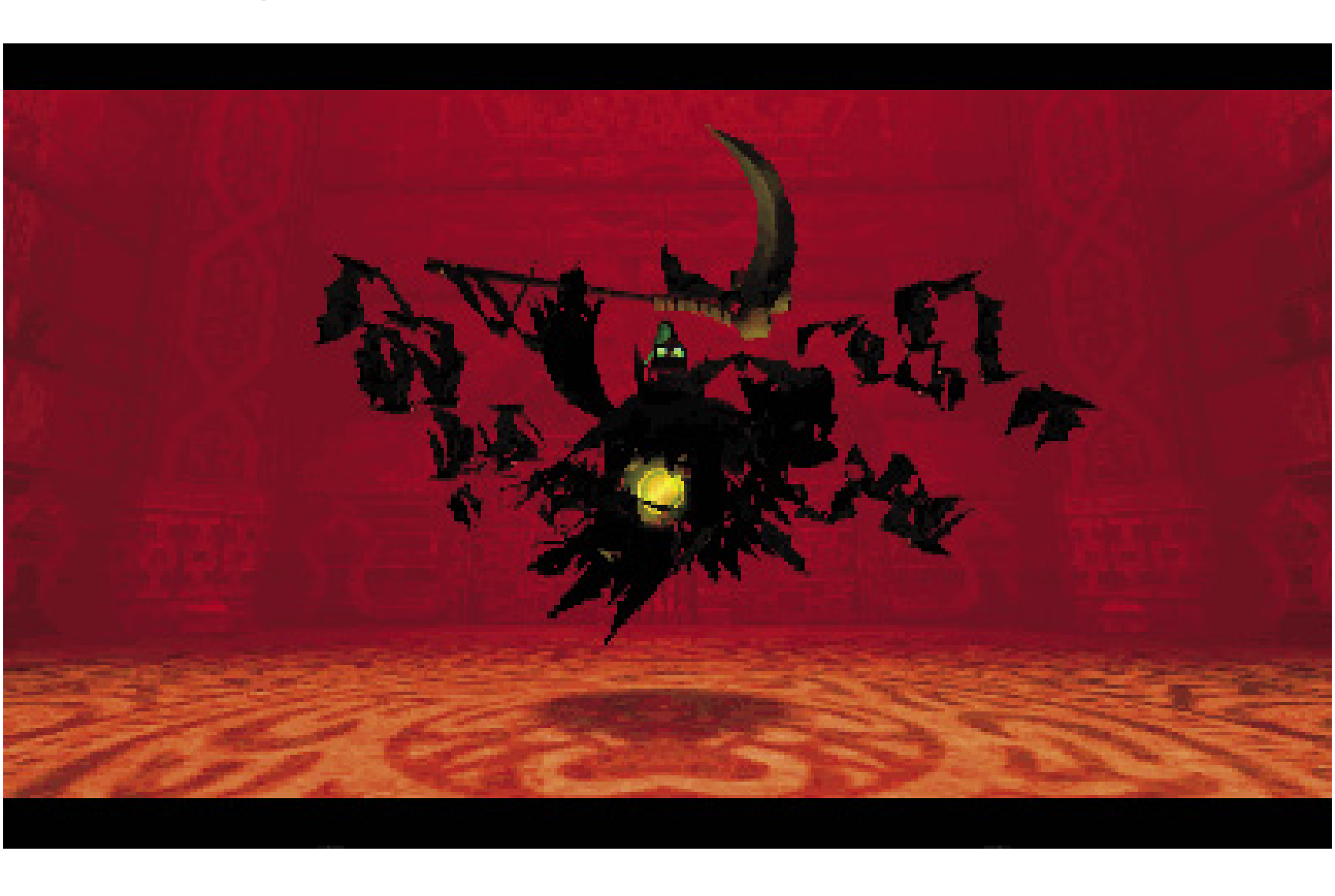
Lock on and raise your shield to block the Garo Master's swift attacks, then quickly counter by stunning the Garo Master with the Hookshot. You must be quick to land the Hookshot against the nimble

Garo Master. It's much easier if you can manage to back the Garo Master close to a wall.

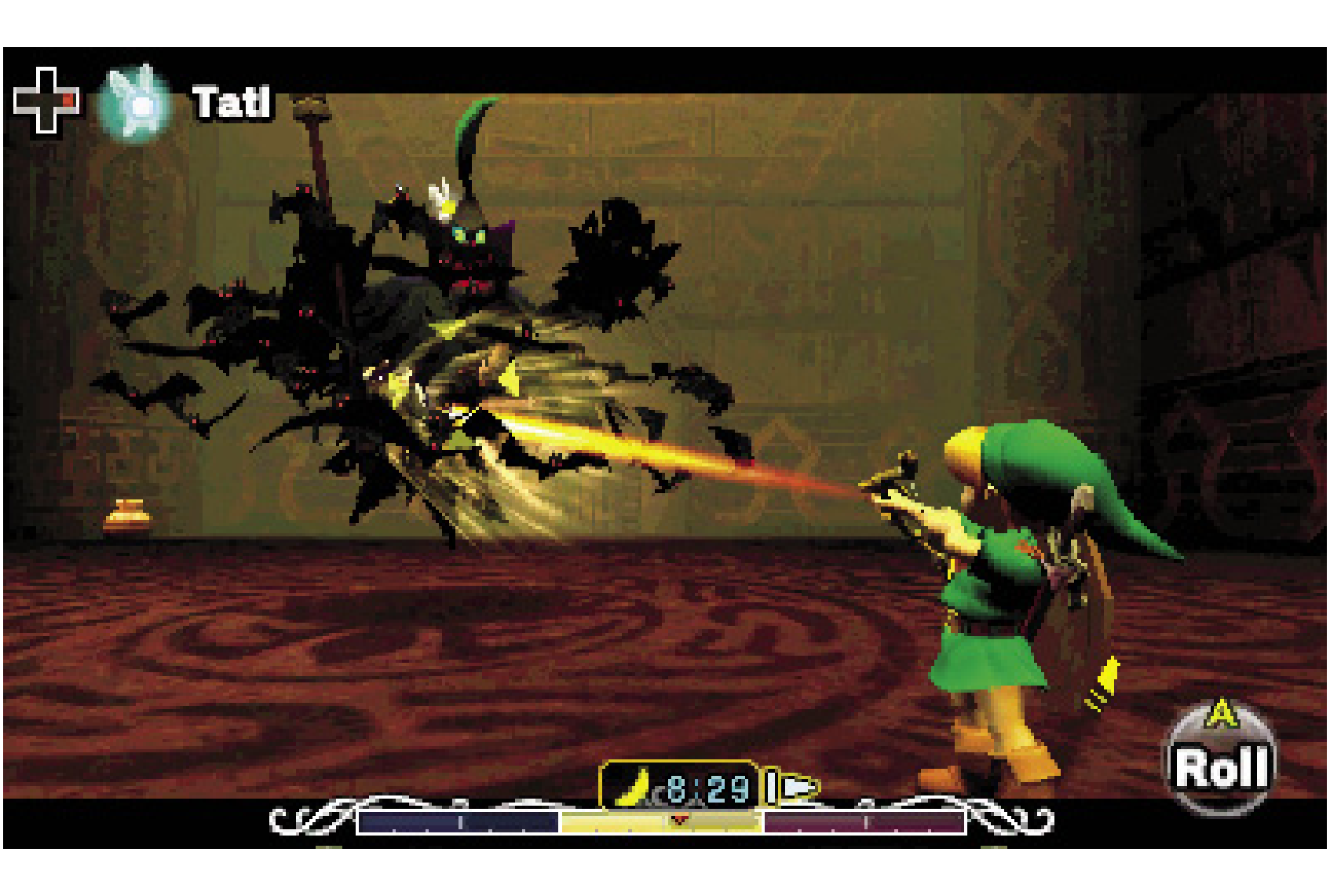


Once you manage to stun the Garo Master, race forward and strike him with Link's blade, then immediately raise your shield to block his counterattack. Continue the sequence of block, stun, strike, and block, but remember that speed is key. Use the Bunny Hood to help you land your sword strikes, and hold R to defend throughout the battle whenever you aren't lashing out.

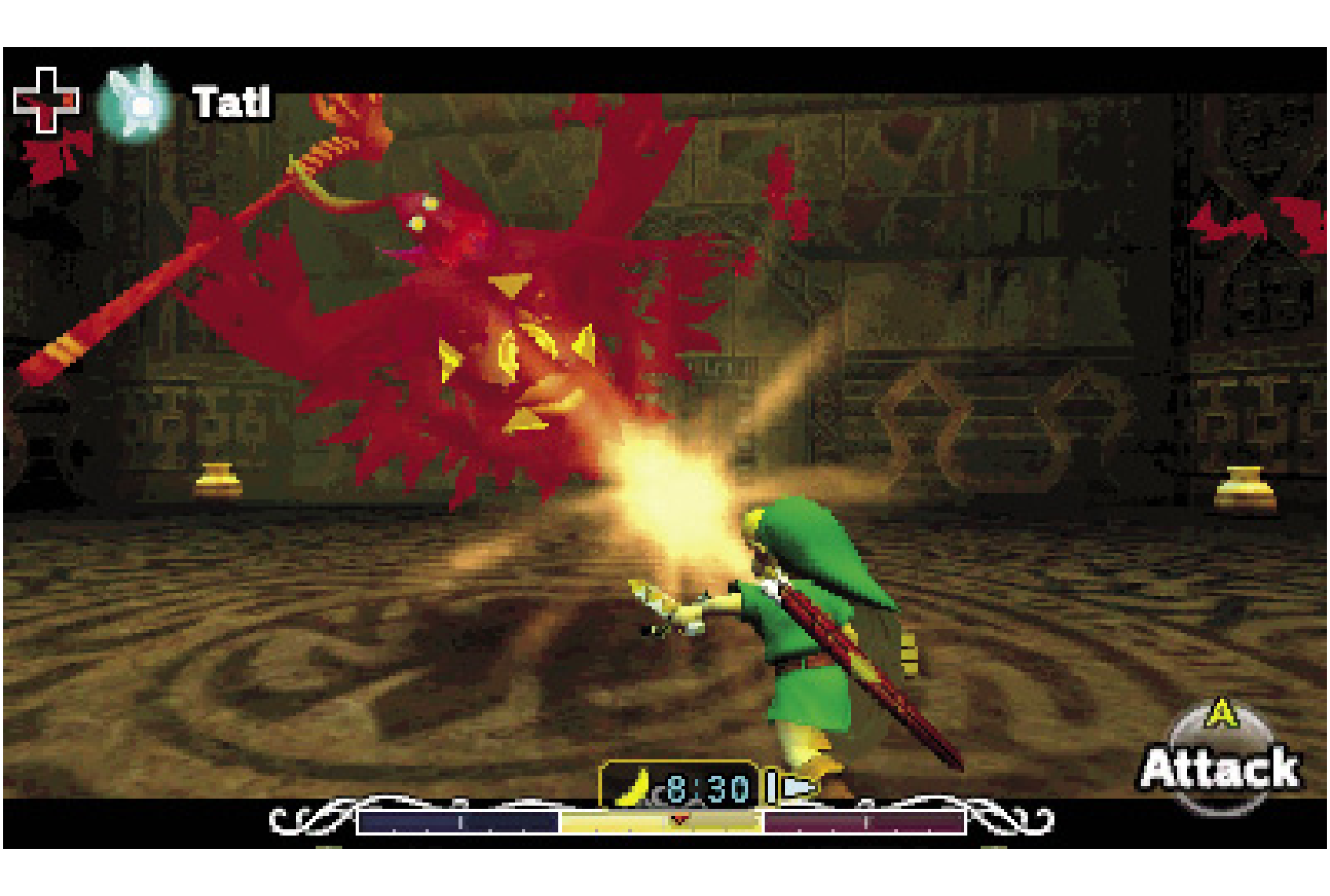
Stone Tower Temple — Gomess



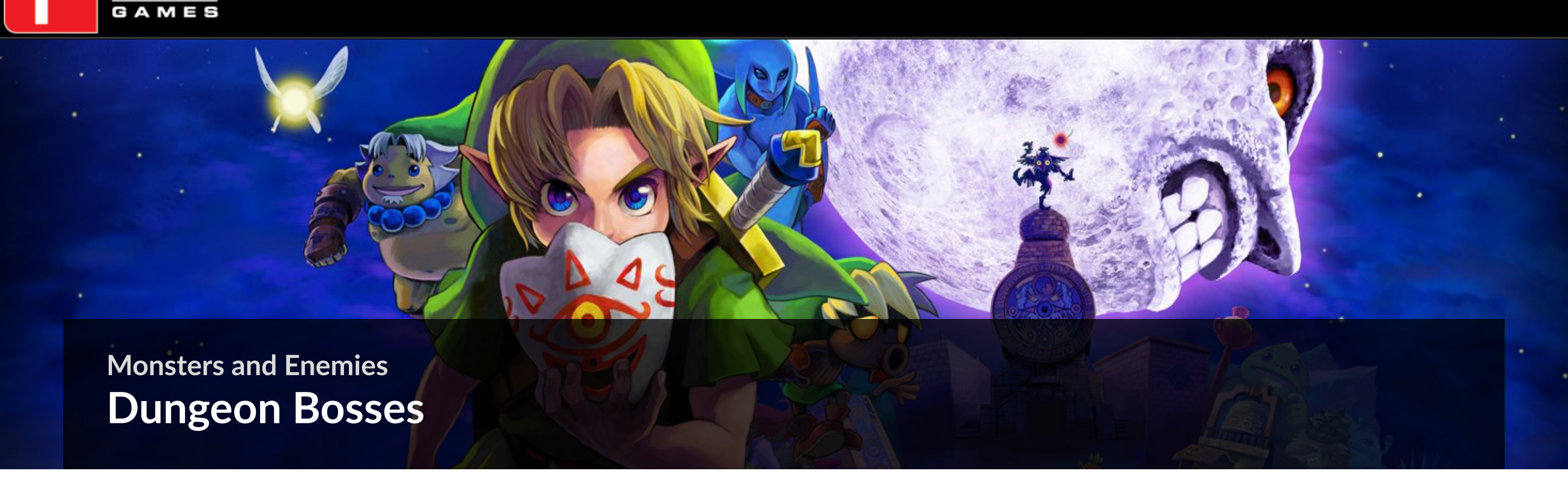
Link faces another devilish mini-boss in the Stone Tower Temple known as Gomess. This freaky fiend must be fought!



Gomess surrounds itself in bats and attacks by swinging a massive scythe. Keep your shield up for defense, and maintain your distance from Gomess as you look to shoot the fiend with a Light Arrow.



Hitting Gomess with a Light Arrow banishes its bats for a brief moment. Now's your chance! Advance and strike Gomess to score damage, then immediately raise your shield to block the villain's swift counterattack. Fall back and hit Gomess with another Light Arrow, then dive in and strike. Repeat this until Gomess is no more.



Monsters and Enemies

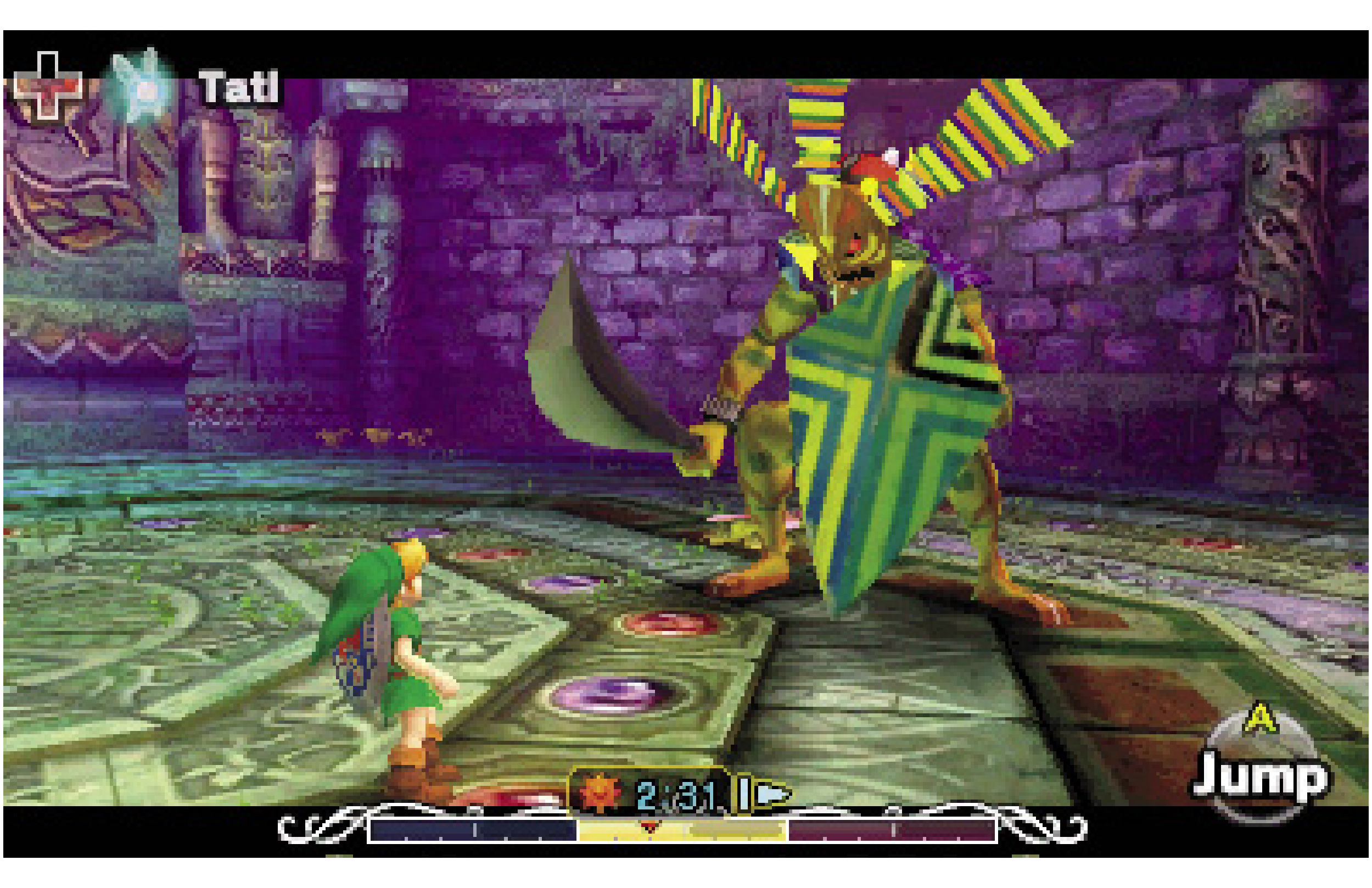
Dungeon Bosses

The biggest and baddest baddies that Link faces await him at the end of each temple. Dungeon bosses draw Link into epic battles that put the young hero's skills and reflexes to the ultimate test. Defeating each one earns Link a Heart Container and helps to purify the land of evil.

Odolwa, Masked Jungle Warrior

Masked Jungle Warrior
Odolwa

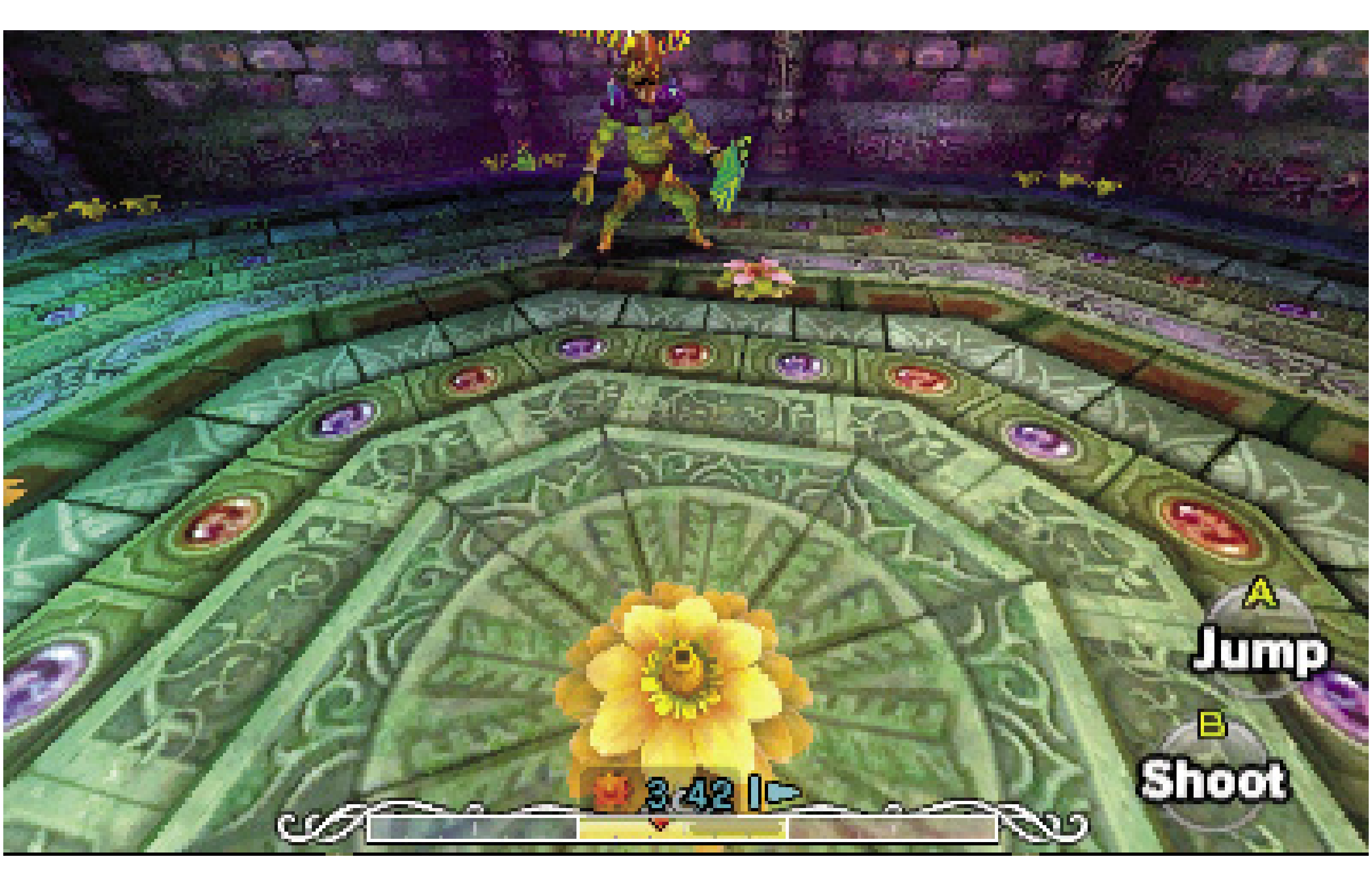
Woodfall Temple's final foe is a towering tribal warrior named Odolwa. Keep your distance from this skilled swordsman until the time is right to strike.



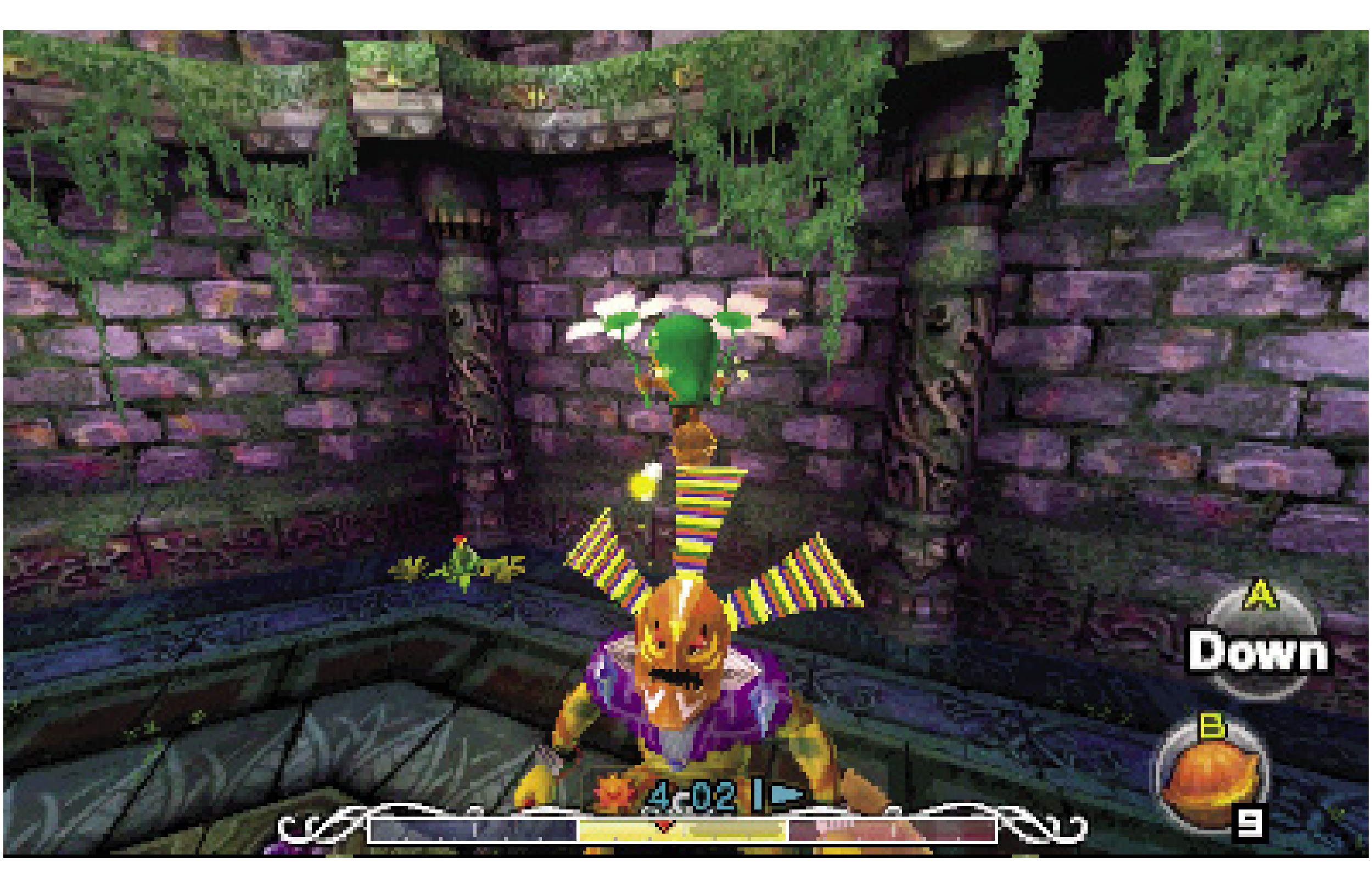
Odolwa performs a ritual dance before leaping and striking. Lock on to, the boss and be prepared to leap away from his attacks.

Items around the Arena

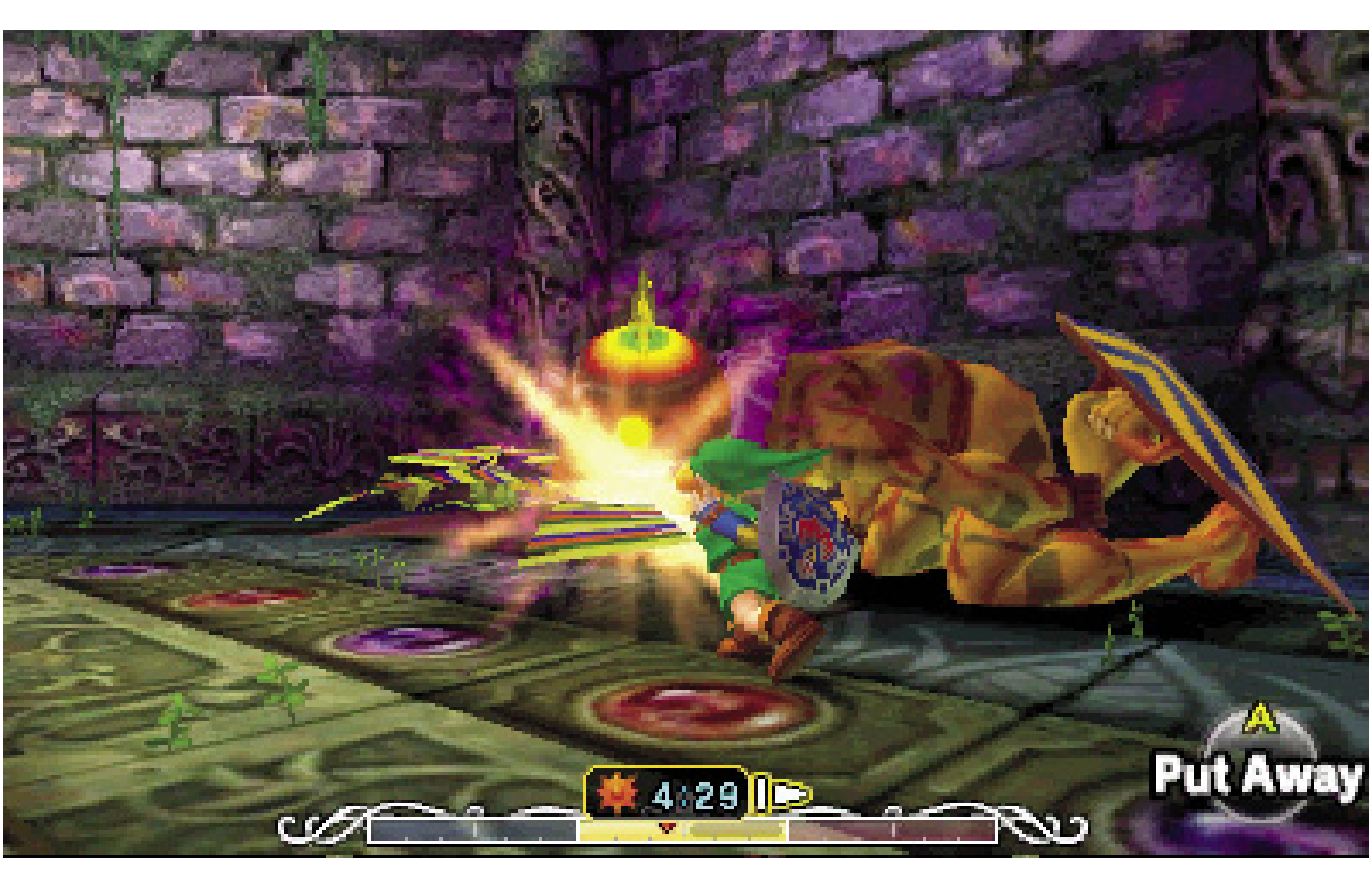
Break your target lock, and chop down the plants around the arena's edges for Recovery Hearts, Deku Nuts, and other items as needed. You'll also find Bomb Flowers that you can pluck and throw at Odolwa throughout the battle.



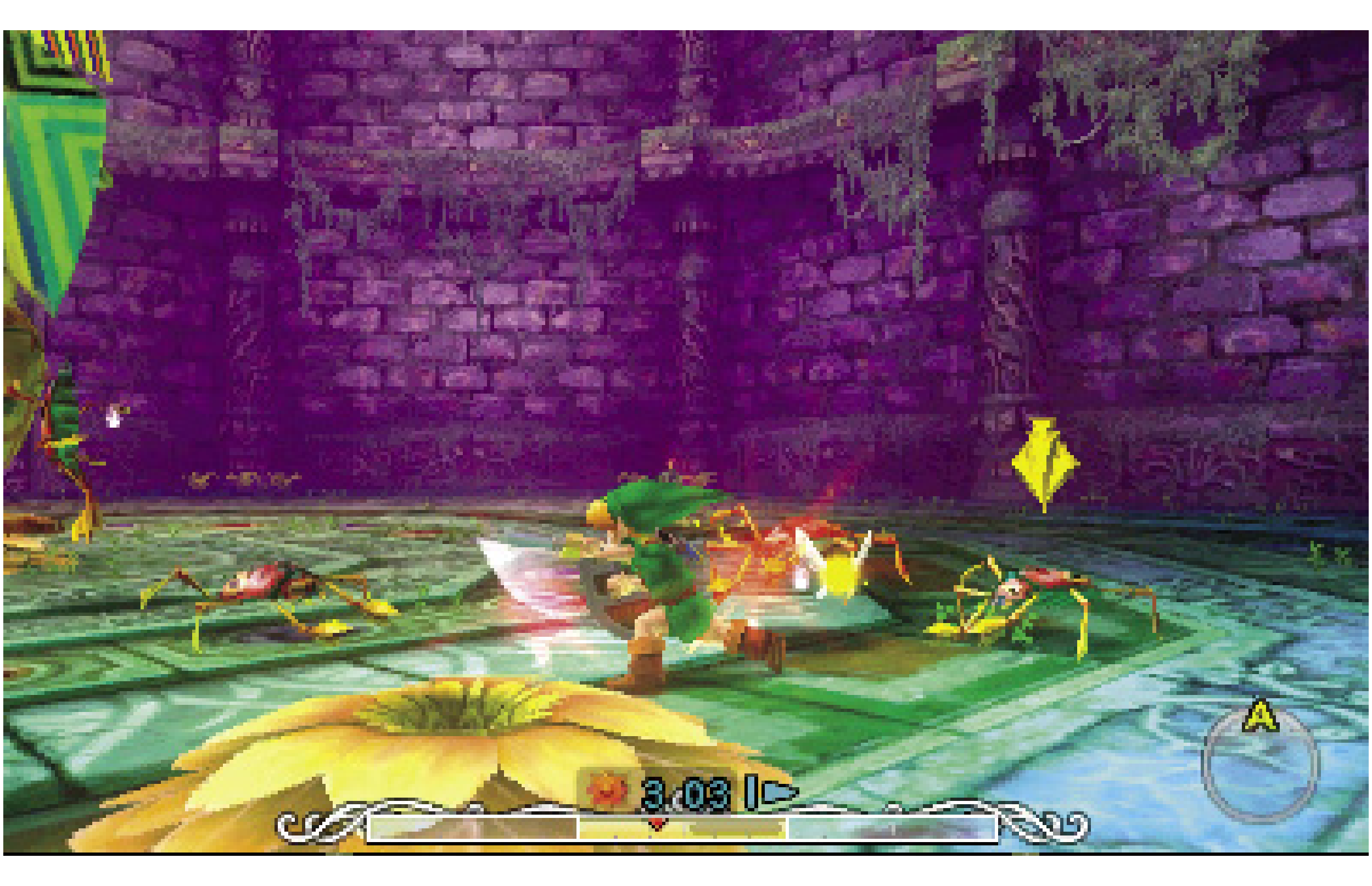
Try as you might, there seems to be no way of harming Odolwa. But of course, there's always a way. Put on the Deku Mask, and then dive into one of the room's Deku Flowers. Odolwa loses sight of Link while he's burrowed underground. Still, don't stay there for too long, or Odolwa performs a special dance that causes big rocks to fall on Link.



Pop up from the Deku Flower and glide toward Odolwa. Press Ⓑ to drop a Deku Nut on the boss just as you pass by overhead. (Smash the surrounding jars to find Deku Nuts if you need some.)



Zap! Stunning Odolwa with a Deku Nut causes him to topple over. Now's your chance! Take off the Deku Mask, target the big eye on Odolwa's head, and unleash a flurry of sword strikes to inflict maximum damage.



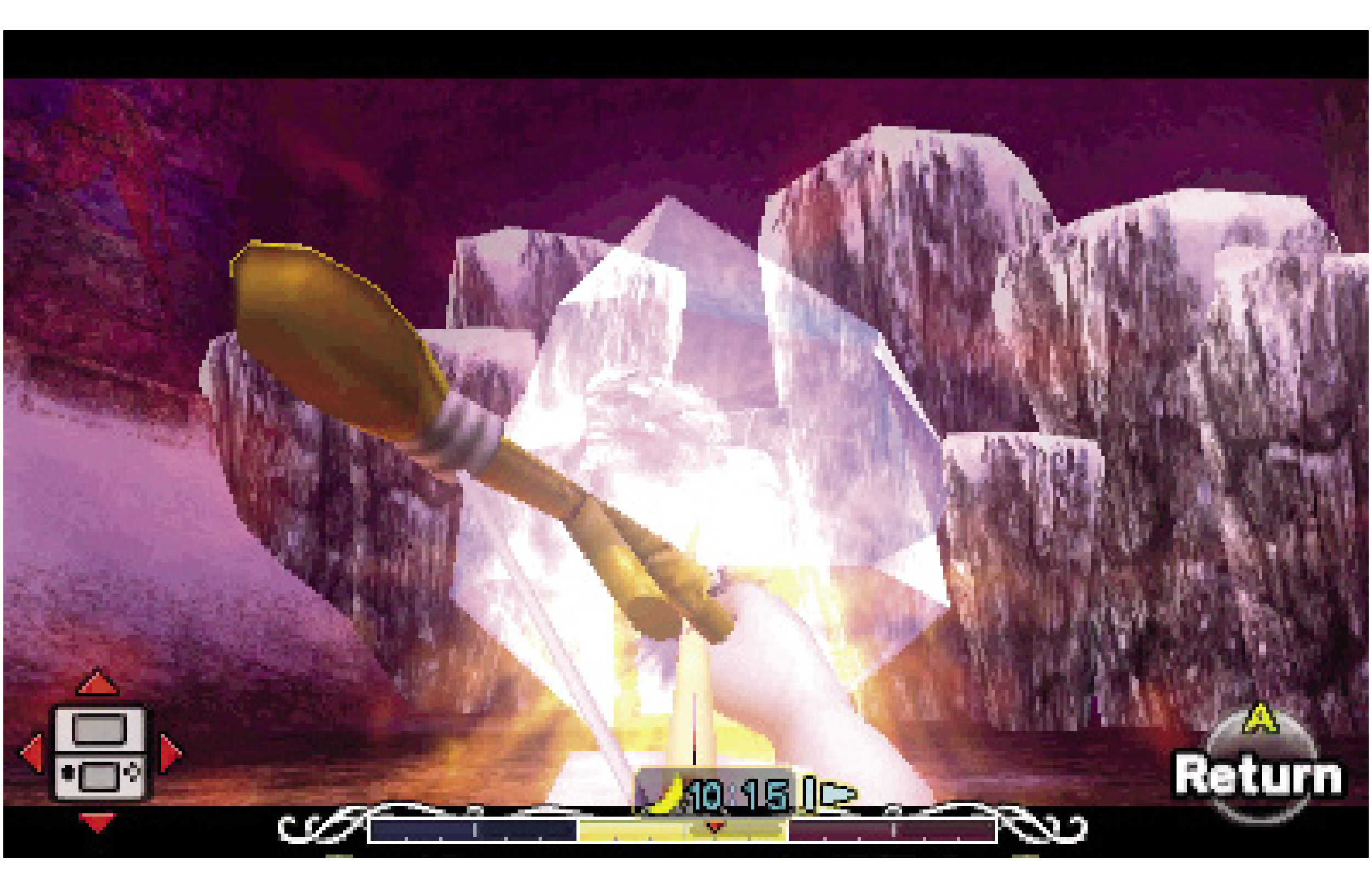
After taking a few hits, Odolwa calls down a rain of bugs that pursue Link around the arena. It pays to slay these little pests, for they often drop useful items, including Deku Nuts and Recovery Hearts.

Keep stunning Odolwa with Deku Nuts and slashing him with Link's sword each time he collapses. It won't be long before this big, bad boss finally falls.

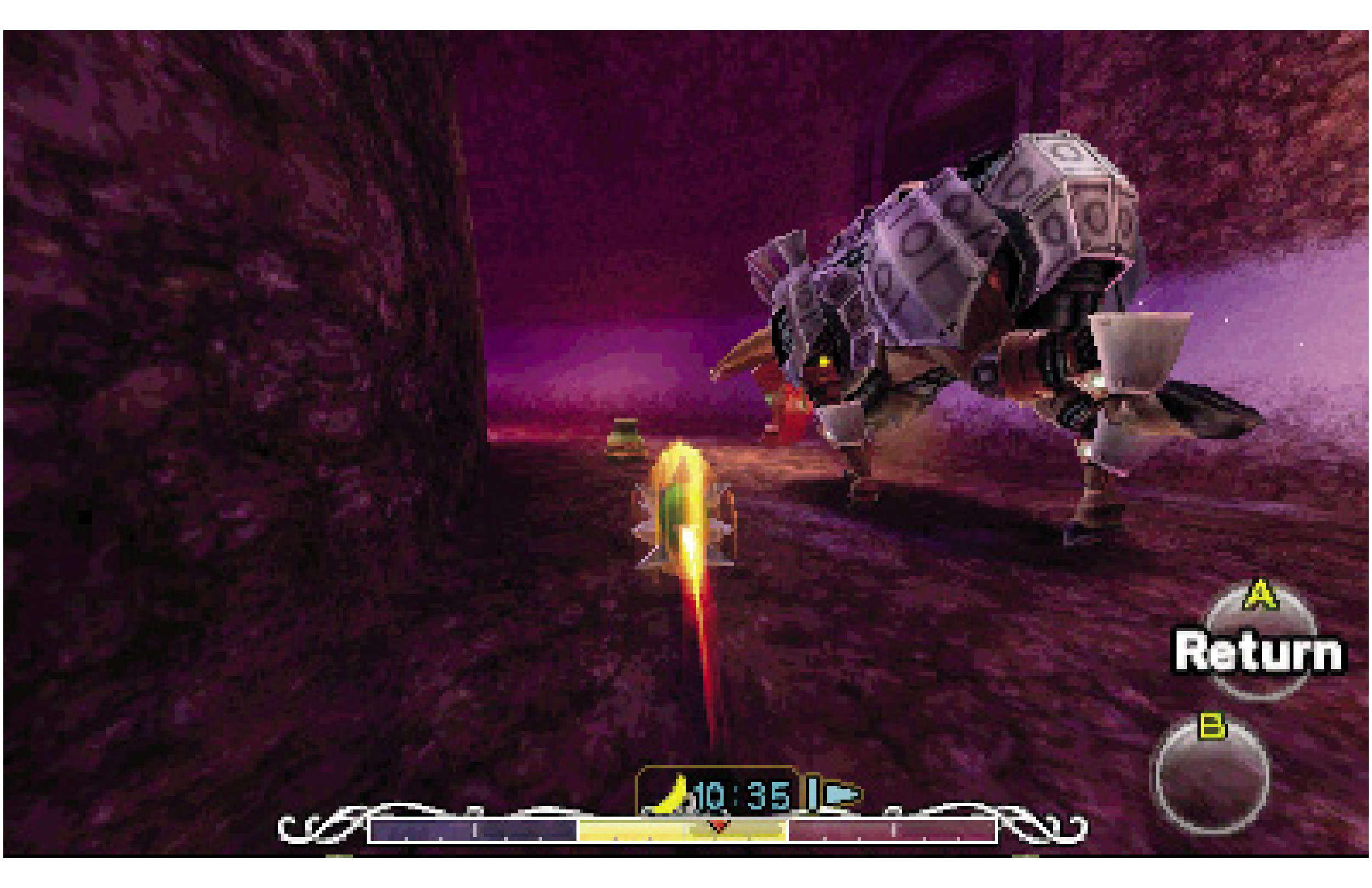
Goht, Masked Mechanical Monster

Masked Mechanical Monster
Goht

A monstrous mechanical beast awaits Link at the top of Snowhead Temple. It must be the great demon that Darmani mentioned!



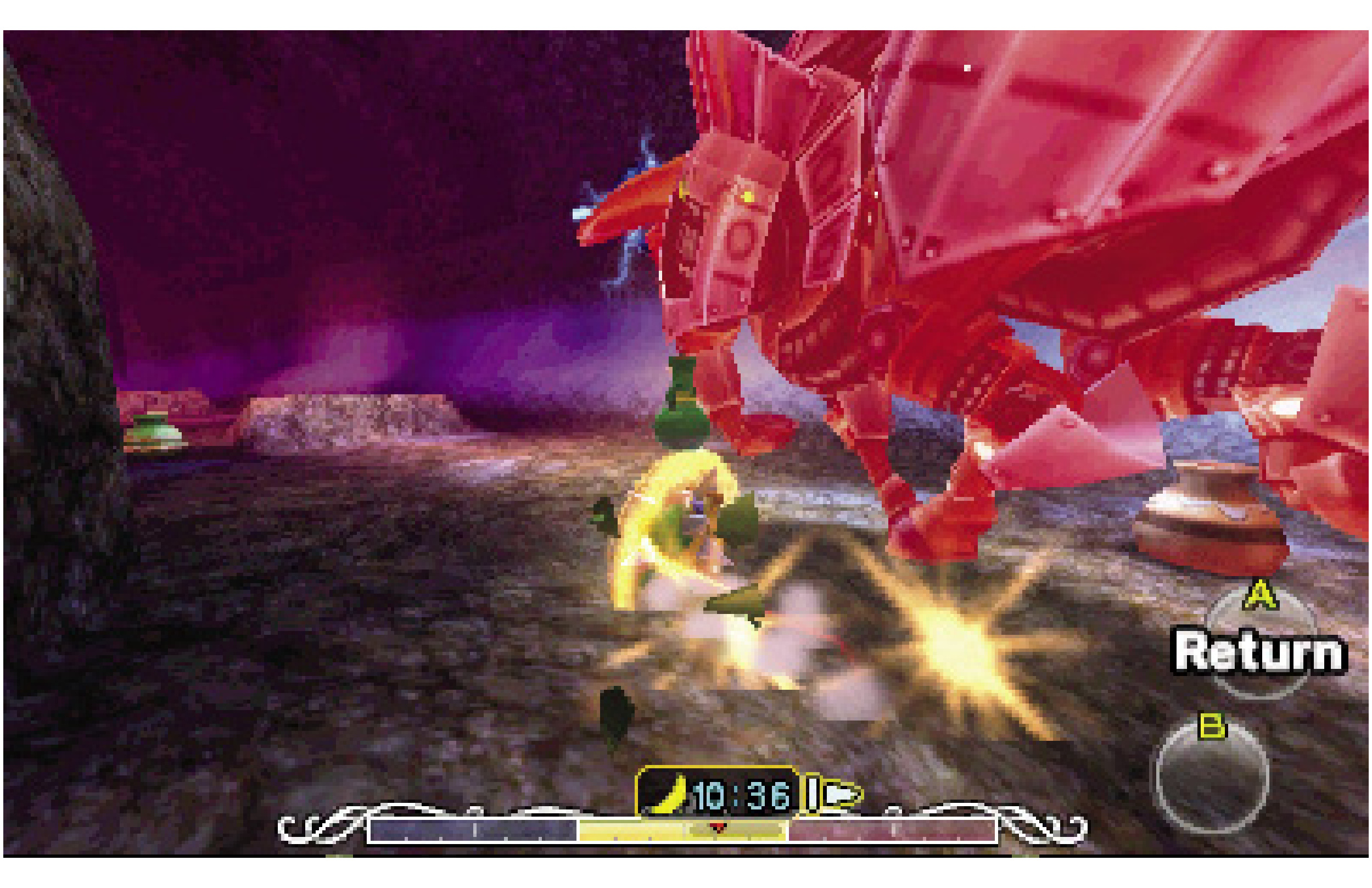
Goht is frozen solid—use a Fire Arrow to free the beast. Once you've melted the ice, Goht roars to life and begins to charge, smashing right through a wall.



You've got to catch that monster! Don the Goron Mask, press Ⓐ to curl up into a ball, and then start rolling after Goht. But beware: this bad boss tries to zap you with powerful orbs of crackling energy as you give chase. Goht also kicks up large rocks that can stop you in your tracks if they hit you. Do your best to avoid Goht's attacks as you chase the monster around the circular track.

Hearts in Jars

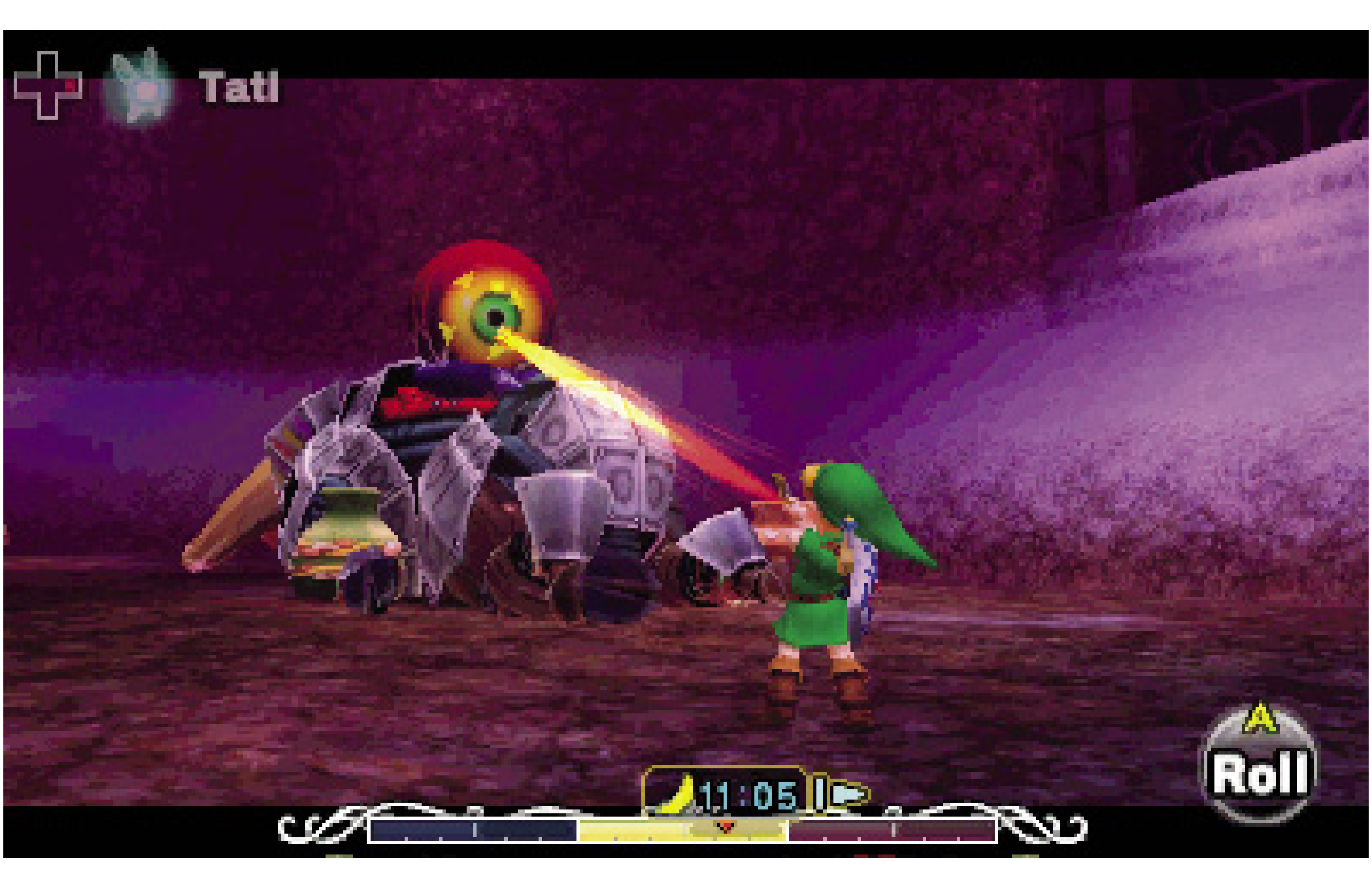
The jars near the entry door respawn after each lap around the track. Smash them for Recovery Hearts, arrows, and other items as needed. Roll into the green jars as you pursue Goht to replenish your magic power.



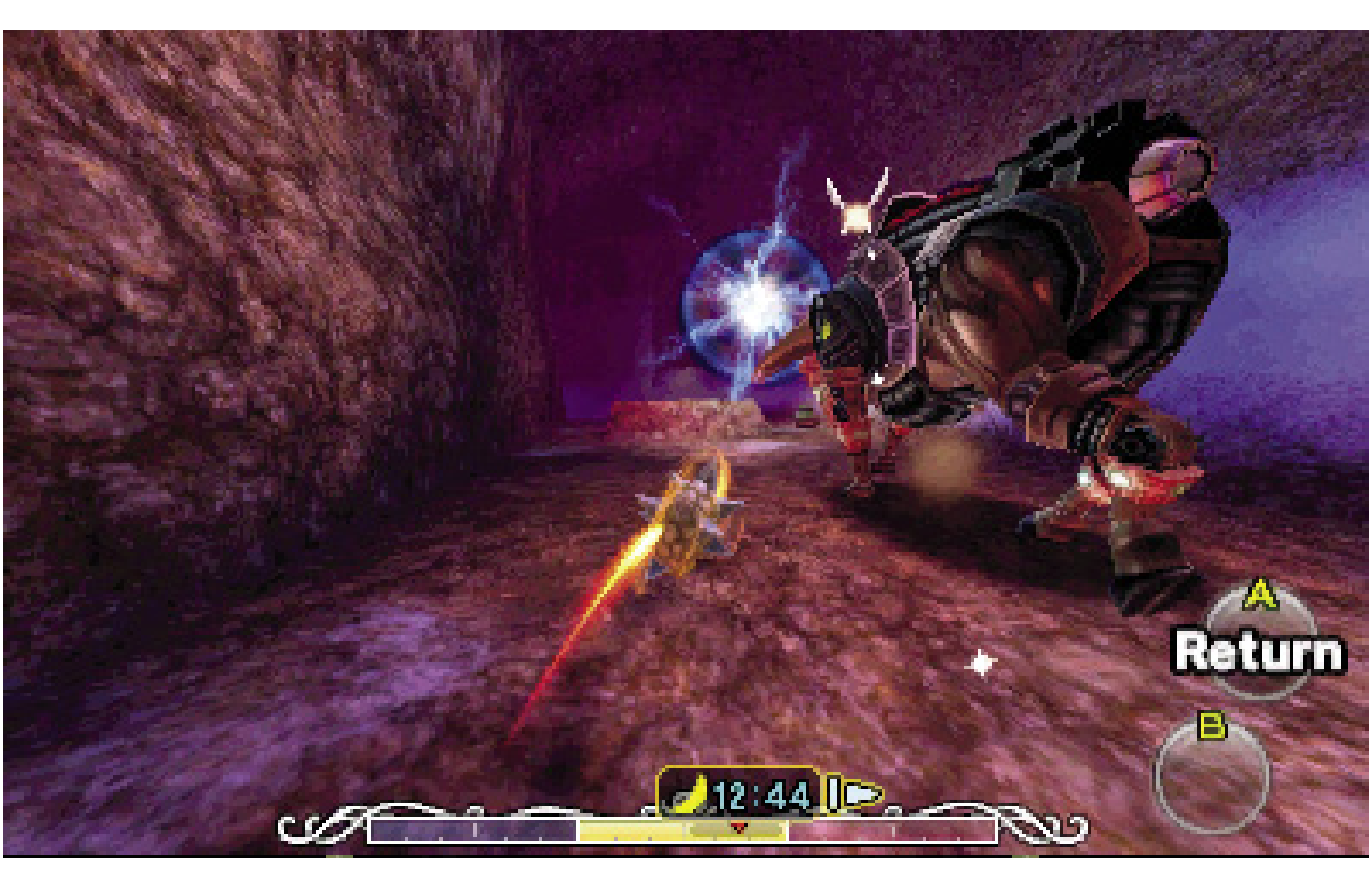
Once you're rolling at top speed, aim to ram Goht with Goron Link's spikes. Ram Goht several times to flip the monster over. Rolling at top speed consumes magic power, however, so be sure to smash the big green jars that appear around the track as you pursue Goht. Keep restoring your magic power so that you can continue chasing after and ramming into the boss.

Link from Above

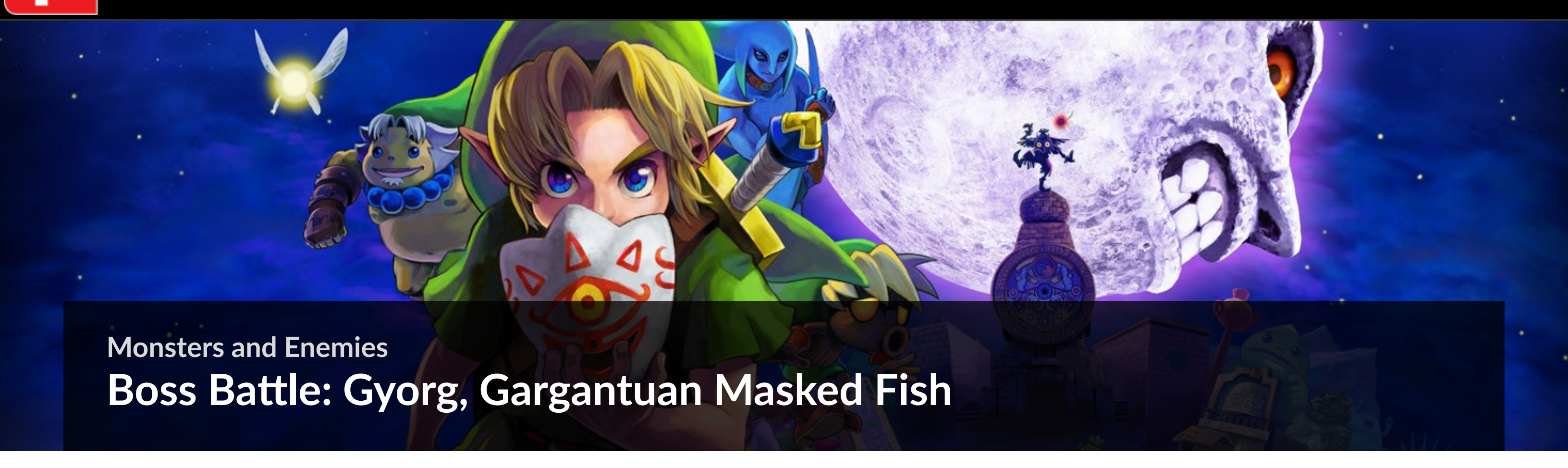
If possible, try launching off a ramp in the track and landing on Goht. If you hit it right, you'll knock the boss over in one shot.



Flip Goht over to expose a giant eyeball, which is his weak spot. Take off the Goron Mask, Ⓛ-Target the eyeball, and then shoot it with Fire Arrows. Goht recovers after a short time, but you can snap off three Fire Arrows if you're quick on the draw.



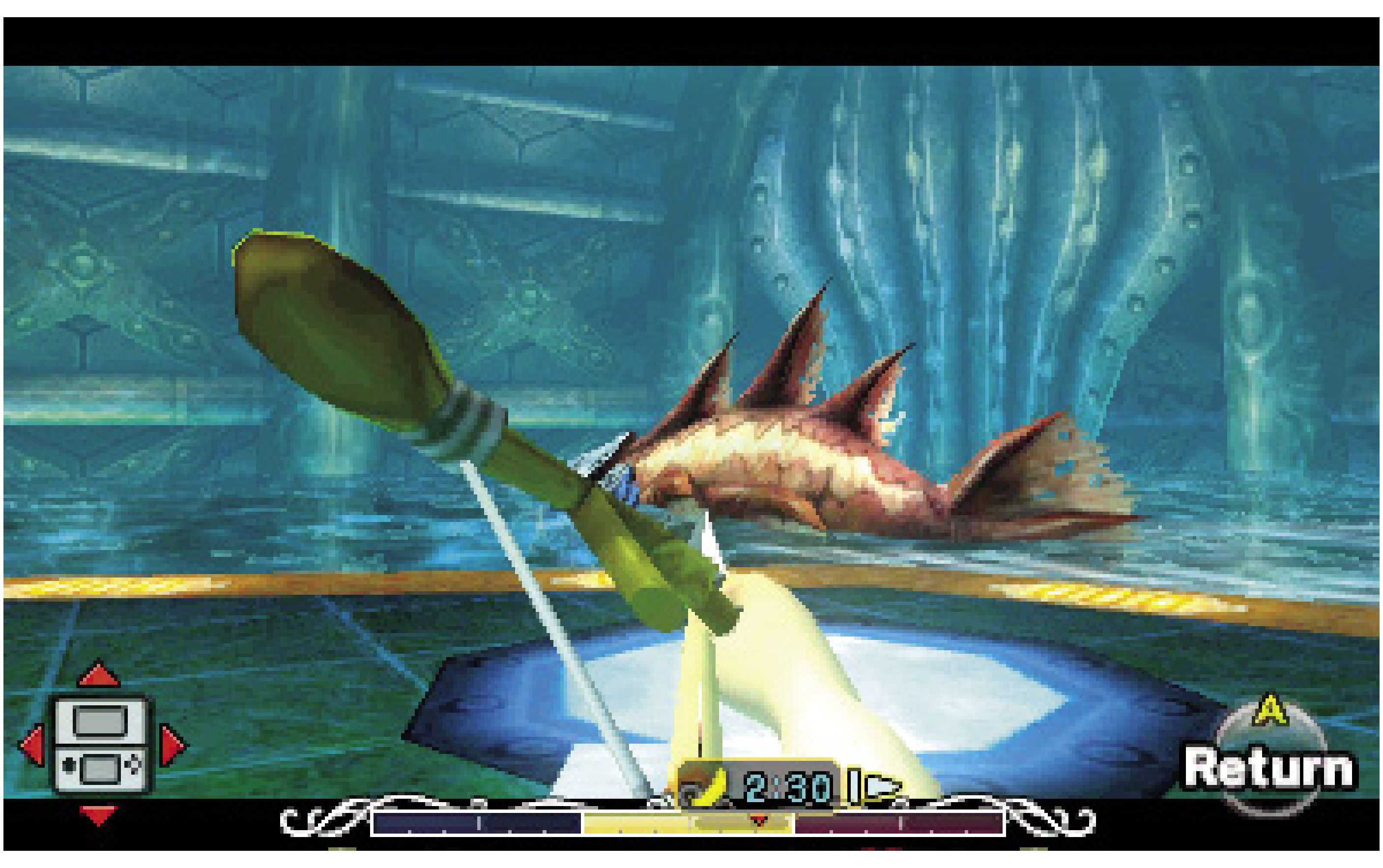
The chase becomes more and more challenging as Goht nears defeat, for the monster gains speed and starts to drop bombs at you. Big stalactites also fall from the ceiling, creating obstacles that can bring your roll to a sudden halt. Avoid all of Goht's attacks, and keep rolling into the monster to stun it so you may shoot its vulnerable eye. Don't give up the chase until you finally get the better of Goht.



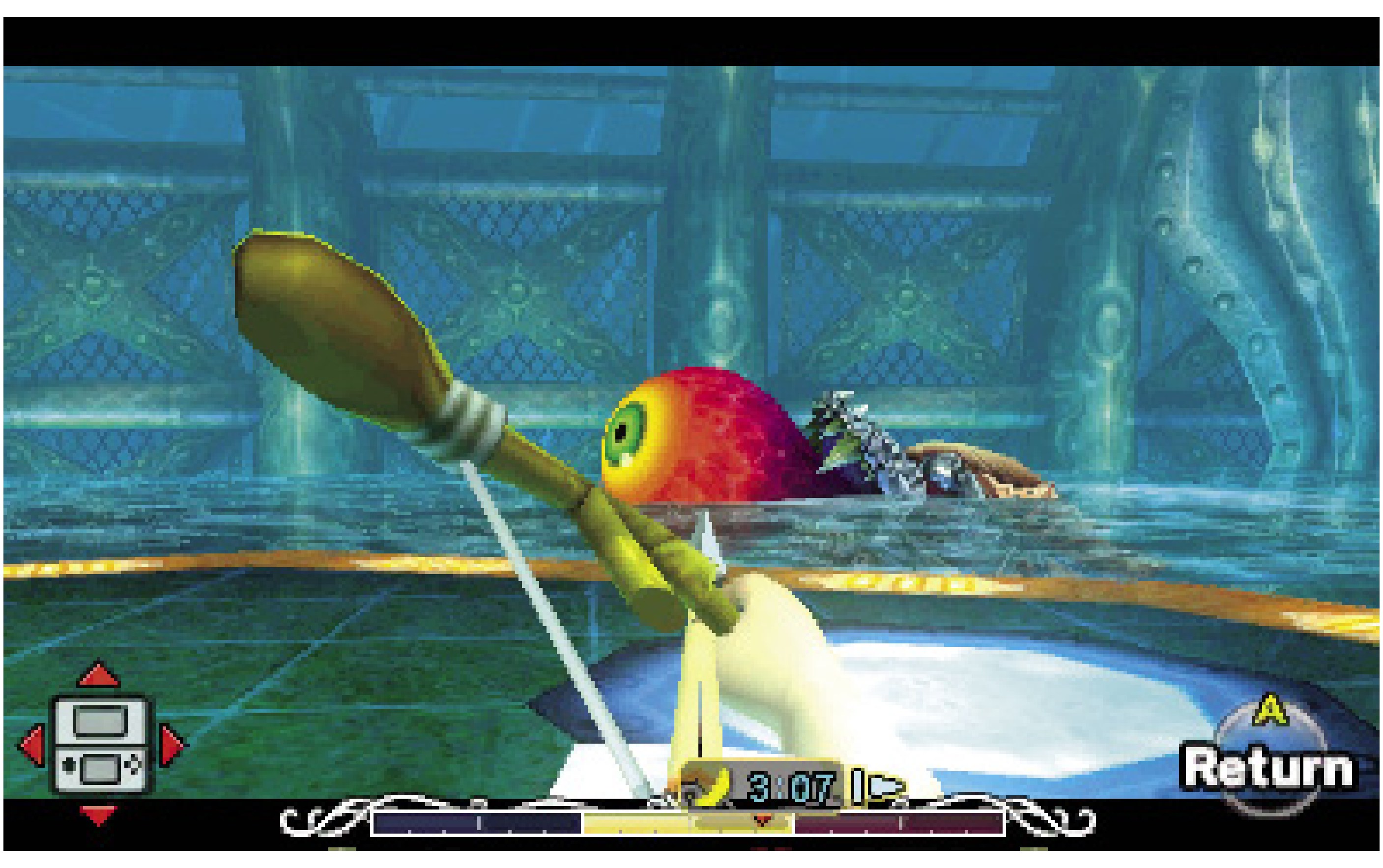
Boss Battle: Gyorg, Gargantuan Masked Fish

Gargantuan Masked Fish
Gyorg

A thing that should not be resides deep within the Great Bay Temple's watery depths. It's the gargantuan masked fish, Gyorg!



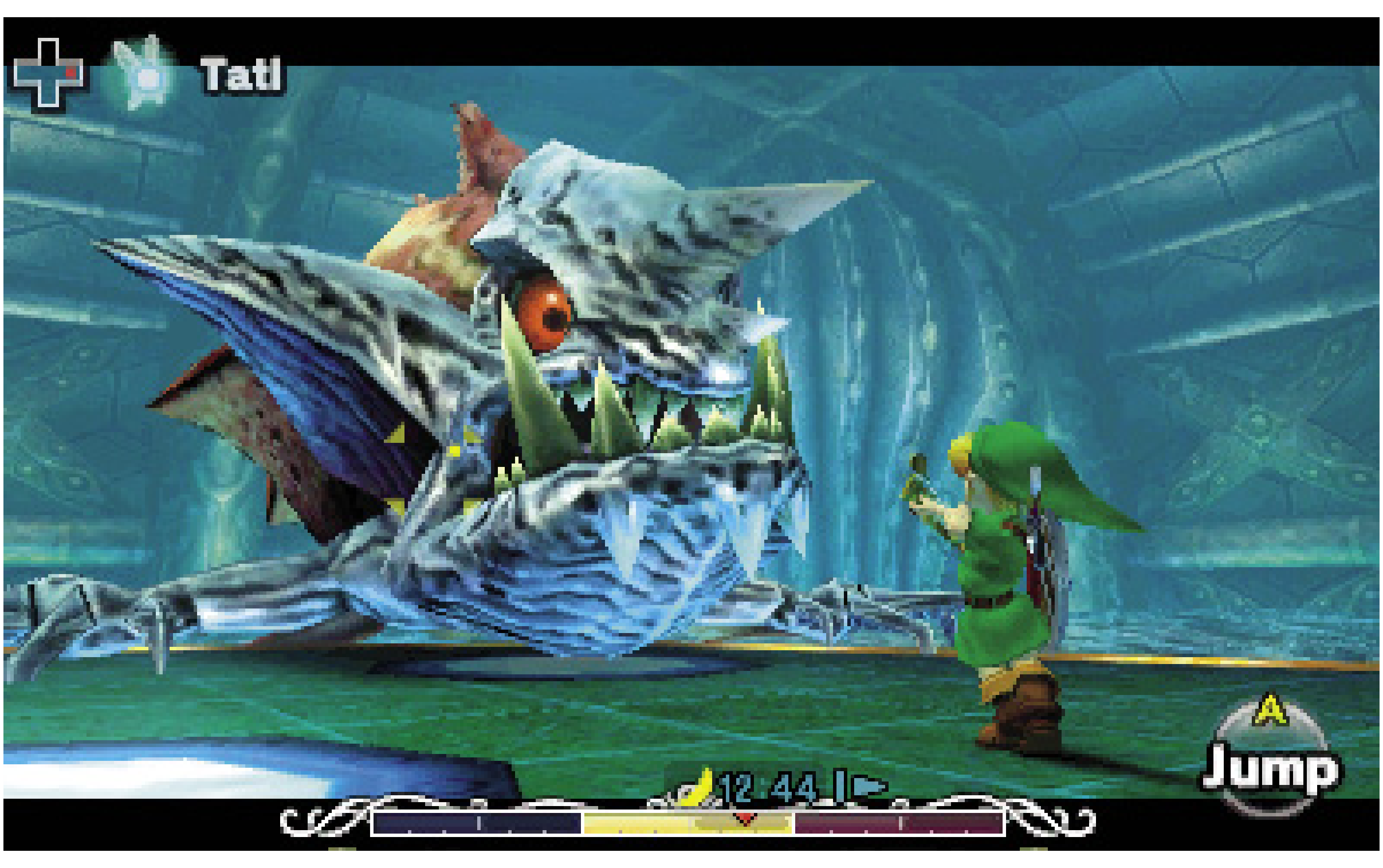
Gyorg is a challenging boss with powerful attacks, so prepare for a tough battle. Fortunately, your initial battle strategy is very straightforward. Gyorg swims about the surrounding water, perhaps considering how to best devour you. The boss is a bit too fast to track with L -Targeting, so aim manually and shoot it with arrows (any kind, even regular arrows). Gyorg's head is covered in a hard protective shell, so aim for the monster's exposed body instead.



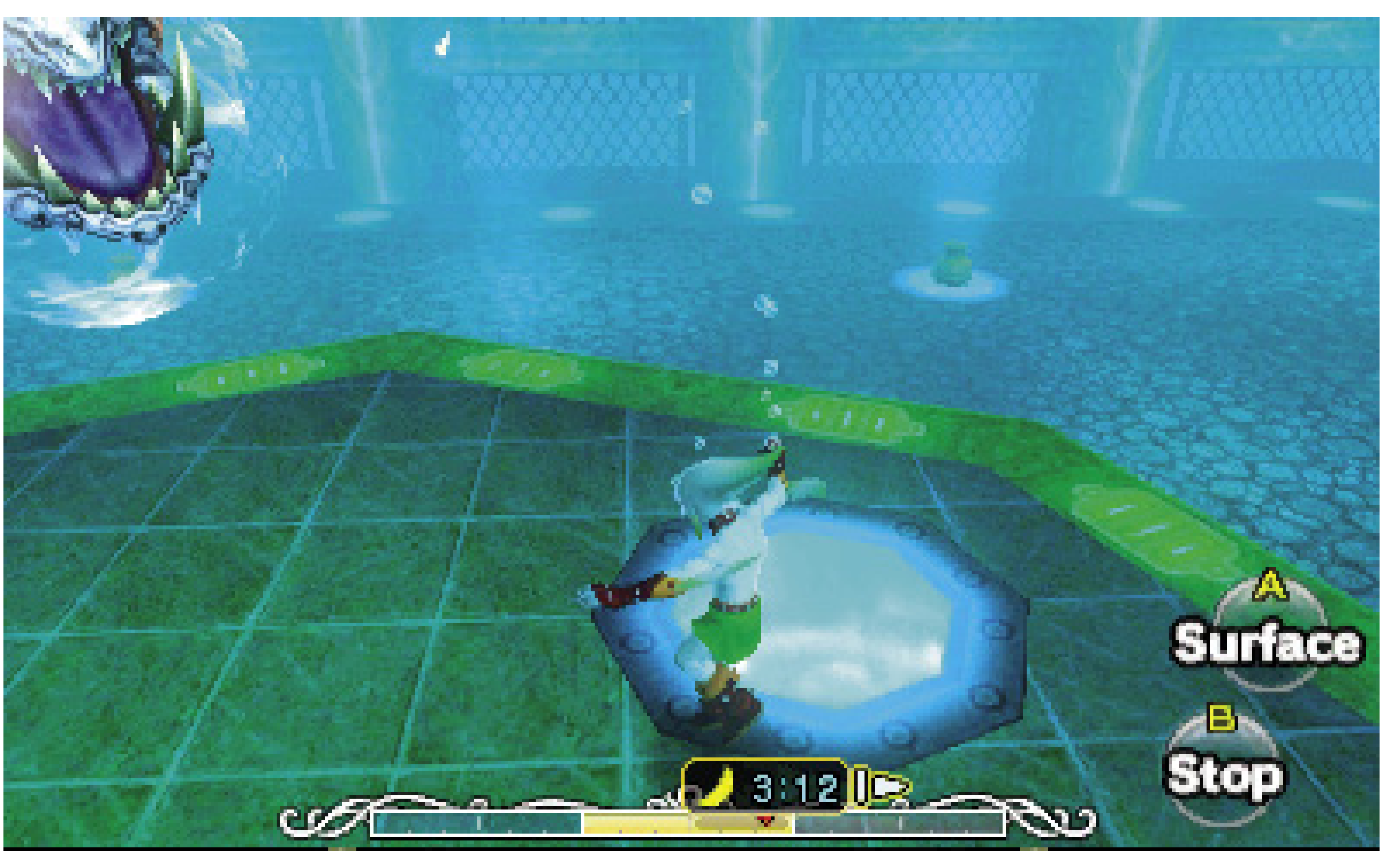
After you shoot Gyorg with an arrow or two, the monster flips over, revealing a giant eyeball. That's its weak spot! Lock on, and pepper the eyeball with arrows to score damage.

Flying Fish

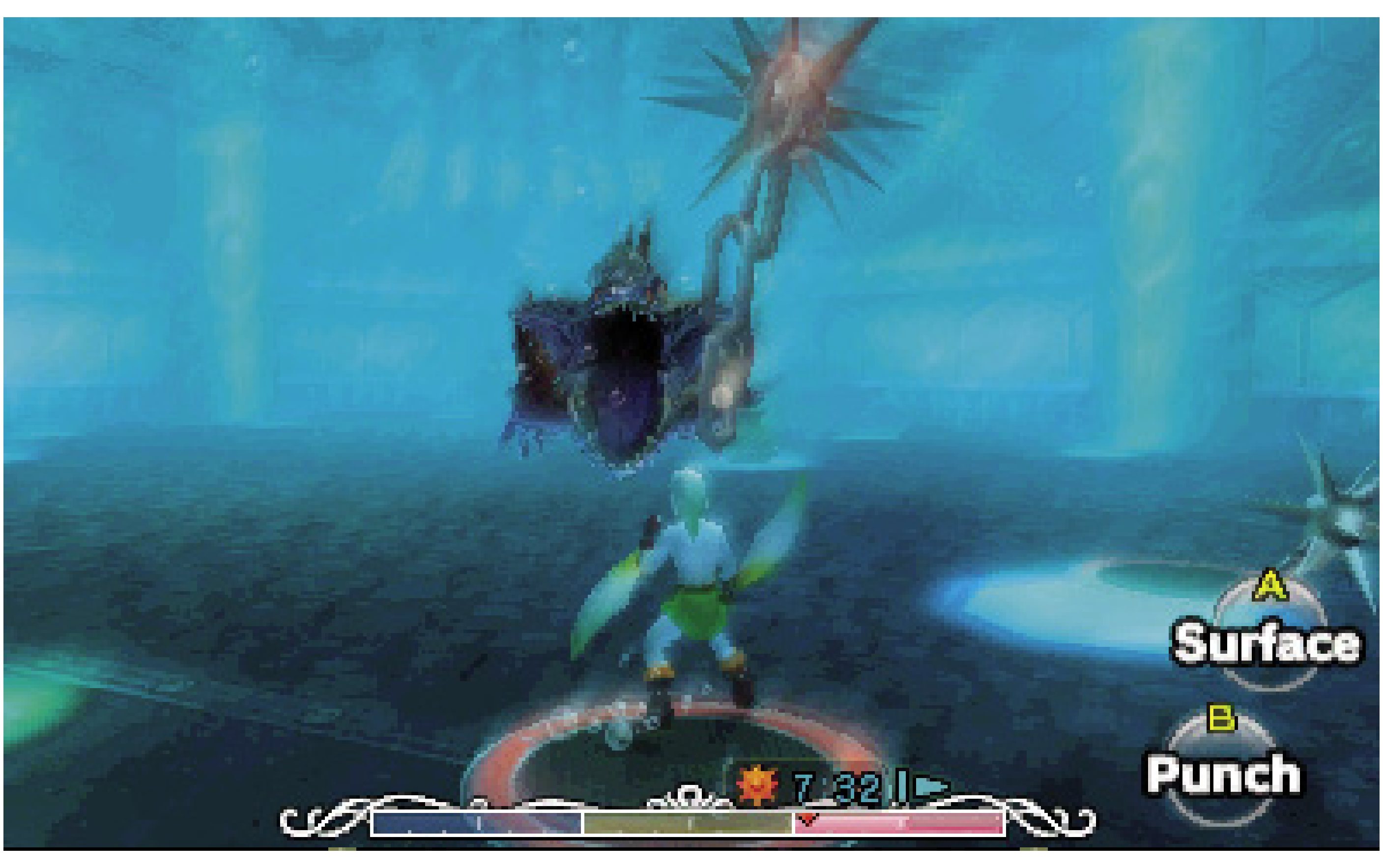
Gyorg sometimes leaps out of the water and sails over your platform. If you're super quick, you can L -Target Gyorg and hit it with an arrow to stun it during this big leap.



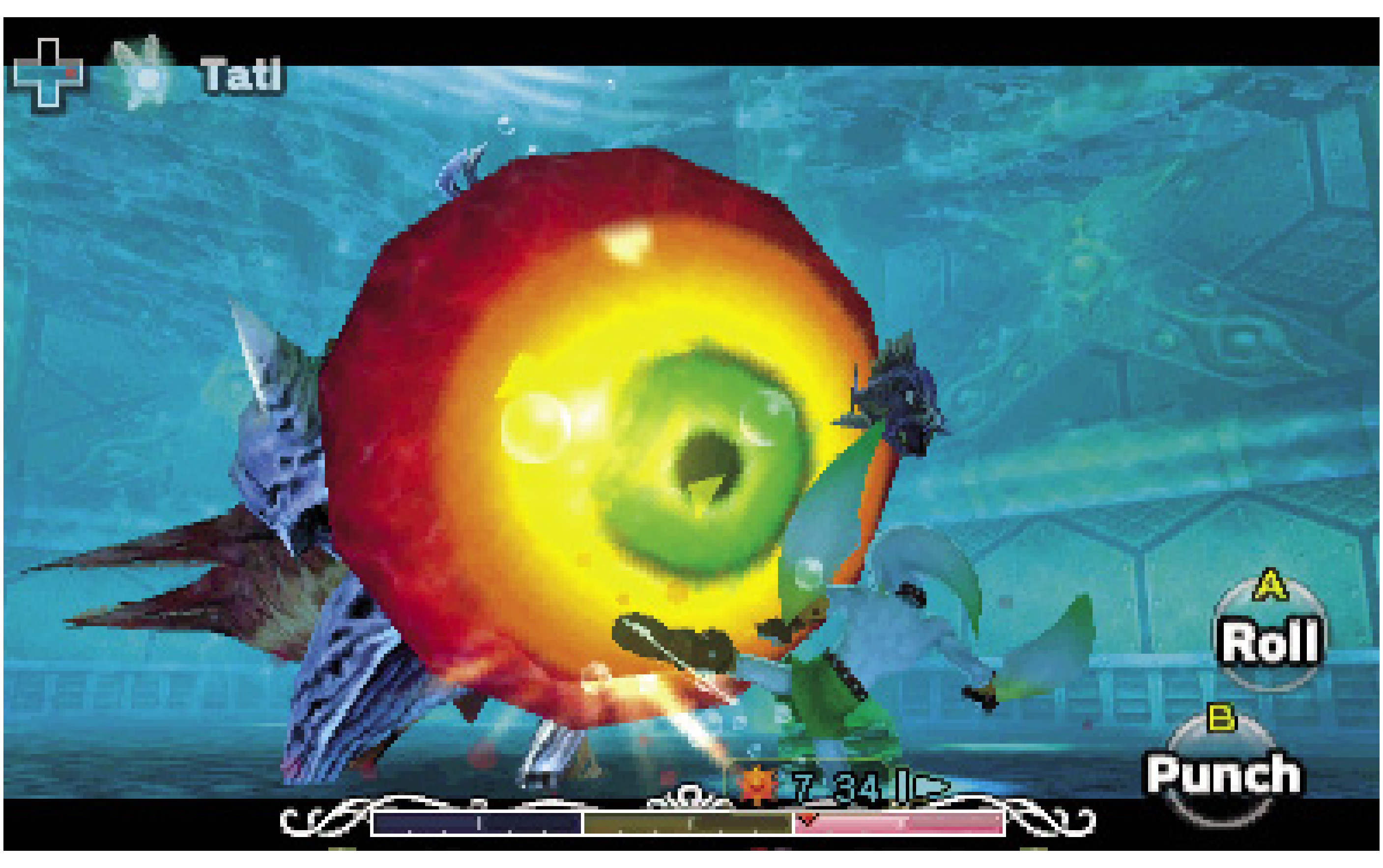
Damaging Gyorg angers it, and the monster soon begins to ram your platform's underwater supports. Don't worry: this doesn't harm you. However, Gyorg also periodically emerges from the water, lands on your platform, and then darts forward to ram you. The fiend's face is protected, so simply roll away to avoid being damaged by its charge.



Keep stunning and damaging Gyorg with arrows until the monster finally manages to shatter your platform's base. The battle changes at this point, as you're dunked into the water. Put on the Zora Mask, and keep away from Gyorg; the monster can suck you in and chew you up if you get too close. Hold Ⓐ + R to swim at top speed and escape Gyorg's pull whenever necessary.



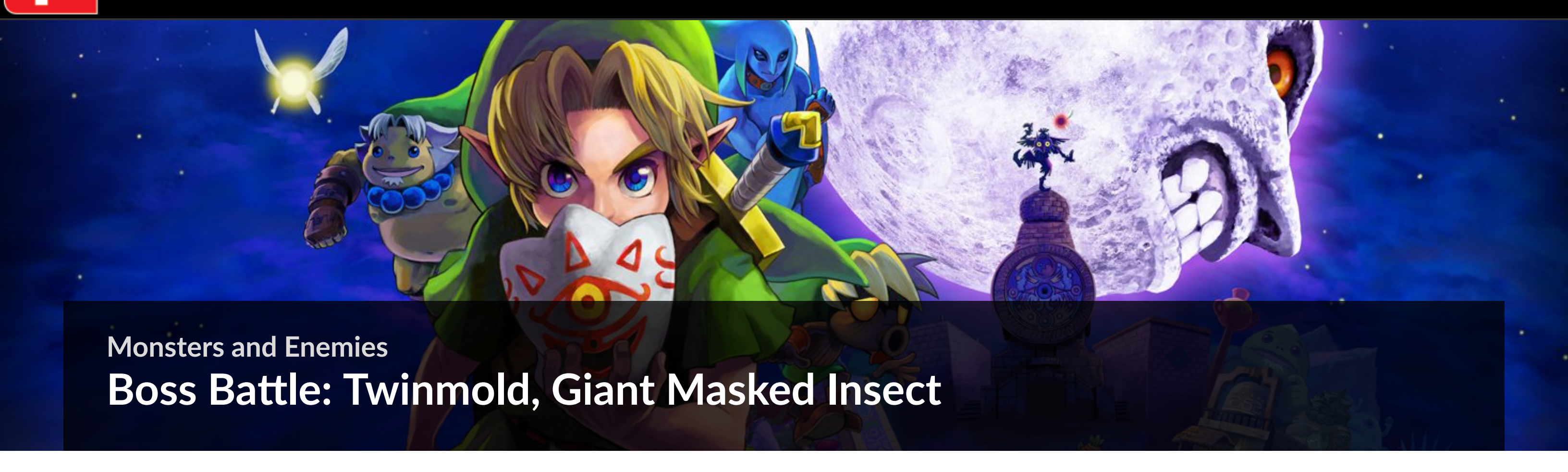
To stun Gyorg during this stage of the battle, you must trick it into gobbling up one of the many spiky mines that are chained to the arena's floor. This is somewhat random and takes a bit of practice. Keep close to a mine, and wait for Gyorg to inhale. If the mine is close enough to Gyorg, it will be pulled toward it but kept in place by its chain. Strike the chain to free the mine, then fight against Gyorg's pull as you wait for the monster to inhale the mine.



Those mines give Gyorg serious indigestion. Each time it eats one, the resulting explosion stuns Gyorg, causing its vulnerable eyeball to pop out. Now's your chance! Get close and lock on to the eye, then unleash a swift series of Zora Link's fin attacks. Stun Gyorg with another mine after it recovers, and keep battering its eyeball until the monster is no more.

Mini Fish

Schools of smaller fish (Gyorg young?) regularly swarm you as you battle Gyorg. Use Ⓑ + R while standing or Ⓐ + R while swimming to quickly wipe them all out with Zora Link's magic barrier. The littler fish often drop valuable Recovery Hearts, so defeat them whenever you're in need of healing.

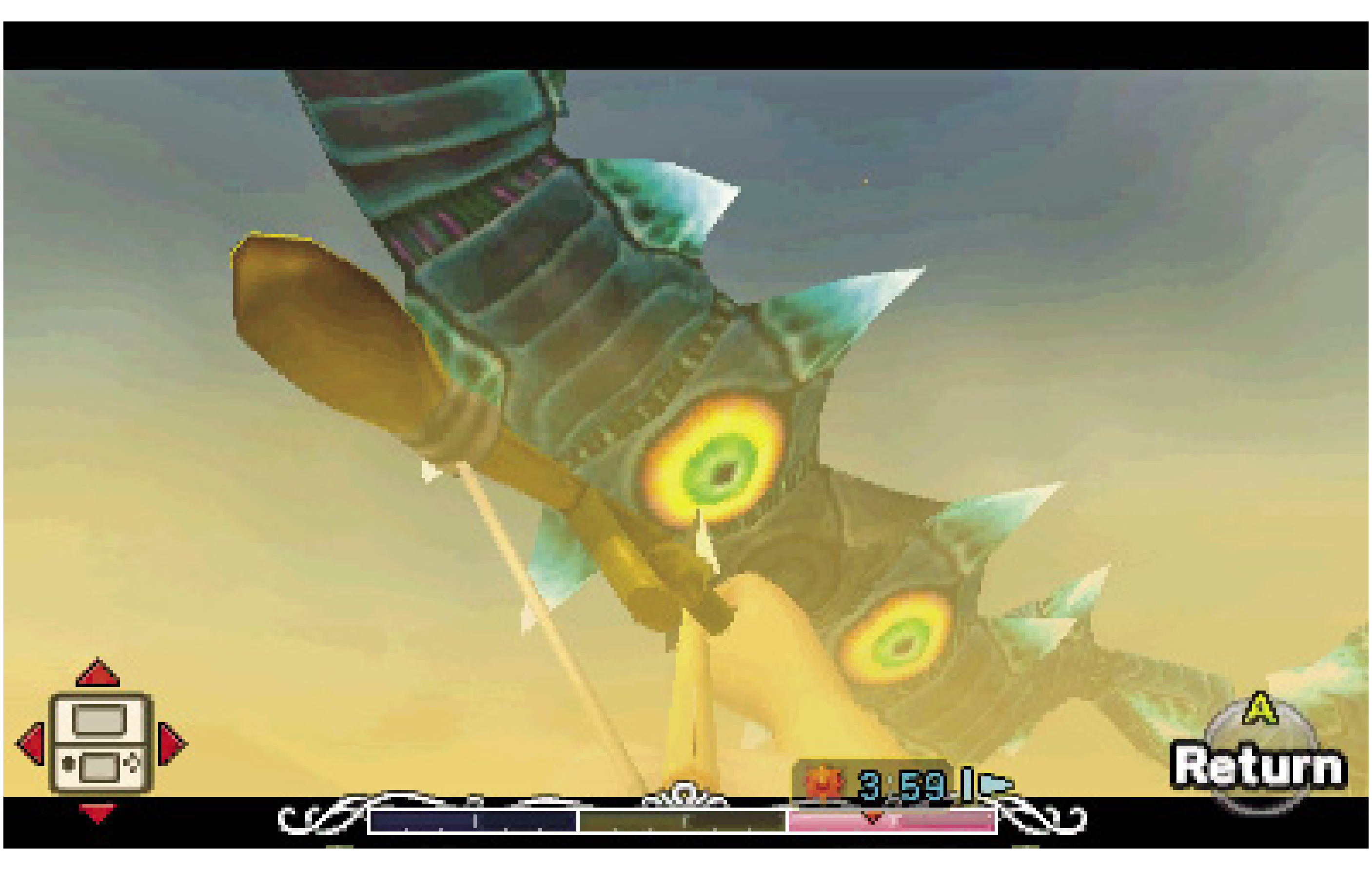


Monsters and Enemies

Boss Battle: Twinmold, Giant Masked Insect

Giant Masked Insect
Twinmold

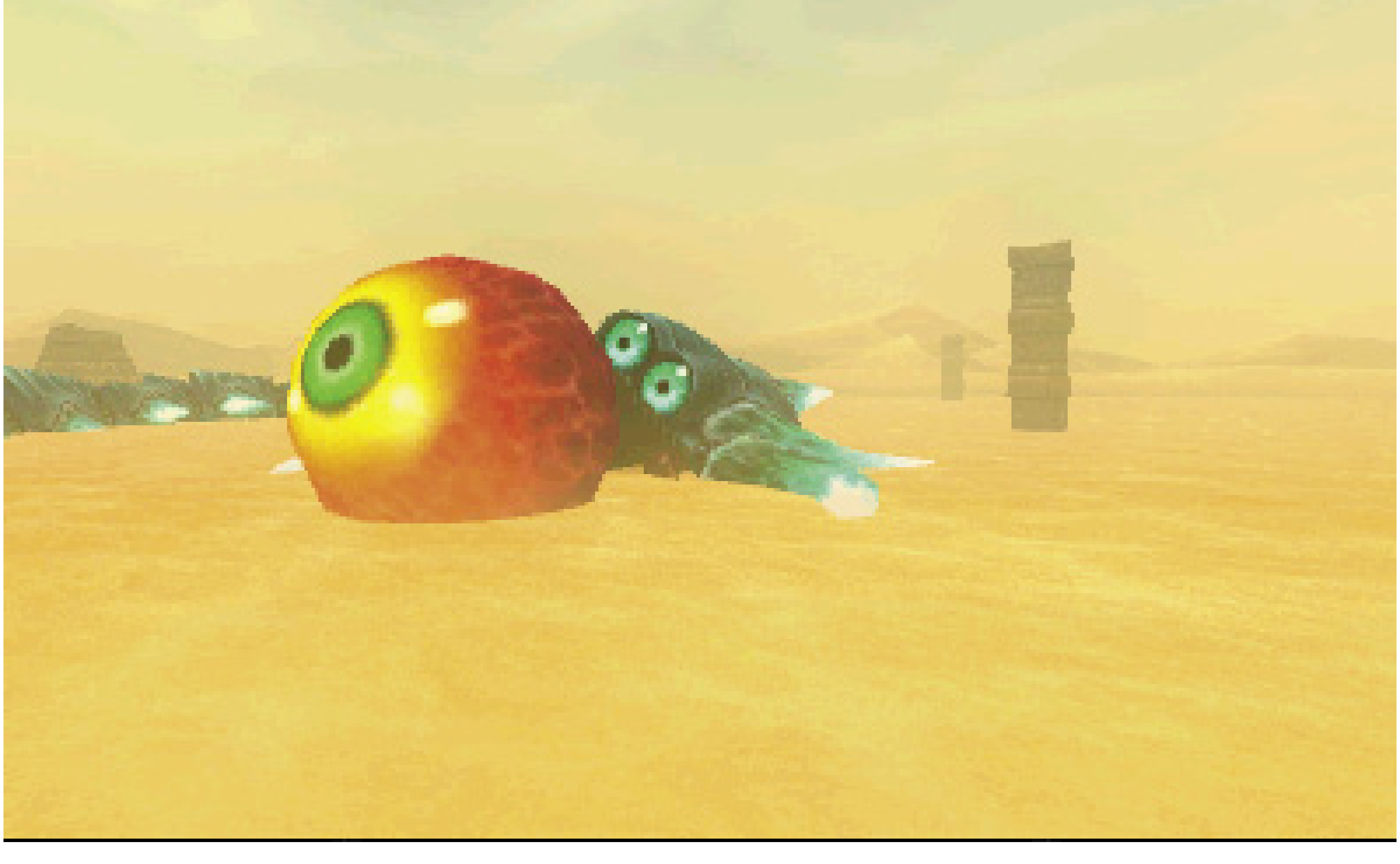
Upon reaching the end of the Stone Tower Temple, Link finds himself in a sandy expanse, and he is welcomed by the roar of a mighty monster. Make that two monsters, for it's none other than the giant masked insect, Twinmold!



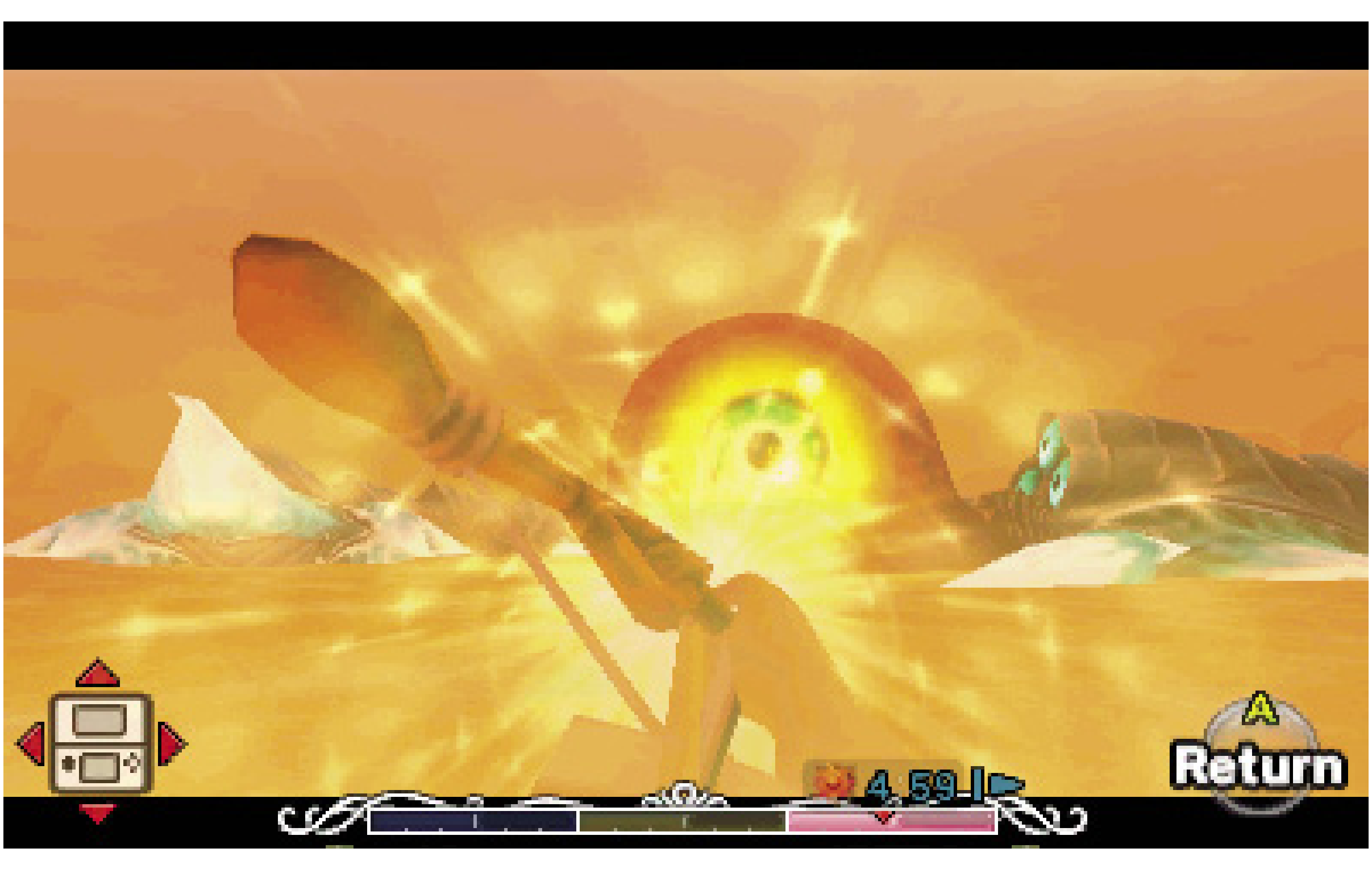
Twinmold is actually two bosses in one: two giant, flying centipedes that emerge from the surrounding sands. Each Twinmold flies through the sky for a time and then dives back into the dunes. Aim manually at the blue Twinmold first (don't use L -Targeting), and shoot regular arrows at the big yellow eyes on its underbelly as it flies through the air.

Red Twinmold's Rampage

The red Twinmold occasionally flies low to the ground in an attempt to ram you. As you battle the blue Twinmold, stay mobile to avoid being rammed.

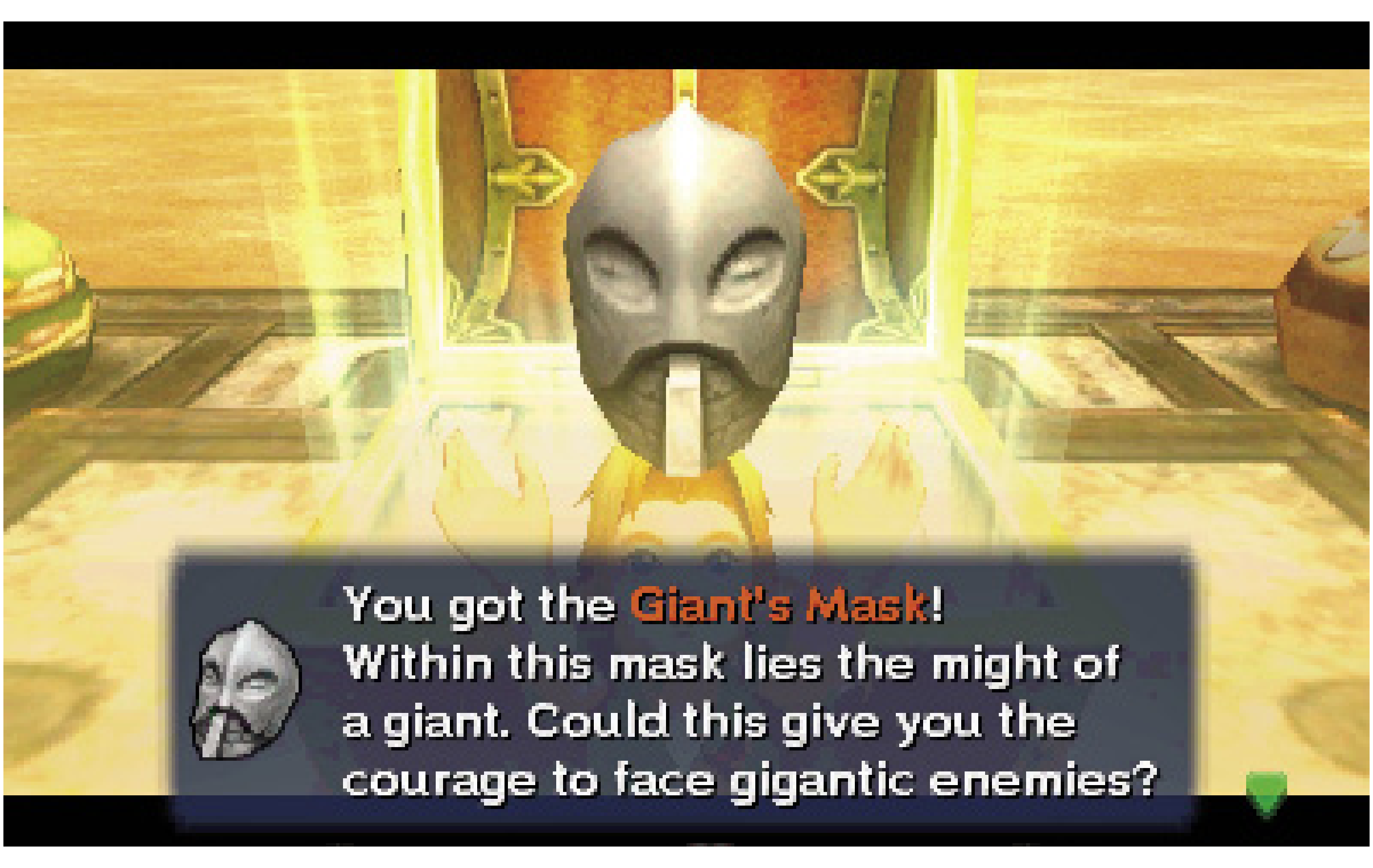


Once you put out all of the blue Twinmold's big yellow eyes, the monster collapses to the ground. Now's your chance! The blue Twinmold's main eyeball pops out, and the monster slinks around helplessly in a circle. Shoot its weak point repeatedly with Light Arrows to inflict maximum damage while you have the chance.



If the blue Twinmold survives and recovers, resume shooting out its big yellow eyes with arrows to knock it back down. Punish the weak spot each time until you at last manage to slay the blue Twinmold.

Giant Might



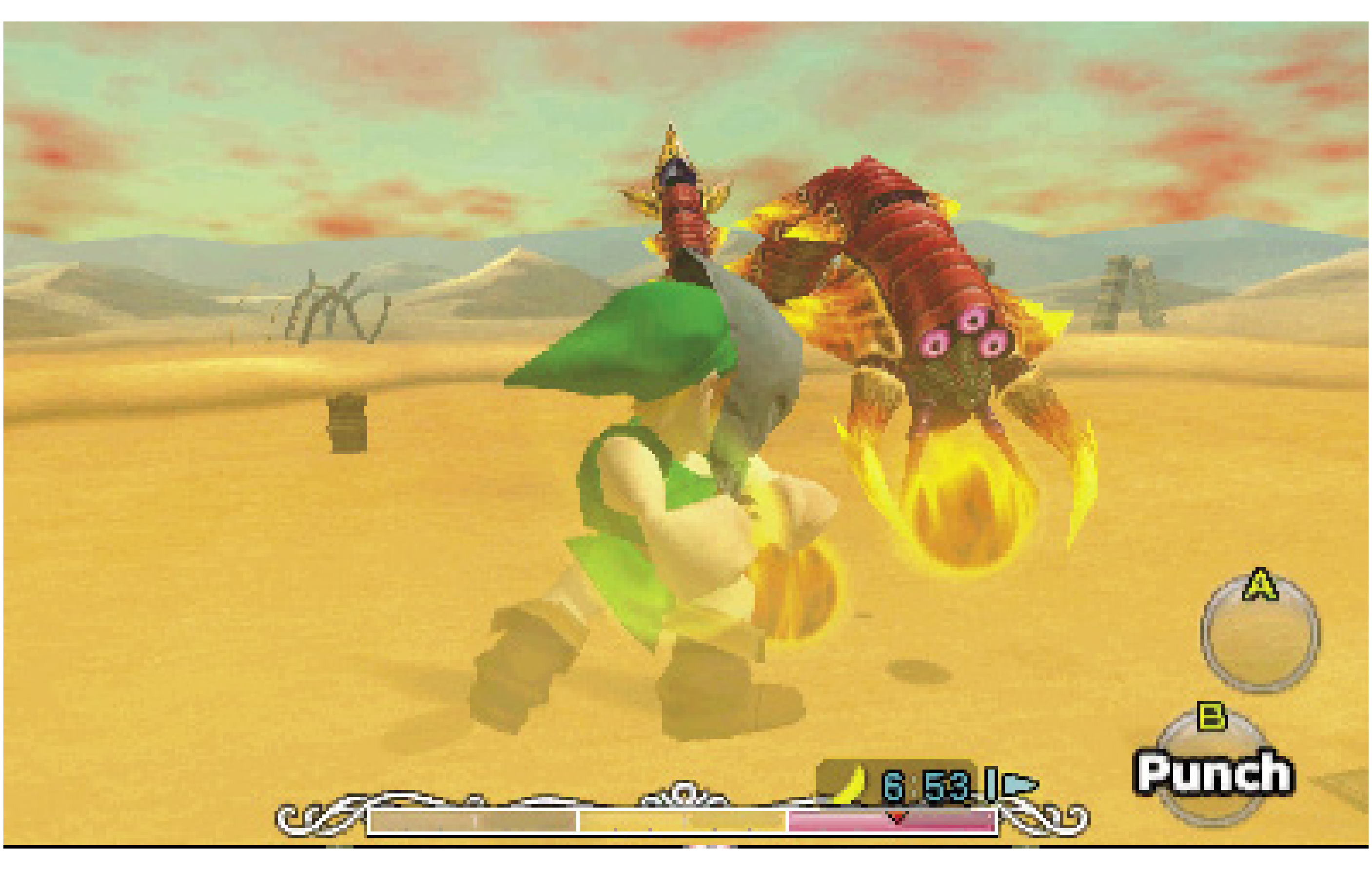
You got the Giant's Mask!
Within this mask lies the might of
a giant. Could this give you the
courage to face gigantic enemies?

After the blue Twinmold falls, a chest suddenly appears on the arena's central platform. Hurry over and open it to claim the Giant's Mask.

Smash the platform's big green jars for Magic Jars if you need magic power, then put on the Giant's Mask. Link transforms into a massive warrior, gaining the strength he needs to take on the red Twinmold.

More Magic

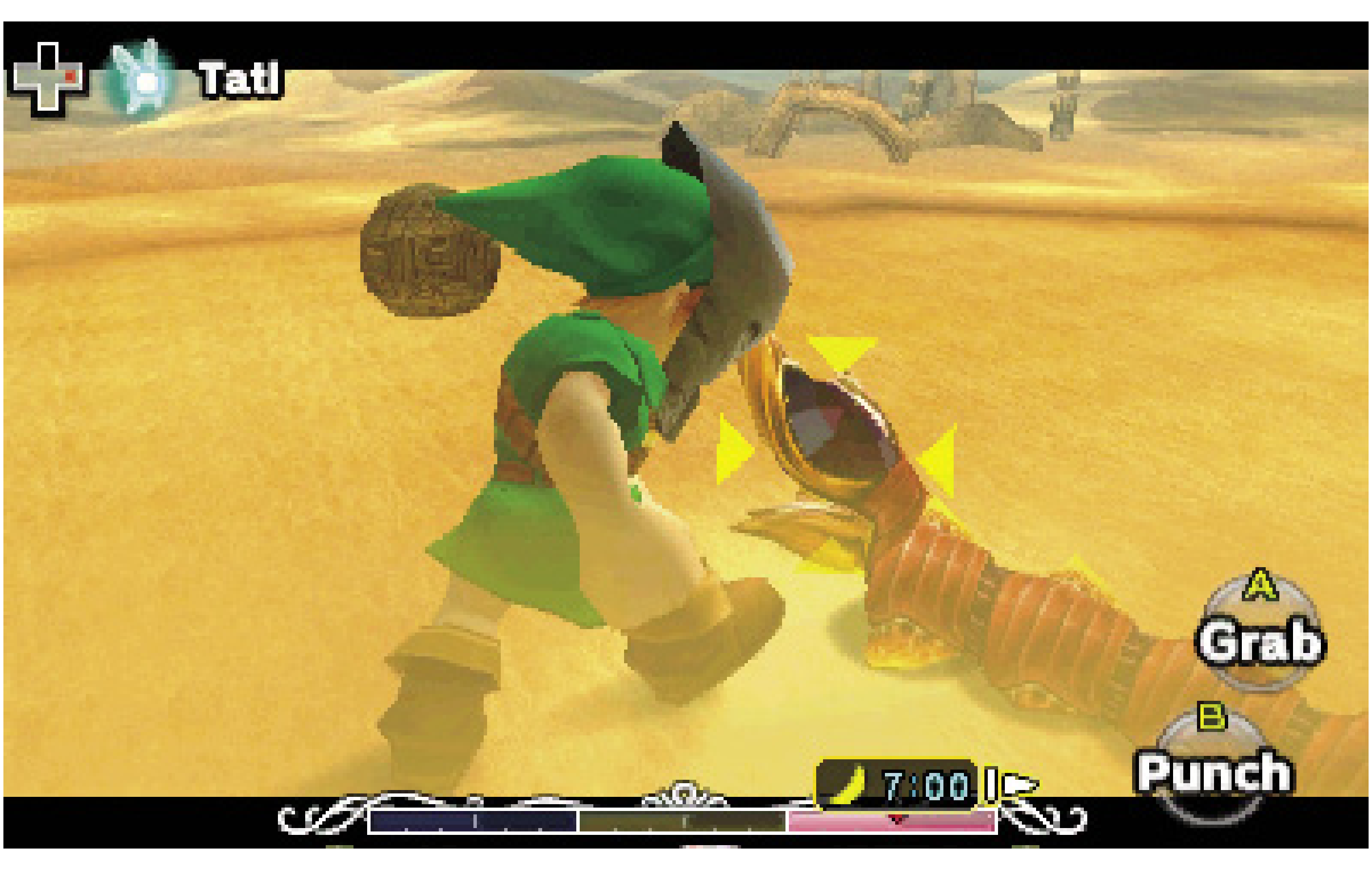
Link's magic power steadily drains while he wears the Giant's Mask. Being forced to take off the Giant's Mask at the wrong moment can be troublesome, so try not to run out of magic power. Whenever you fall below half, look for a good chance to take off the Giant's Mask and quickly smash the central platform's green jars for Magic Jars. Slap the Giant's Mask back on again afterward, and continue the fight!



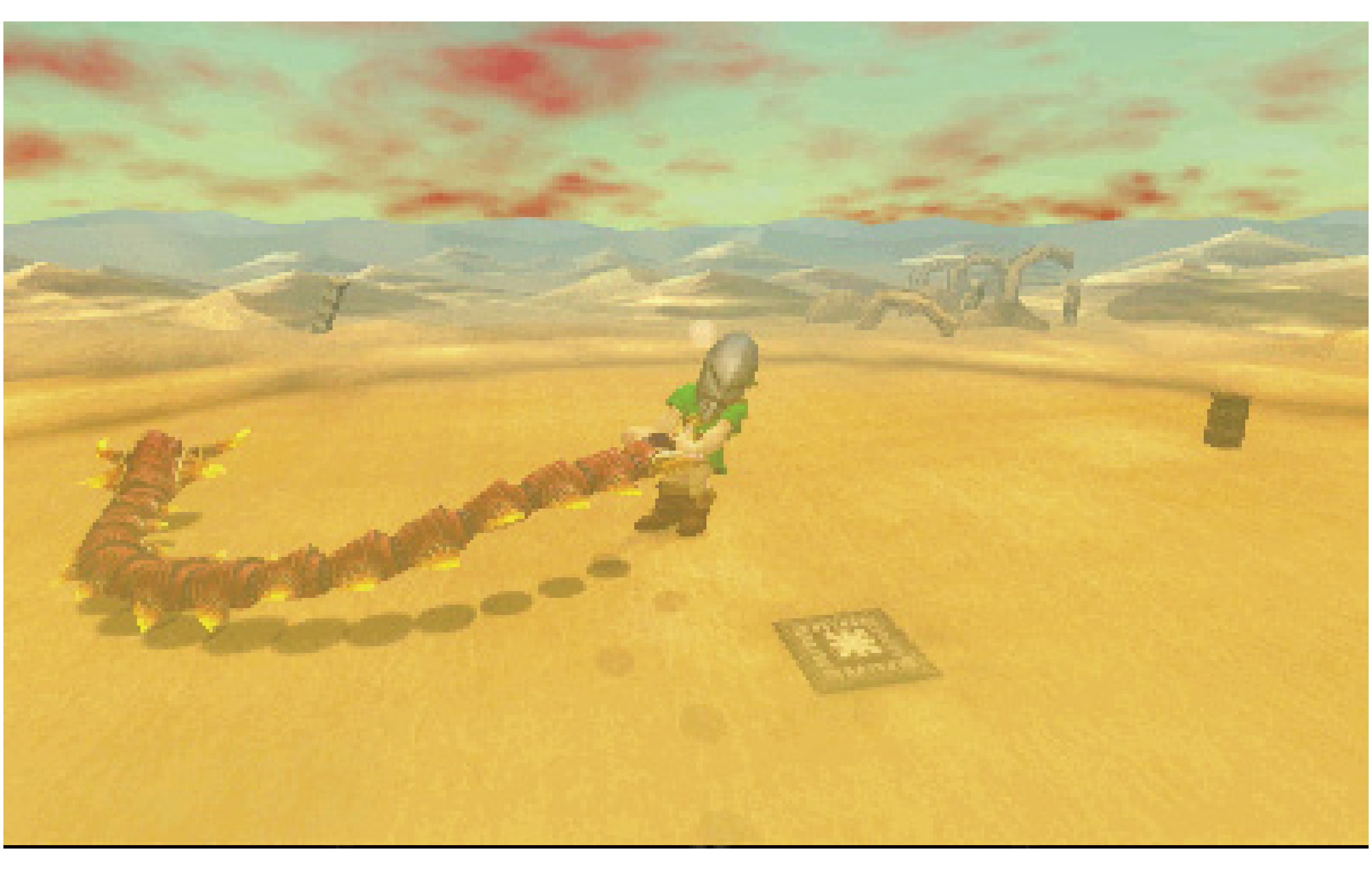
The Giant's Mask lets you batter the red Twinmold with devastating blows. Unleash a barrage of punches at the red Twinmold each time it passes by, sidestepping its fireballs and striking the boss from the side as it flies past.

Smashing Good Time

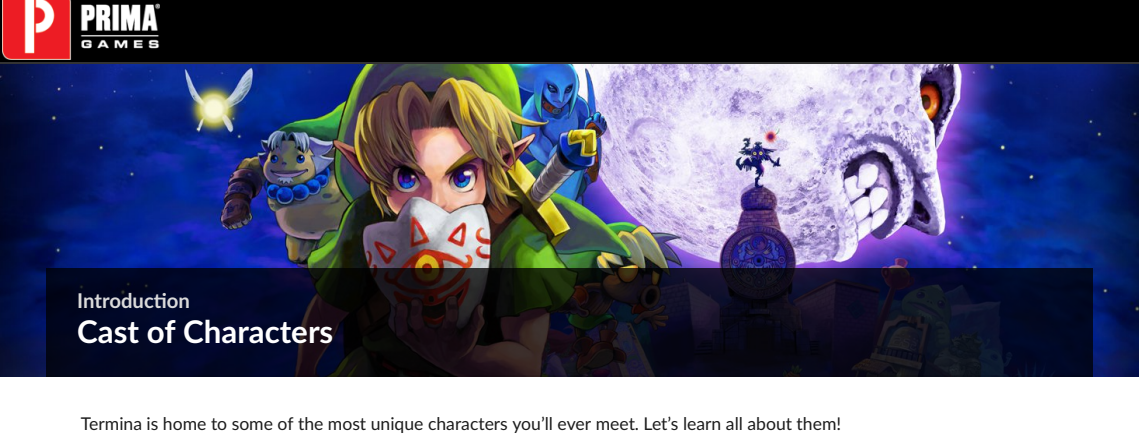
Giant Link can easily smash the pesky mini Twinmolds that red Twinmold regularly summons. Just hold Ⓑ and then release it to pound the ground and wipe out whole swarms at once.



Keep battering the red Twinmold with Giant Link's heavy blows until the monster finally collapses. Take that, Twinmold! Hurry over to its tail, and notice that you can grab it.



Press Ⓐ and grab the red Twinmold's tail before it recovers, and Giant Link takes the monster for a spin. The move inflicts great damage, but the red Twinmold doesn't go down without a fight. You'll need to stun it and swing it by its tail four times to win the battle.



Introduction

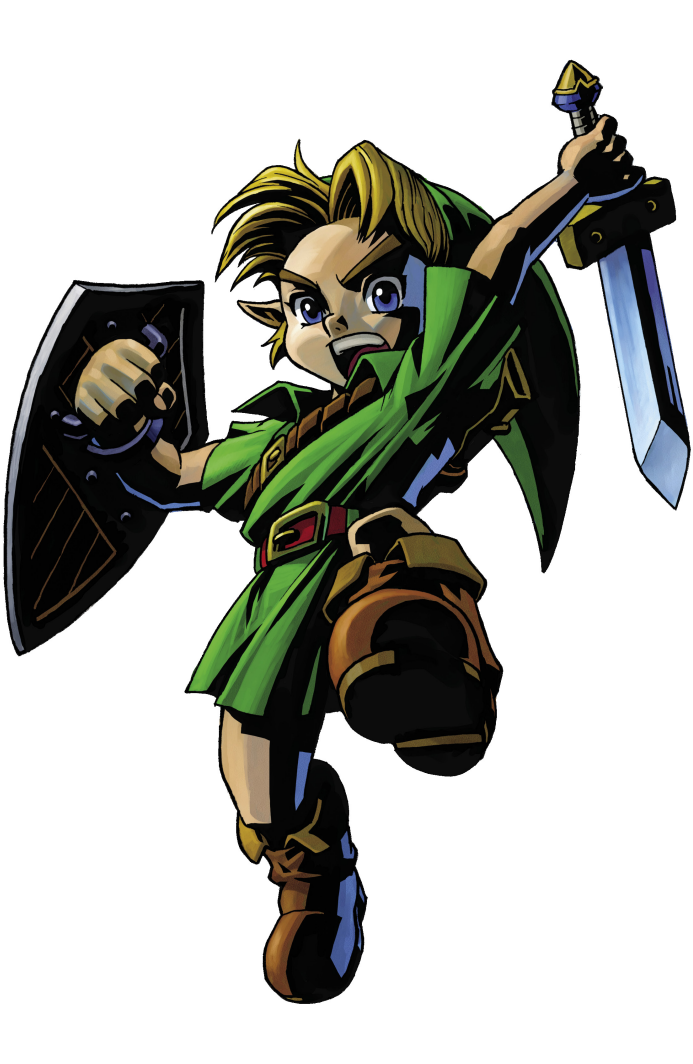
Cast of Characters

Termina is home to some of the most unique characters you'll ever meet. Let's learn all about them!

Main Characters

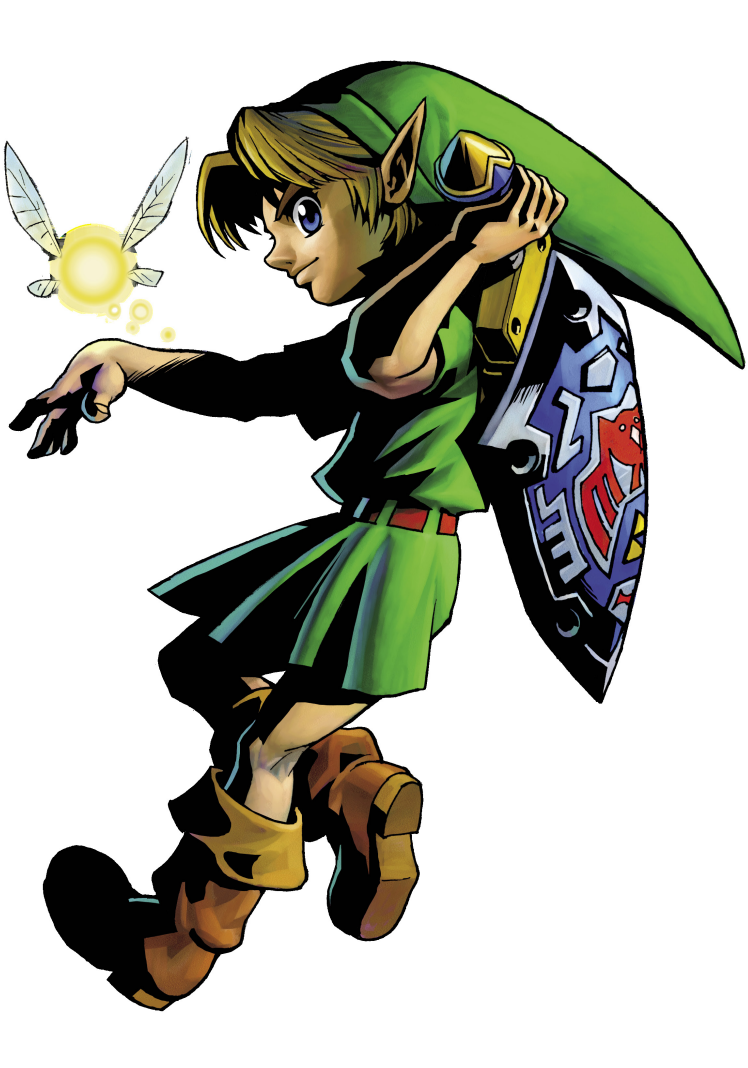
The following characters are central to the story, and most of them play an important role in helping Link complete his quest.

Link



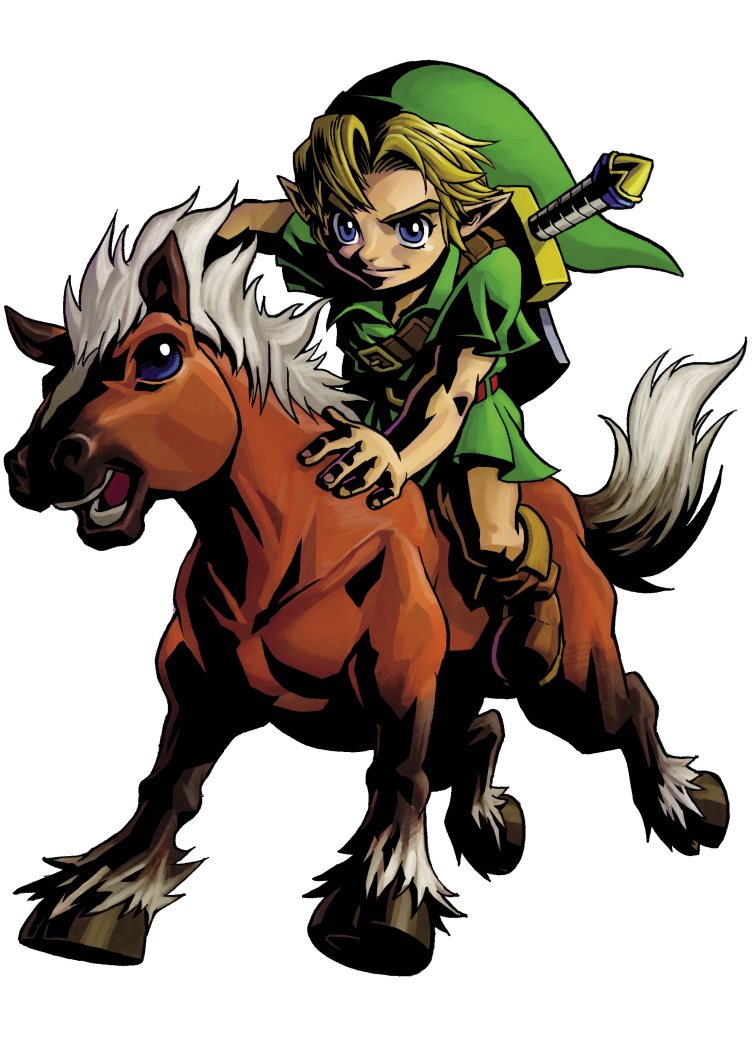
The Hero of Time himself, Link is a young, heroic swordsman who quickly finds himself drawn into Termina's troubles. The mischievous Skull Kid steals Link's horse and ocarina, and he also places the lad under a terrible curse. Worse, the moon seems to be plummeting toward Termina at an alarming rate. Can Link manage to break his curse and save the land from destruction? Not without your help!

Tatl



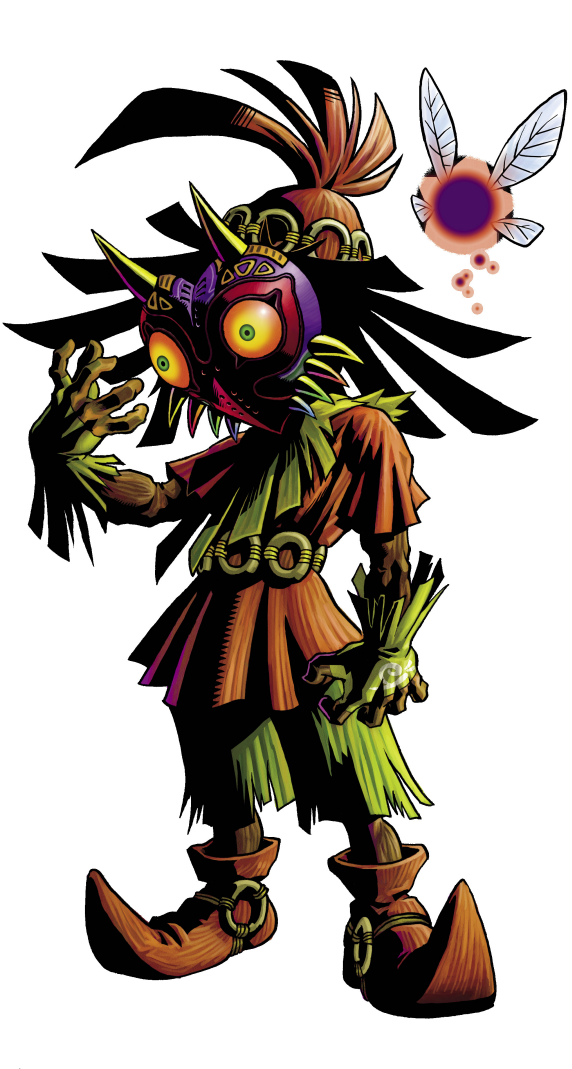
A somewhat sassy Fairy, Tatl begins the adventure at the Skull Kid's side but soon finds herself helping Link. Tatl travels everywhere with Link and is always quick to point out interesting things in his surroundings. The lad would be lost without Tatl's insights, and the bond between the two steadily grows over the course of their journey.

Epona



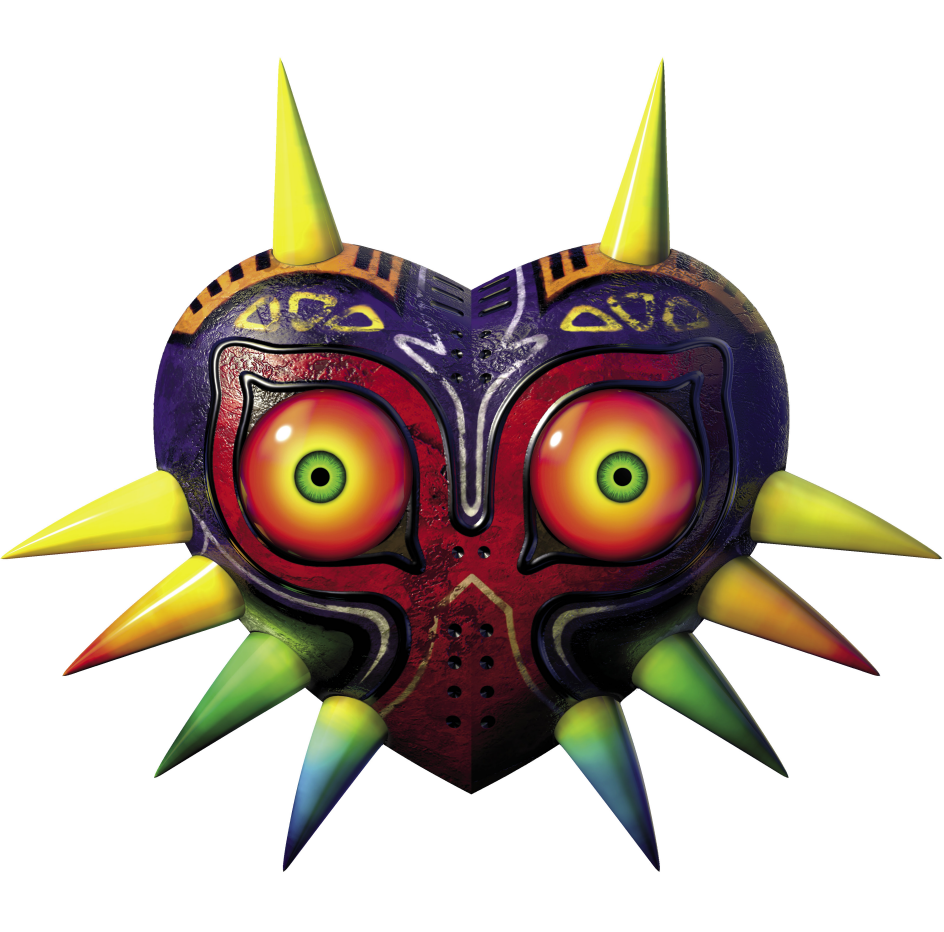
Link's faithful steed, Epona, is stolen from him by the troublesome Skull Kid at the onset of the adventure. It's quite some time before Link finds Epona, but once the two are reunited, the lad can explore the land faster and more thoroughly.

Skull Kid



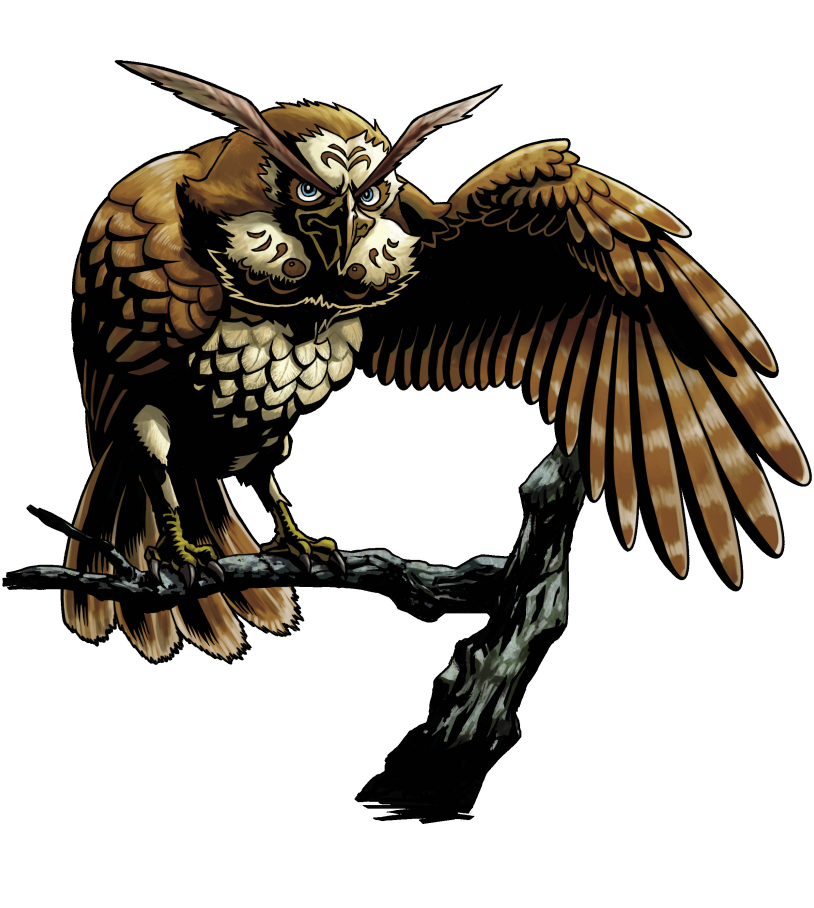
The apparent cause of Termina's troubles, the Skull Kid is a mischievous character who delights in pranks and larks. He ambushes Link at the start of the story, stealing Epona and the Ocarina of Time. The Skull Kid then goes on to torment Termina's humble inhabitants in myriad ways, but is he acting alone, or is some evil force guiding him?

Majora's Mask



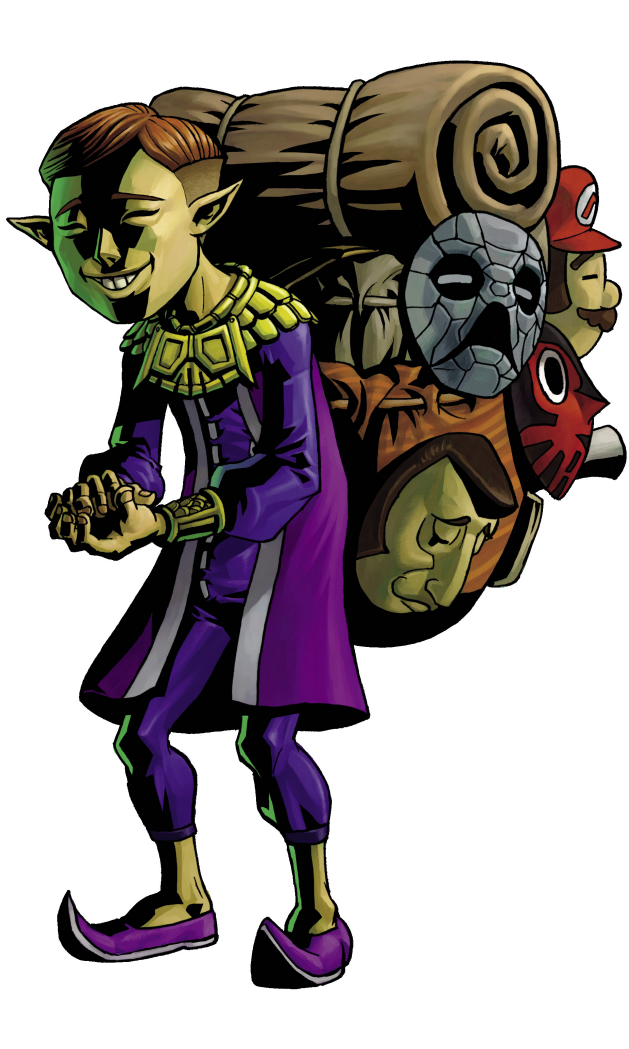
Speaking of evil forces, the mask that the Skull Kid wears is known as Majora's Mask. It was once used by an ancient tribe in their hexing rituals, and its cruel power is beyond measure. Could this sinister guise somehow be responsible for the Skull Kid's wicked antics?

Great Owl



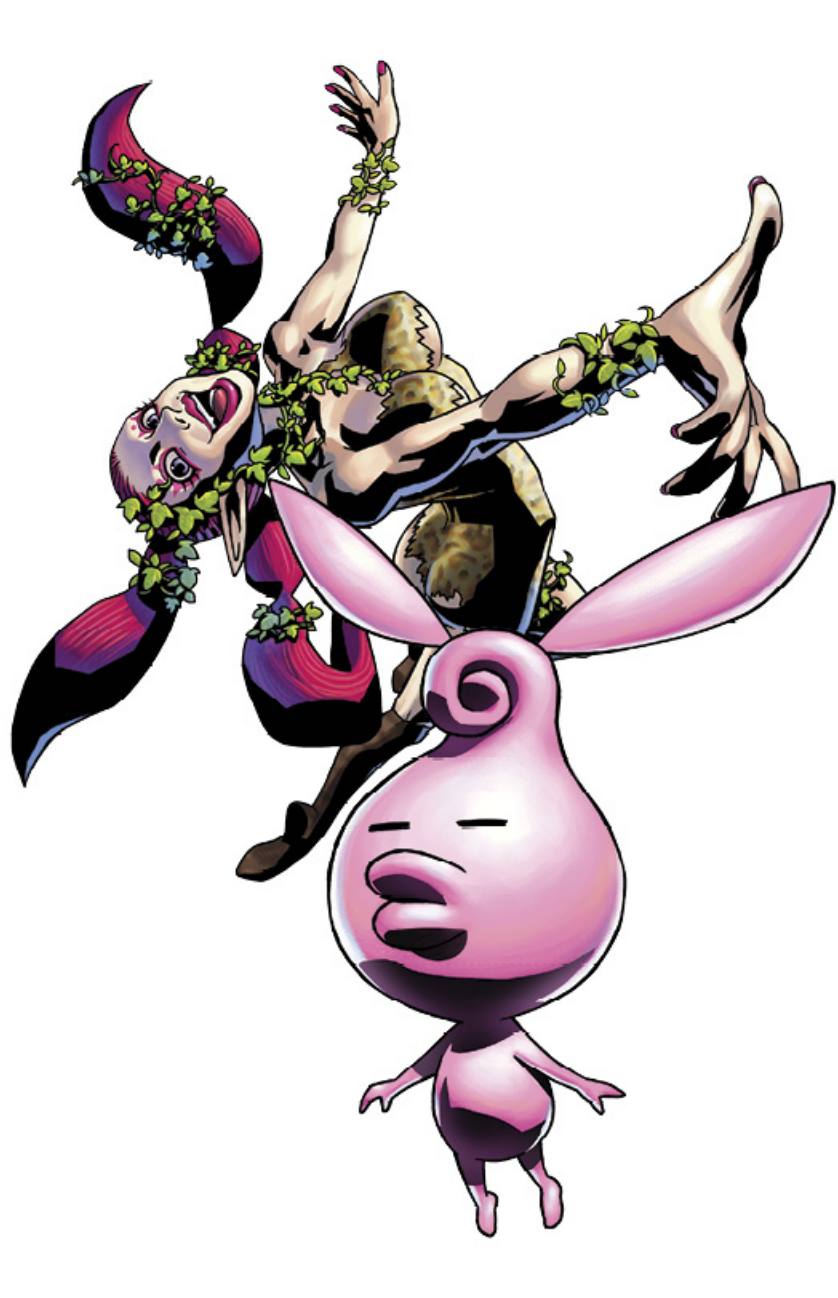
This aged owl watches over all and uses its vast wisdom to aid Link at key moments in his quest. It's the great owl that teaches Link the Song of Soaring: a magical tune that lets the lad soar around Termina, greatly hastening his travels.

Mask Salesman



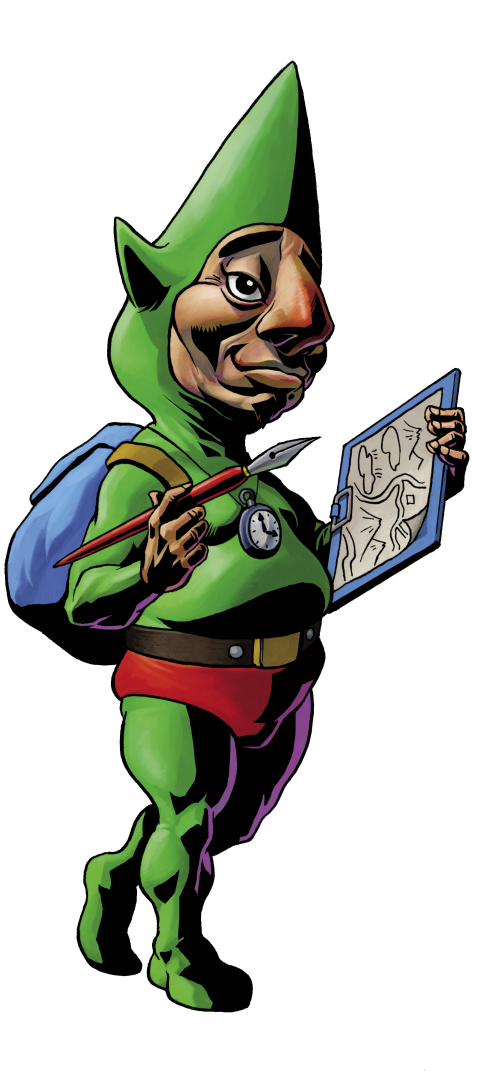
Owner of the Happy Mask Shop, the unnamed mask salesman seems to know a lot about Termina's troubles. That's because he was also attacked by the Skull Kid, who managed to steal Majora's Mask in the process. No one knows the true danger of Majora's Mask better than the mask salesman. After helping to break Link's curse, the mask salesman begs the lad to reclaim Majora's Mask before it's too late.

Great Fairies



Five Great Fairies reside in Termina. One lives in Clock Town, and the others live to the north, south, east, and west. Sadly, the Skull Kid has broken every Great Fairy and shattered them into a number of little Stray Fairies. By rescuing all of the Stray Fairies, Link can restore the Great Fairies to their proper form—and receive some excellent rewards in the process.

Tingle

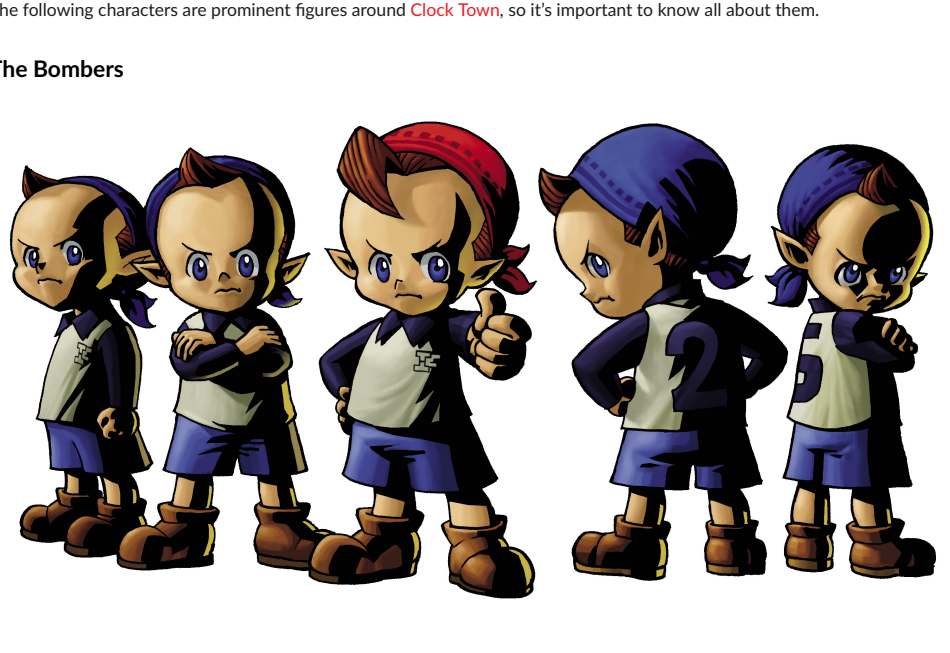


While perhaps not a main character, Tingle nevertheless plays an important role in Link's adventure. Though he's getting up there in years, this 35-year-old artist still dreams of the day when a Fairy companion will find him. Tingle is a bit weird, but the maps that he draws and sells to Link are incredibly useful. Be sure to buy all of Tingle's maps, as they're a big help in exploring Link's world.

Clock Town Characters

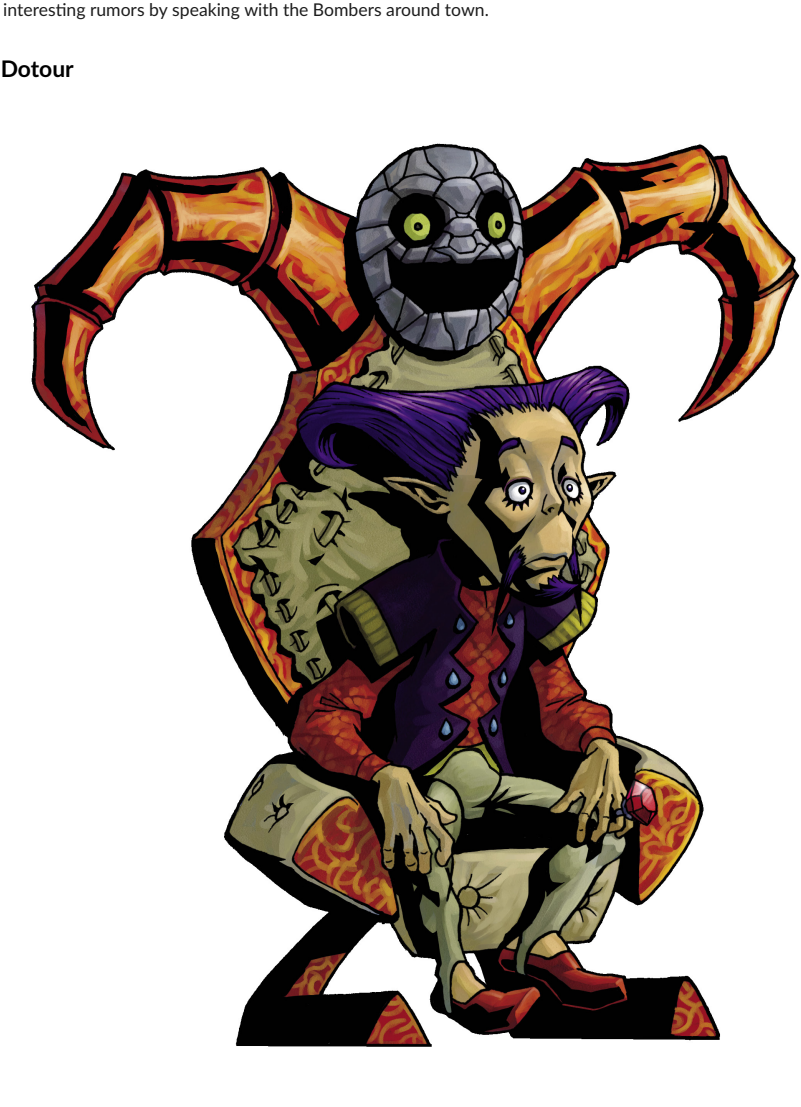
The following characters are prominent figures around Clock Town, so it's important to know all about them.

The Bombers



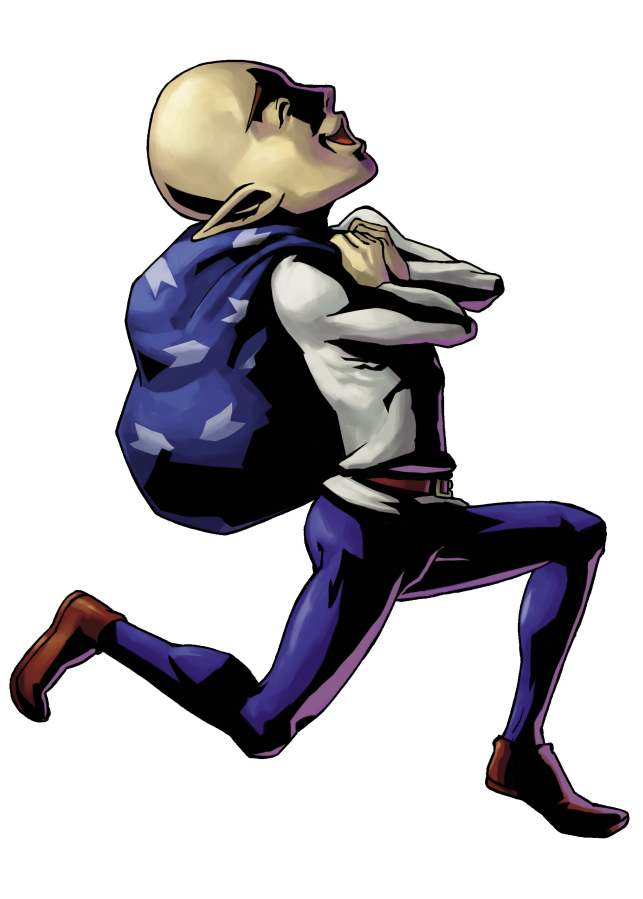
As Clock Town's club of do-gooder kids, the Bombers just want to help folks out. They look out for people in need, and they record all of their good deeds in a special notebook that every Bomber carries. Once Link obtains the Bombers' Notebook, he can learn interesting rumors by speaking with the Bombers around town.

Mayor Dotour



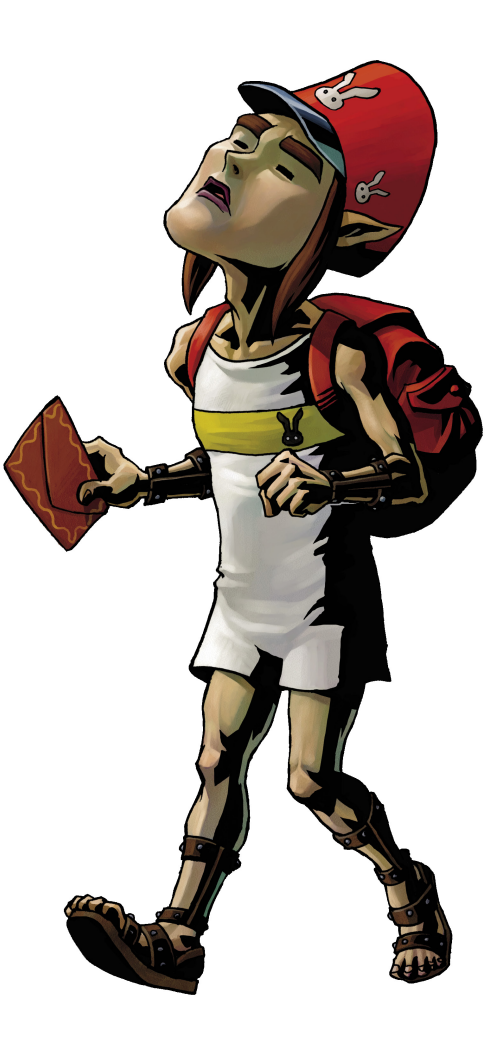
Clock Town's First Citizen, Mayor Dotour, finds himself caught up in a never-ending meeting in his Official Residence in East Clock Town. The Carnival of Time is on the horizon, but no one can agree on what to do about the looming moon. If Link can somehow help Mayor Dotour out of this jam, he might just be richly rewarded.

Sakon



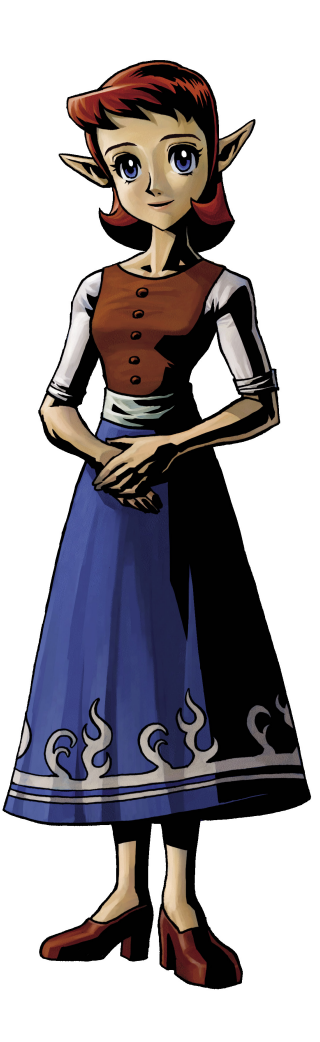
Though he actually lives in fortified hideout in Ikana Canyon, Sakon makes a key appearance in Clock Town. Around midnight on the First Day, this shady character tries to rob the old lady from the Bomb Shop in North Clock Town. Link can receive a valuable gift if he manages to stop this thief from making off with the goods.

The Postman



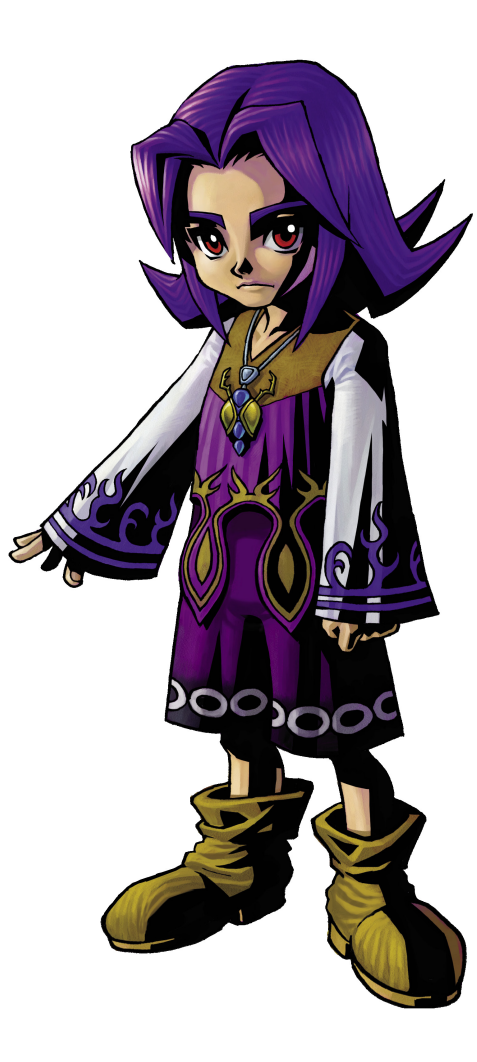
Be it rain or shine (or imminent doom), nothing stops the postman from making his daily deliveries. Depending on the time of day, Link can find the postman either out delivering mail or locked in vigorous training at the Post Office in West Clock Town. If Link impresses the postman with his keen sense of timing, he'll instantly receive a very special delivery.

Anju



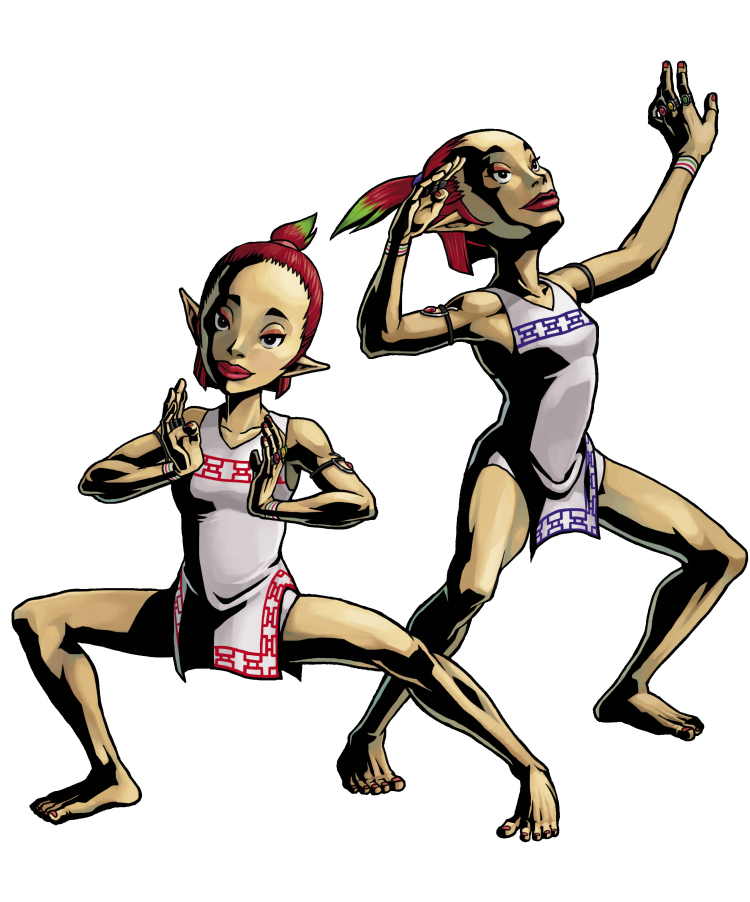
This attractive young woman runs the Stock Pot Inn in East Clock Town. Although it isn't obvious at first, Anju is actually suffering from a broken heart. The love of her life, Kafei, has gone missing, and the two were just set to be married on the eve of the Carnival of Time. Only Link can help reunite the two lovebirds before it's too late.

Kafei



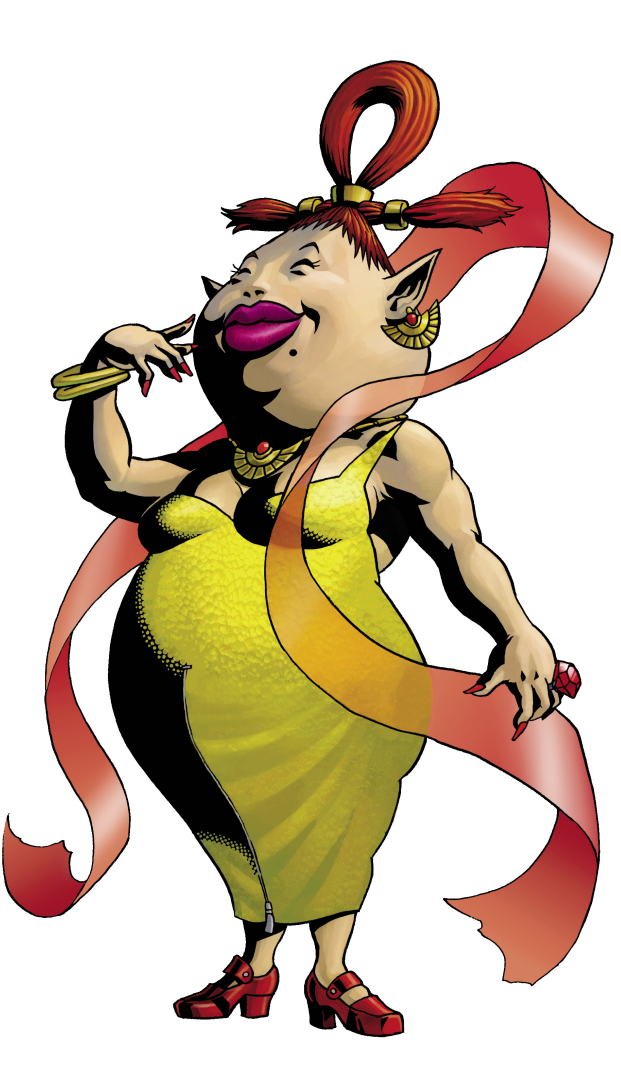
Anju's soul mate, Kafei, has been cursed by the Skull Kid and made to look like a child. This and other events have forced Kafei into hiding, much to Anju's dismay. Perhaps Link can help set things right and bring Kafei and Anju back together.

The Rosa Sisters



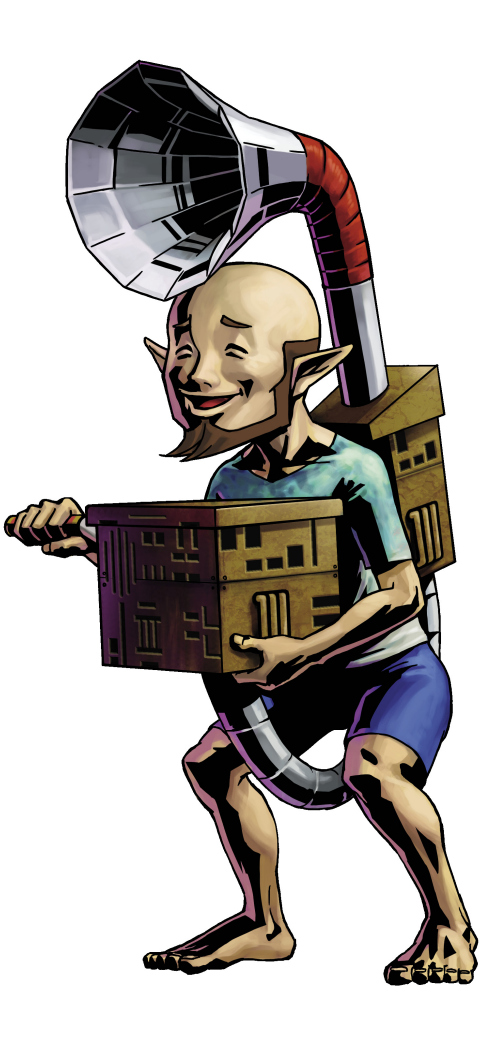
As the Carnival of Time's alluring dancers, the Rosa Sisters constantly strive to come up with the perfect dance routine. You can see them pondering their dilemma in the Stock Pot Inn during the day and practicing their craft in West Clock Town at night. Try as they might, they can't seem to plan a dance for the upcoming carnival, but Link might be able to teach them a few steps.

Madame Aroma



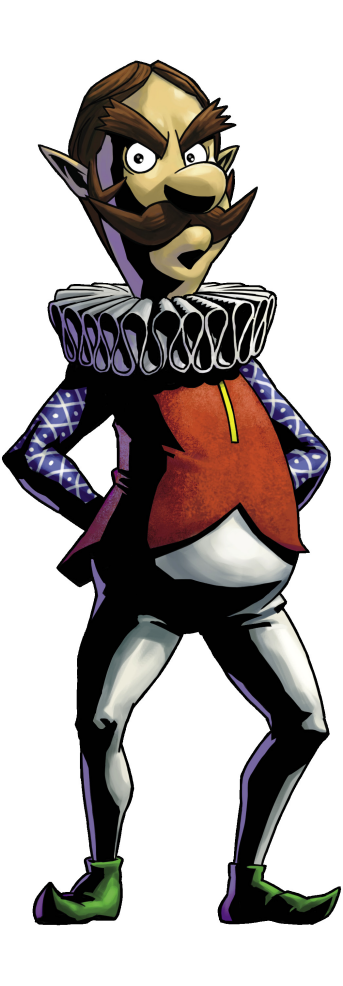
This large lady lives in the Mayor's Official Residence in East Clock Town. She can be found in the sitting room, fretting over her missing son, Kafei. If Link manages to bring Madame Aroma some news of her missing son, she'll be forever grateful to him.

Guru-Guru



The carnival performers' master musician, Guru-Guru practices his songs in the Stock Pot Inn by day and down at the Laundry Pool at night. If Link talks to him down by the Laundry Pool, Guru-Guru spins the lad a story that ends in a special reward.

Gorman the Troupe Leader

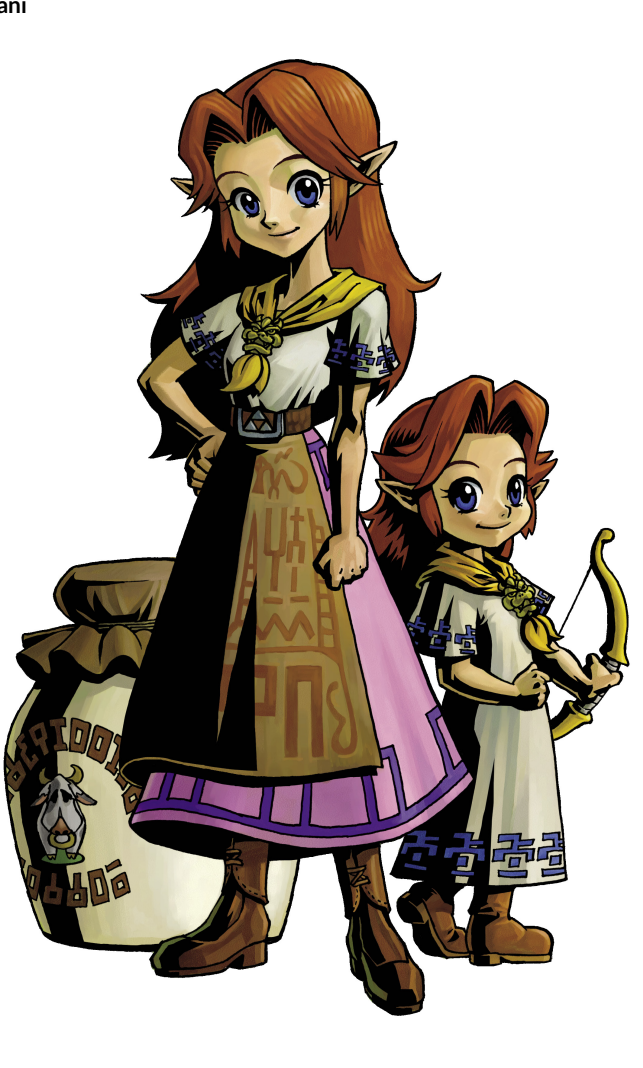


Gorman the Troupe Leader runs a traveling band of carnival performers, but with the world's destruction seemingly at hand, he doesn't see much point in celebrating. Instead, Gorman merely drowns his sorrows each night at the Latte Milk Bar. Perhaps cheering up this troubled fellow could lead to good things for Link.

Out of Towners

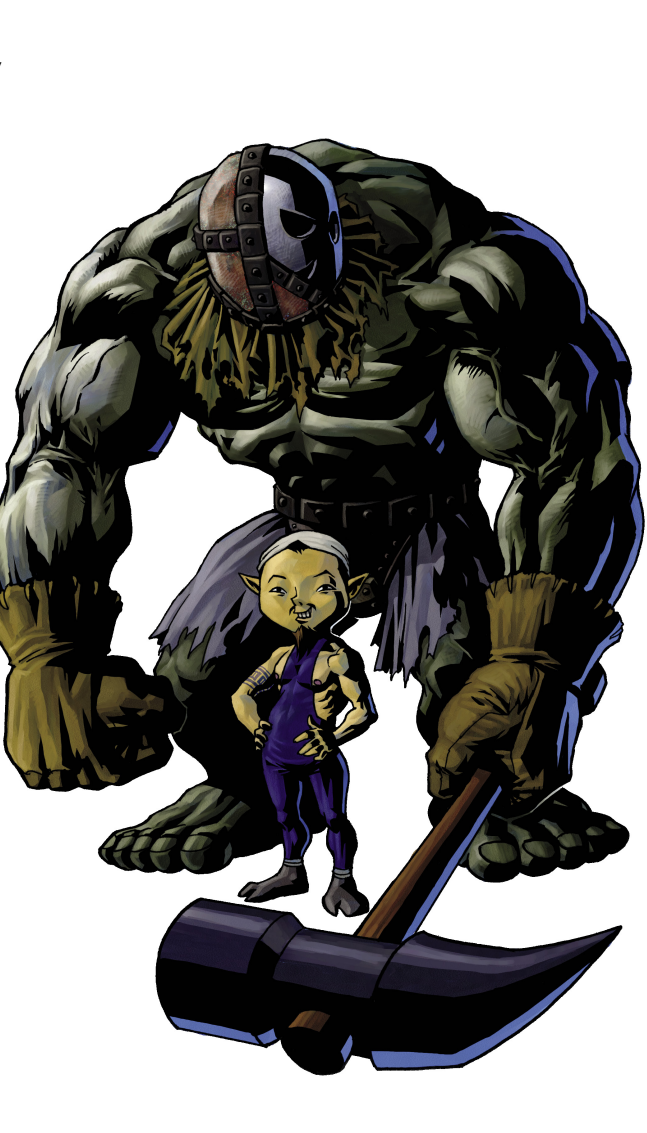
The following characters don't live in Clock Town. They prefer a more peaceful and solitary life out in the wild.

Cremia and Romani



The owners and operators of Romani Ranch, Cremia and Romani are hardworking sisters who can't seem to catch a break. For starters, a giant boulder has recently sealed off the road to their ranch. Until Link is able to remove the boulder, he won't be able to help the sisters with their other problems. Once Link removes the boulder, he can help Romani defend her ranch from spooky intruders, and also assist Cremia in bringing a wagon full of premium milk to Clock Town. Naturally, these good deeds are justly rewarded.

Mountain Smithy

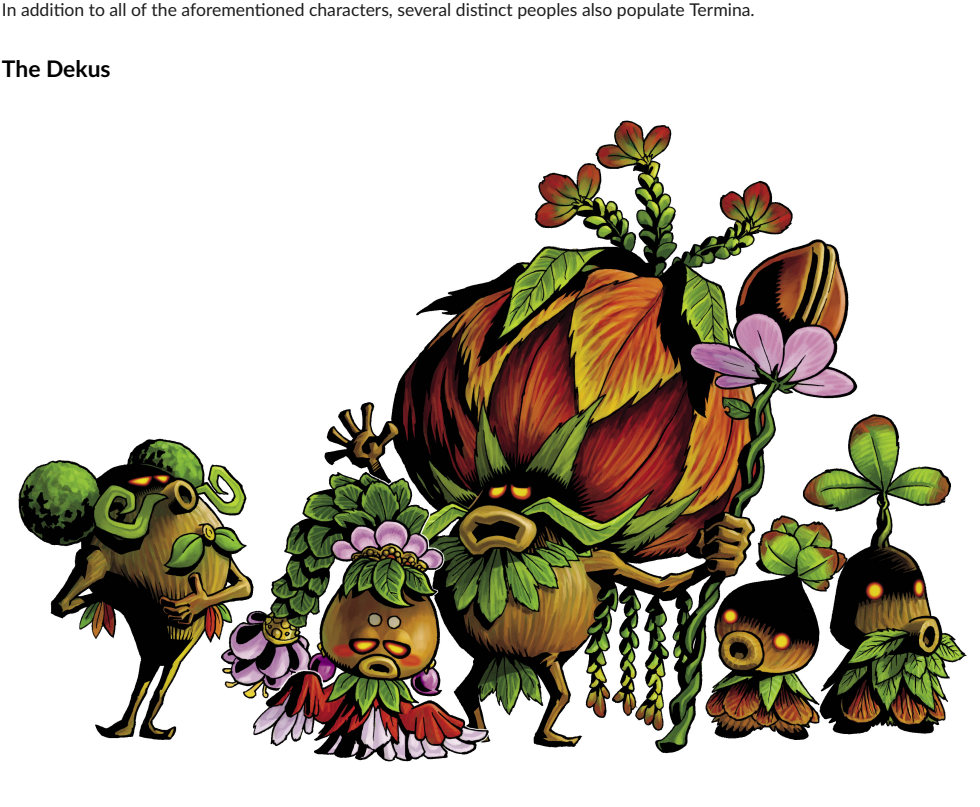


High up in Termina's northern mountains lies a quaint little village, and it is here that the Mountain Smithy has set up shop. For just 100 Rupees, Link can have the Mountain Smithy reforge his blade into a sharper, more powerful weapon. That weapon can then be further enhanced by the Mountain Smithy, provided that Link can get his hands on some Gold Dust.

Termina's Tribes

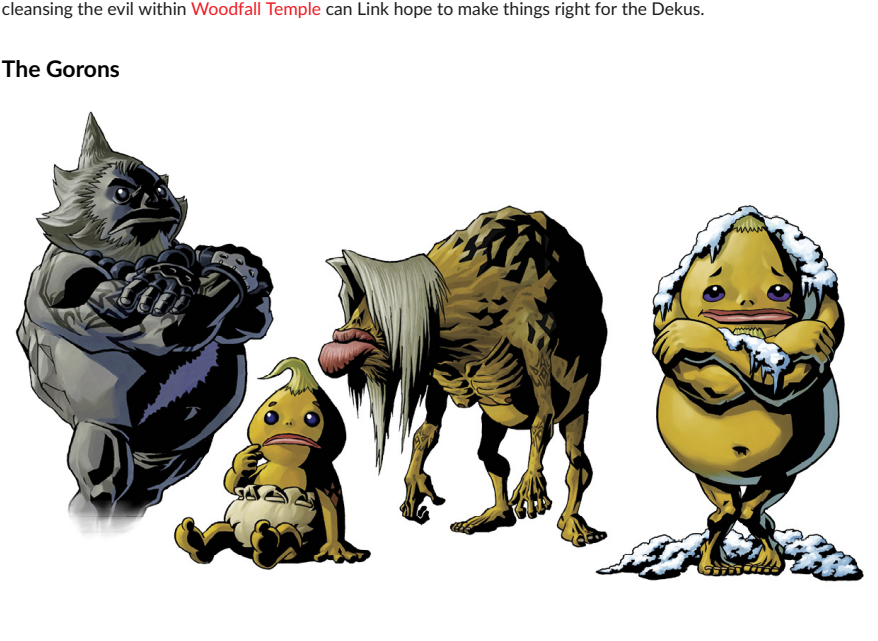
In addition to all of the aforementioned characters, several distinct peoples also populate Termina.

The Dekus



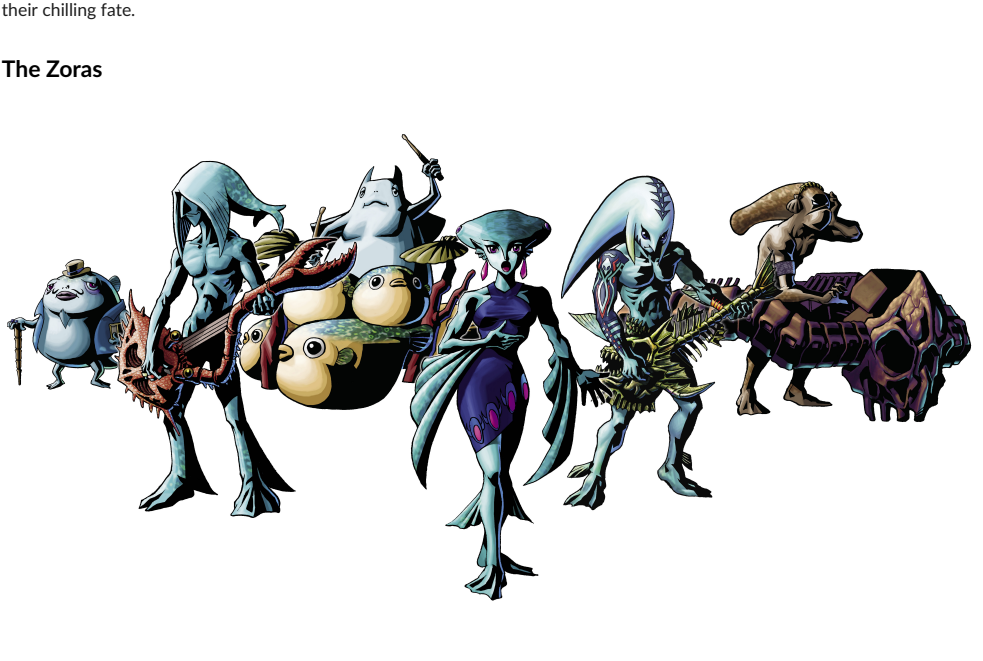
A tribe of shrewd woodland creatures, the Dekus make their home deep within Termina's Southern Swamp. Trouble has befallen their land, however: the Deku Princess has gone missing, and the swamp water has become badly poisoned. Only by cleansing the evil within Woodfall Temple can Link hope to make things right for the Dekus.

The Gorons



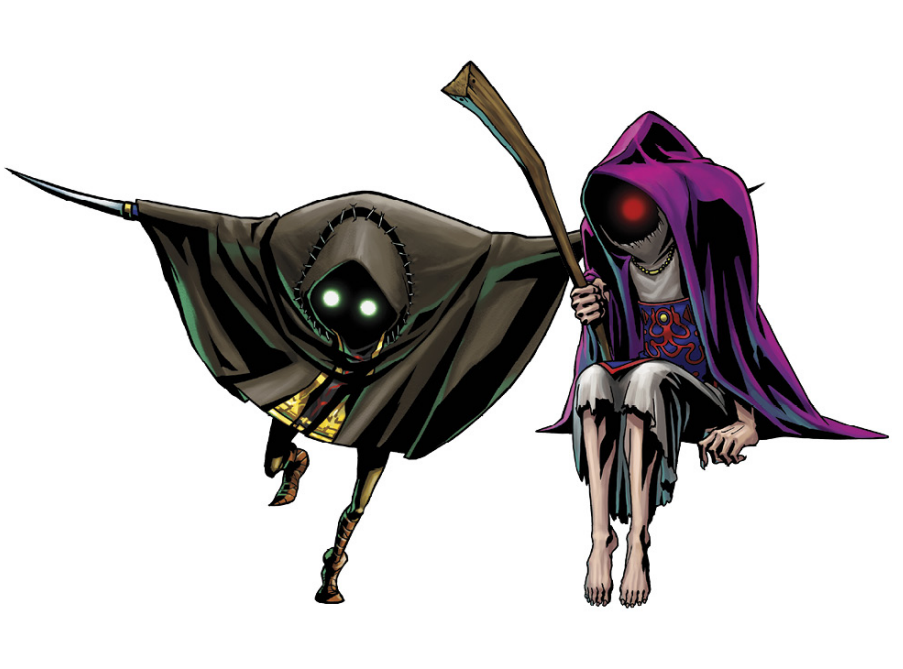
The hearty inhabitants of Termina's northern mountains, the Gorons have also fallen on tough times. A monstrous blizzard has blown in from the summit, one so powerful that it threatens to wipe out the entire Goron tribe. The Goron's greatest hero has fallen in battle, and the Goron Elder has gone missing. Only Link's timely and heroic actions can save the poor Gorons from their chilling fate.

The Zoras



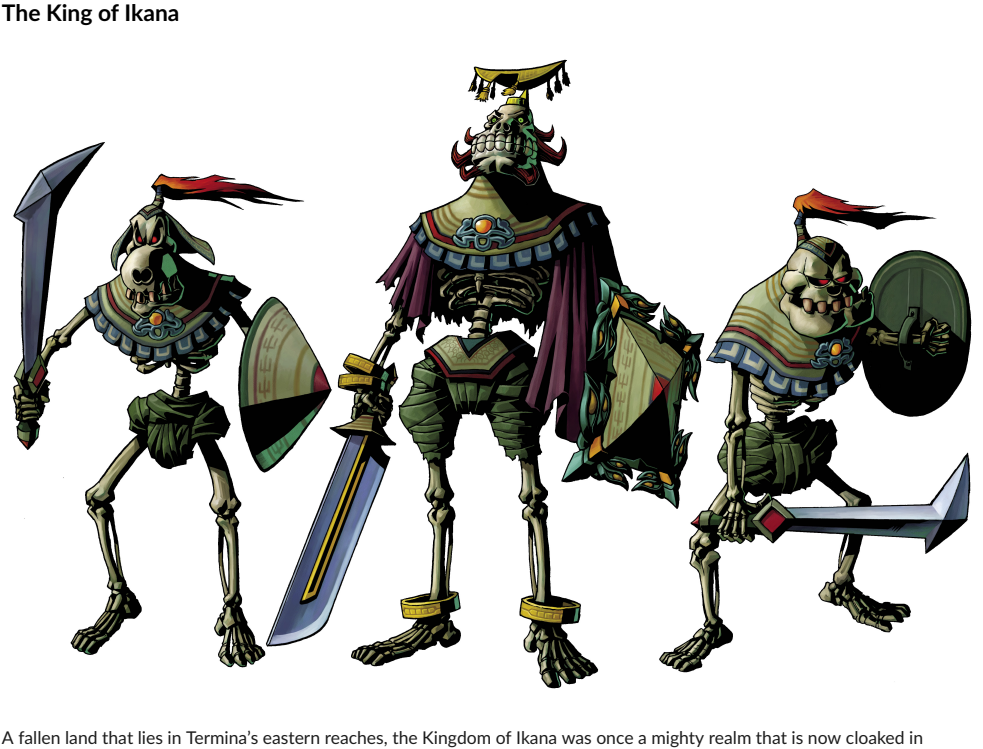
Residing deep within Termina's western ocean, the Zoras are an aquatic race that just love a good rock show. Their hallowed hall is a favorite venue for the popular Zora band The Indigo-Go's, but with all of the recent trouble in the Great Bay, no music fills Zora Hall. Link must plan several daring raids around the coast in order to help the Zoras regain their lost eggs and save the Great Bay from darkness.

The Garos

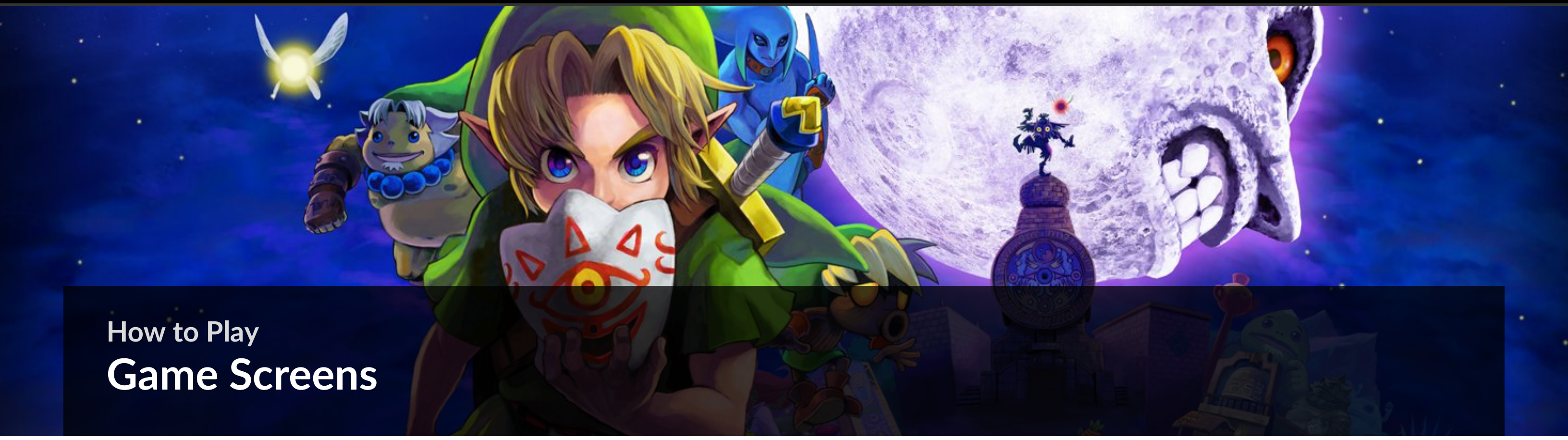


An ancient race of warriors and assassins, the Garos continue to watch over their long-lost Kingdom of Ikana. These spooky spirits appear and vanish seemingly at will, and only Link's prowess with the blade impresses them. Some Garos prefer to challenge Link, while others seek to provide guidance as he ventures deeper and deeper into Ikana.

The King of Ikana



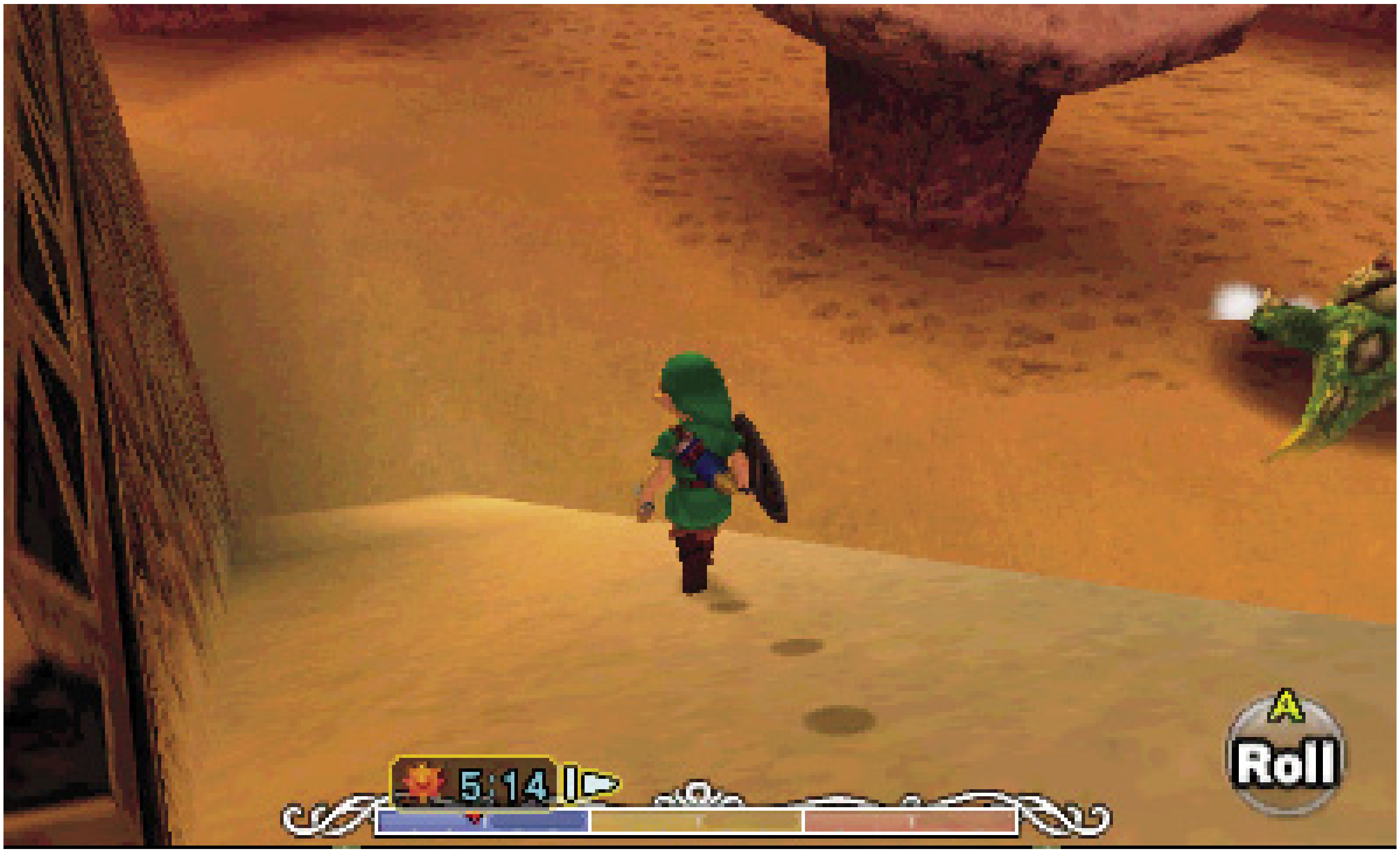
A fallen land that lies in Termina's eastern reaches, the Kingdom of Ikana was once a mighty realm that is now cloaked in darkness. Curse upon curse has crippled the kingdom, and the Ikana Army's long-dead soldiers are forced to roam their homeland as skeletons and specters. The King of Ikana himself has also met with a terrible fate, and only the light of truth can aid Link in banishing the King's dark demeanor.



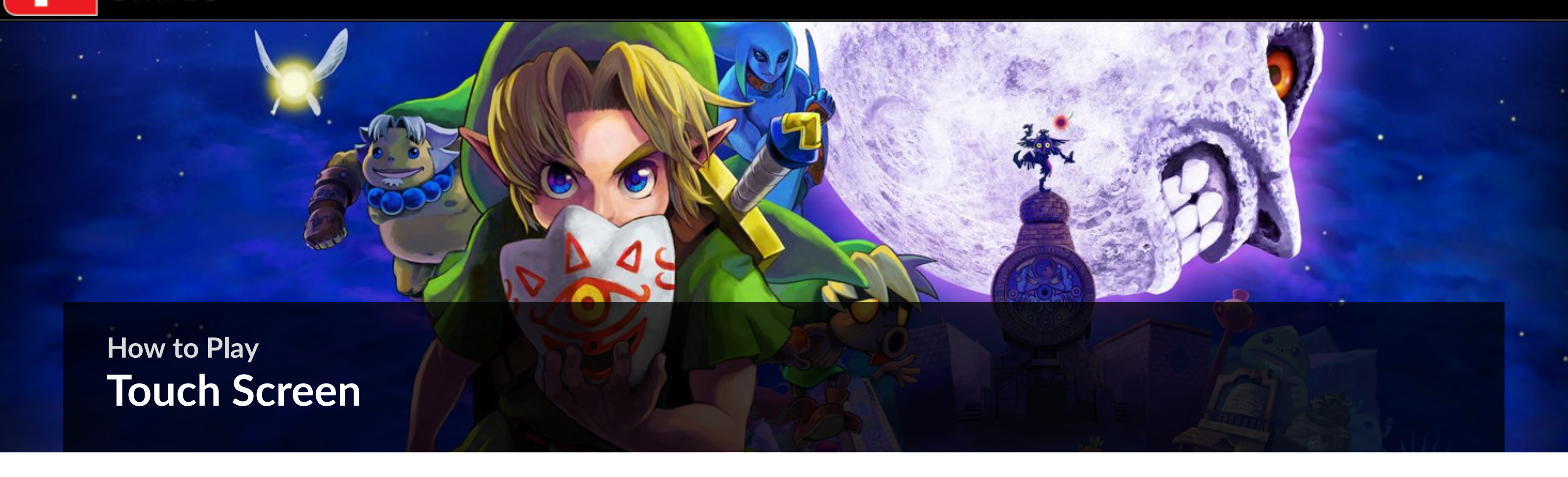
How to Play

Game Screens

There's a lot to know about professional adventuring, and this chapter teaches you all of the basics. From understanding the game screens to controlling Link like a pro, this section covers the most important aspects of gameplay.

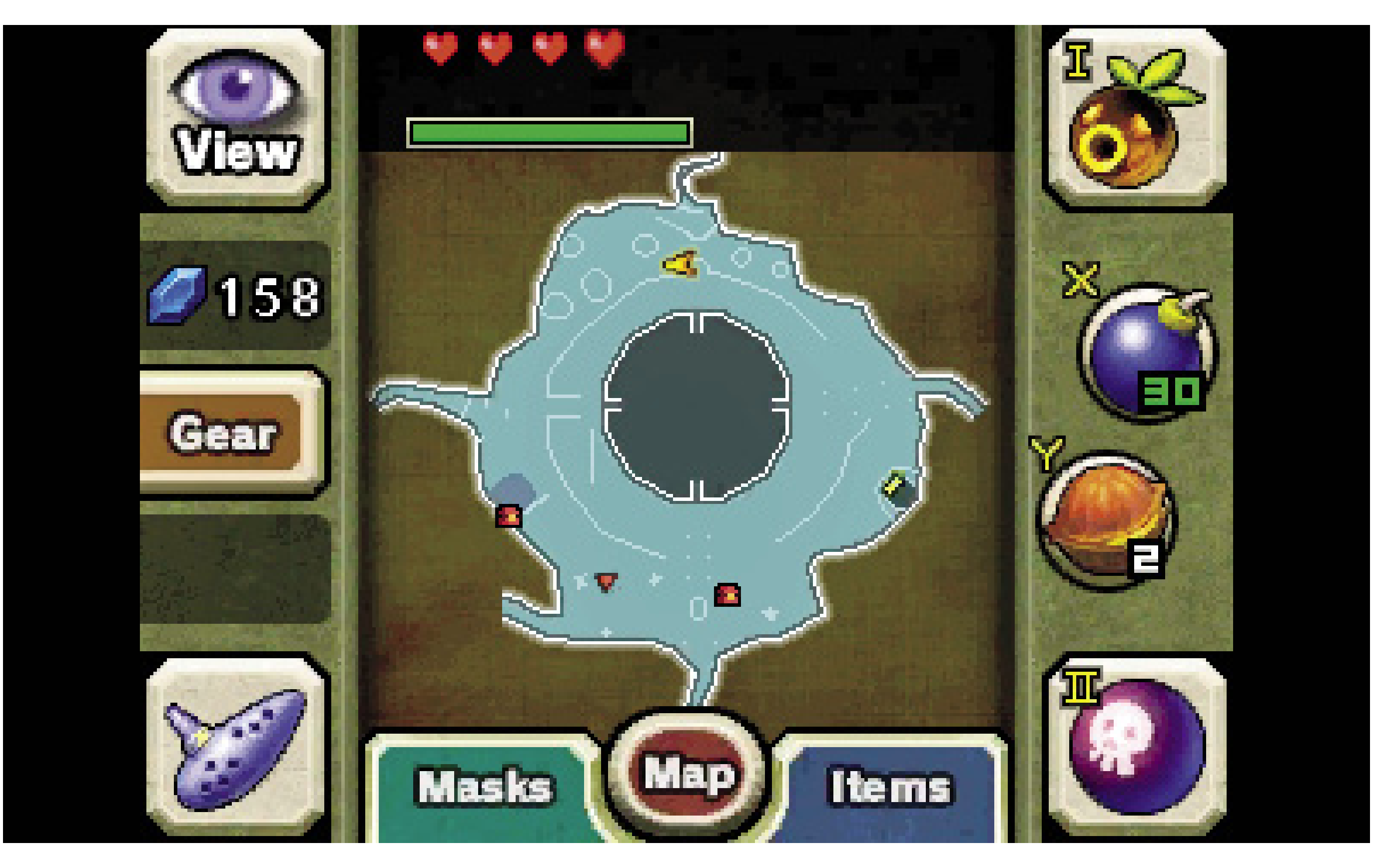


In The Legend of Zelda: Majora's Mask 3D, all of the action takes place on the top screen of your 3DS. Your view is centered on Link, giving you a clear view of his surroundings. The current time of day is shown at the bottom of the screen (more on that in a bit), and the actions that Link will perform when you press Ⓐ or Ⓑ are shown in the lower-right corner.



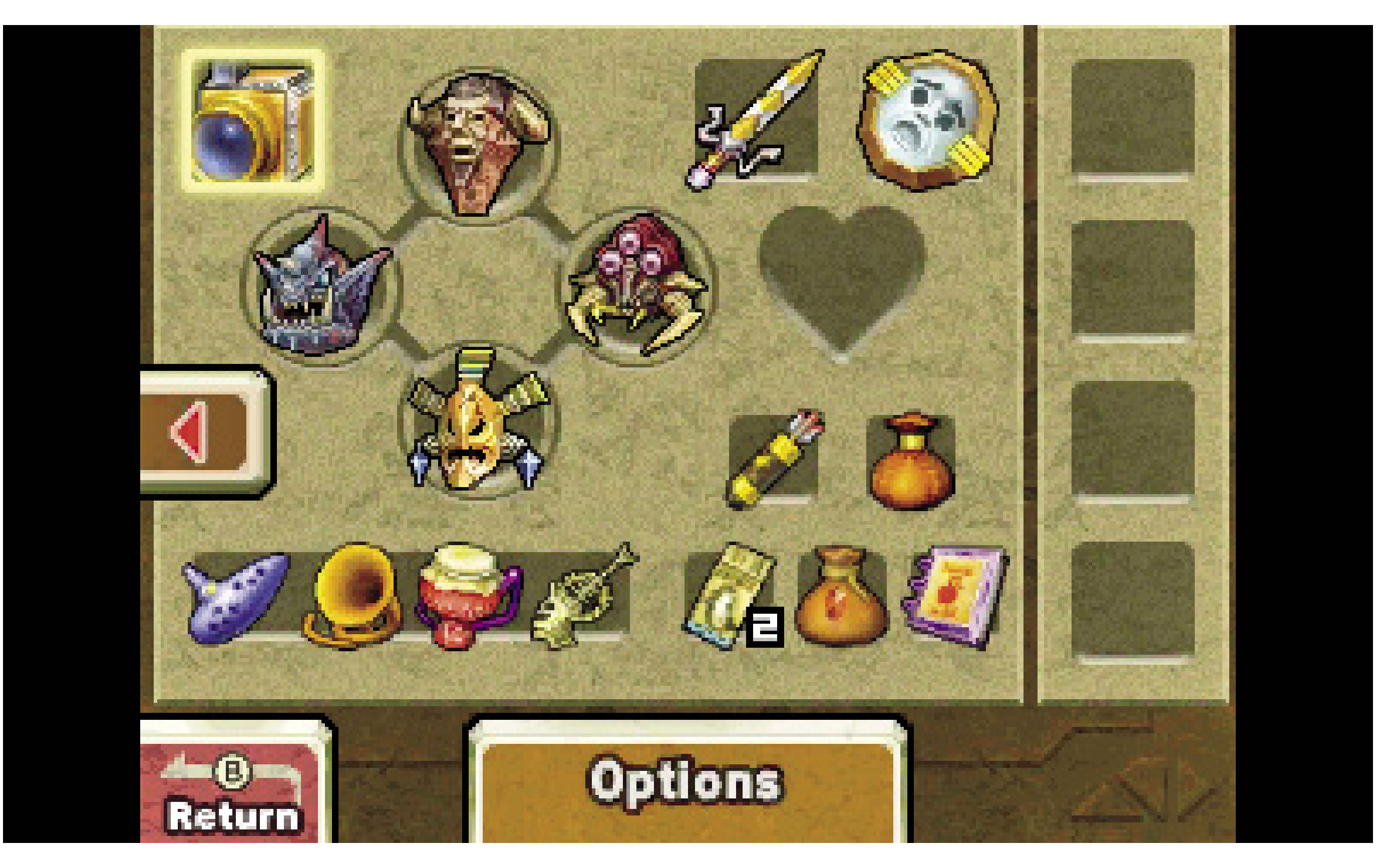
How to Play

Touch Screen



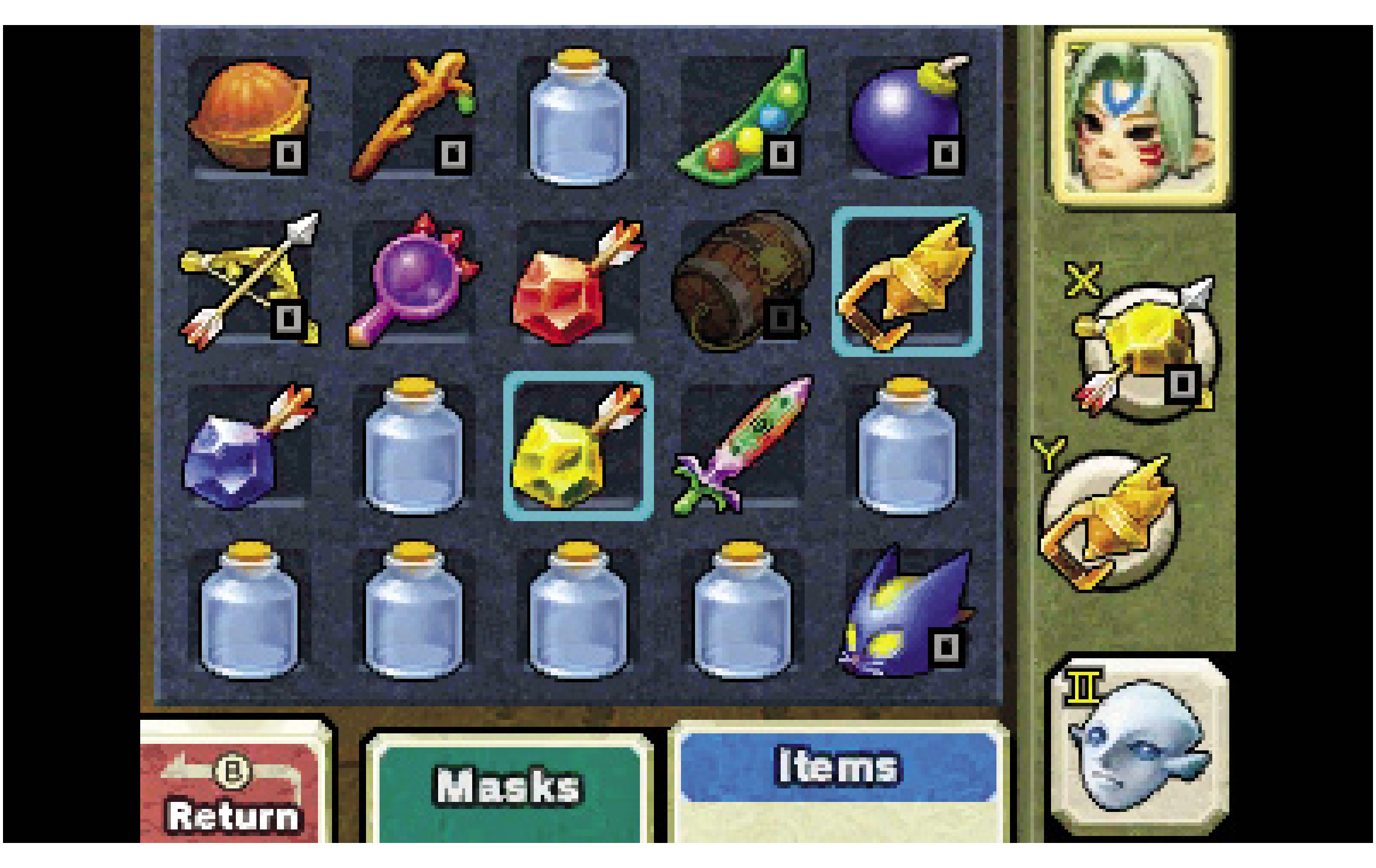
The Touch Screen (bottom screen) of your 3DS handles all of the subscreens. The map of the current area appears in the middle of the Touch Screen. Tap the map to zoom in and out. Tap any of the buttons below or to the left of the map to bring up the various subscreens: Gear, Items, Masks, and Map.

Gear Subscreen



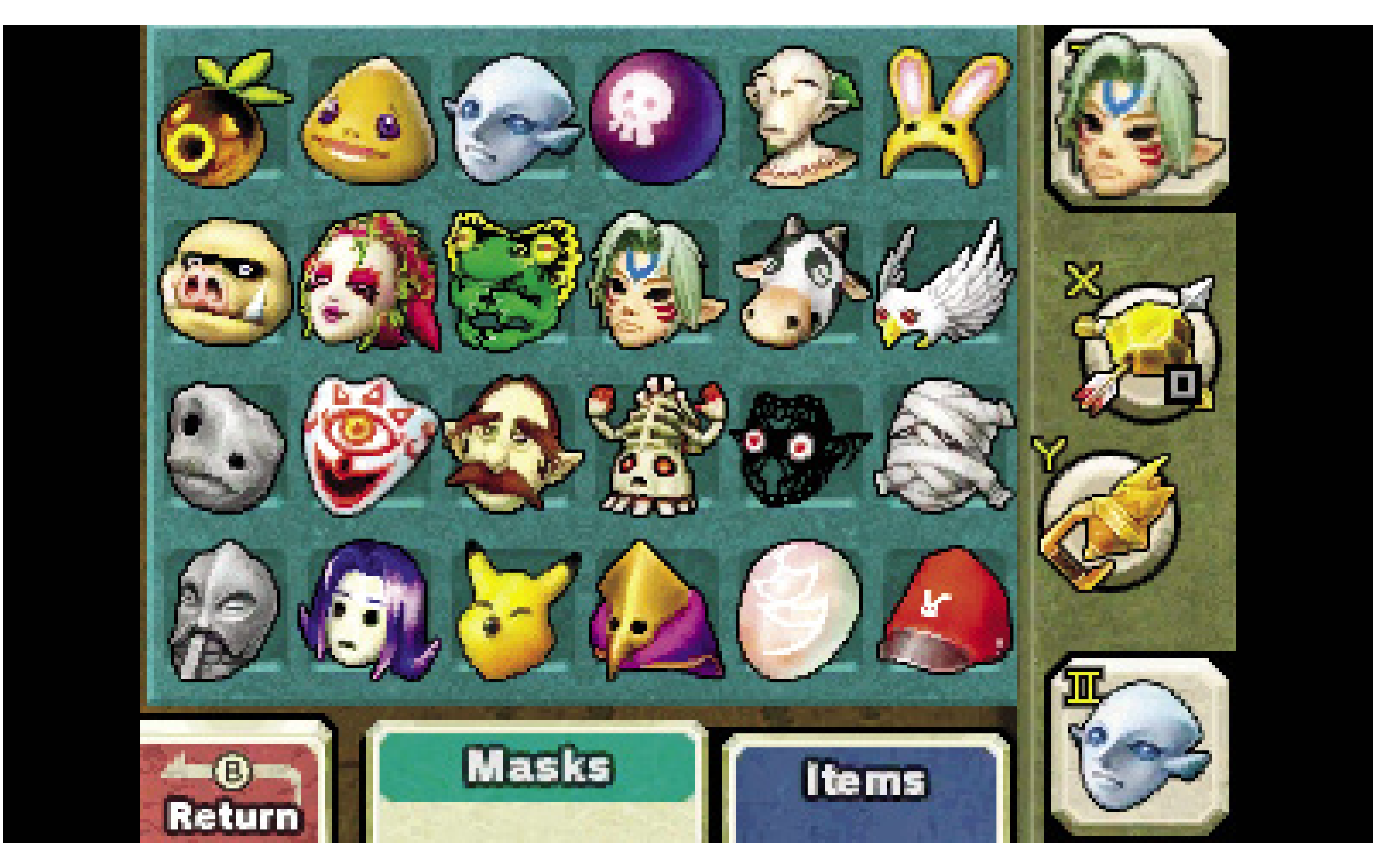
Tap the Gear button on the left to bring up the Gear subscreen. This screen shows all of the vital items that Link has acquired during his quest. This includes Link's current sword and shield, along with any other special quest items.

Items Subscreen



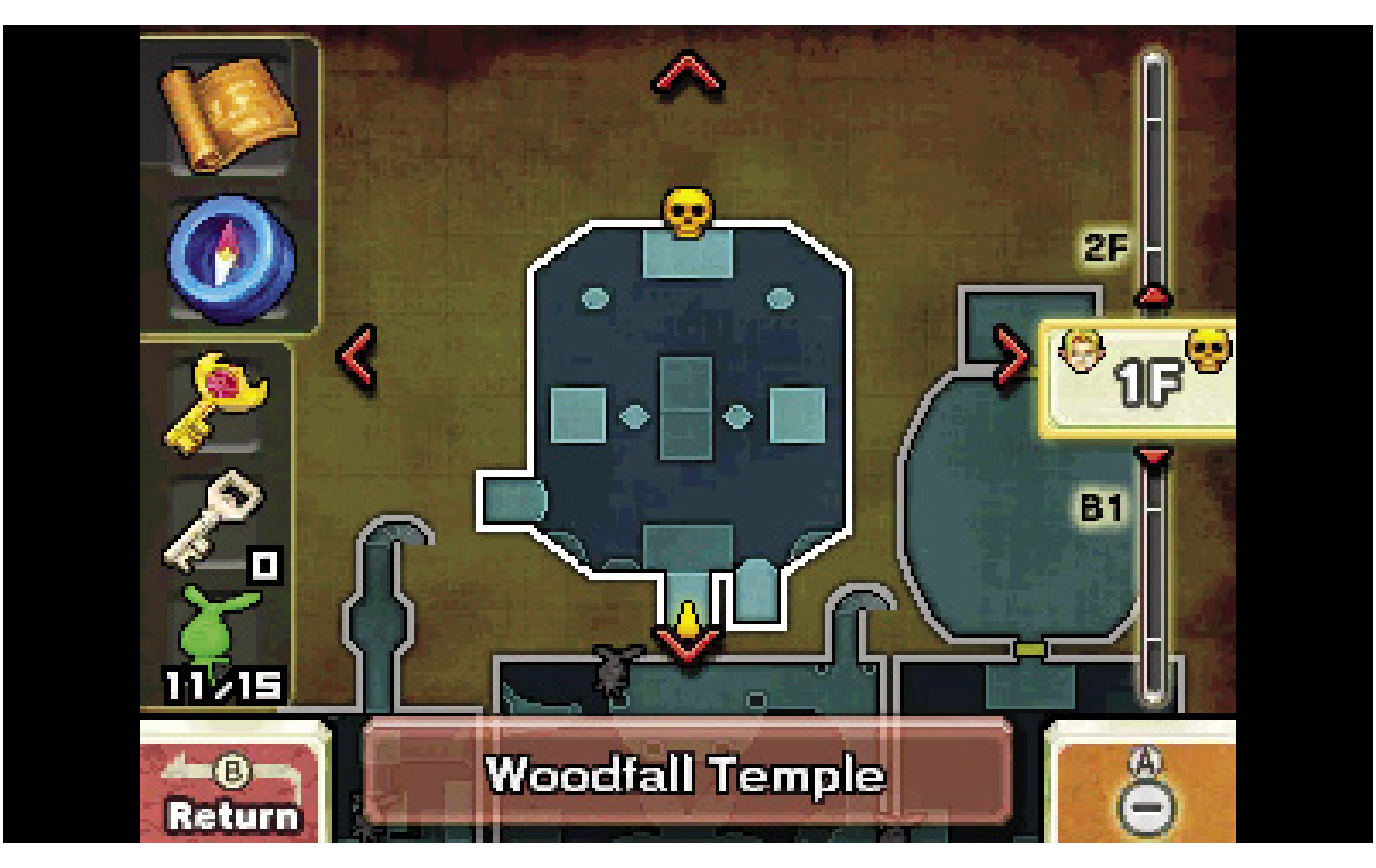
The Items subscreen displays all of the various items and tools that Link can equip and use with Ⓧ, Ⓨ, and the other Touch Screen buttons. Tap and slide an item over to one of the buttons on the right to equip it, then tap that button (or press Ⓧ or Ⓨ) to use the item. Items that require ammo (like bombs and Deku Nuts) can't be used when the ammo runs out. Look around for more!

Masks Subscreen



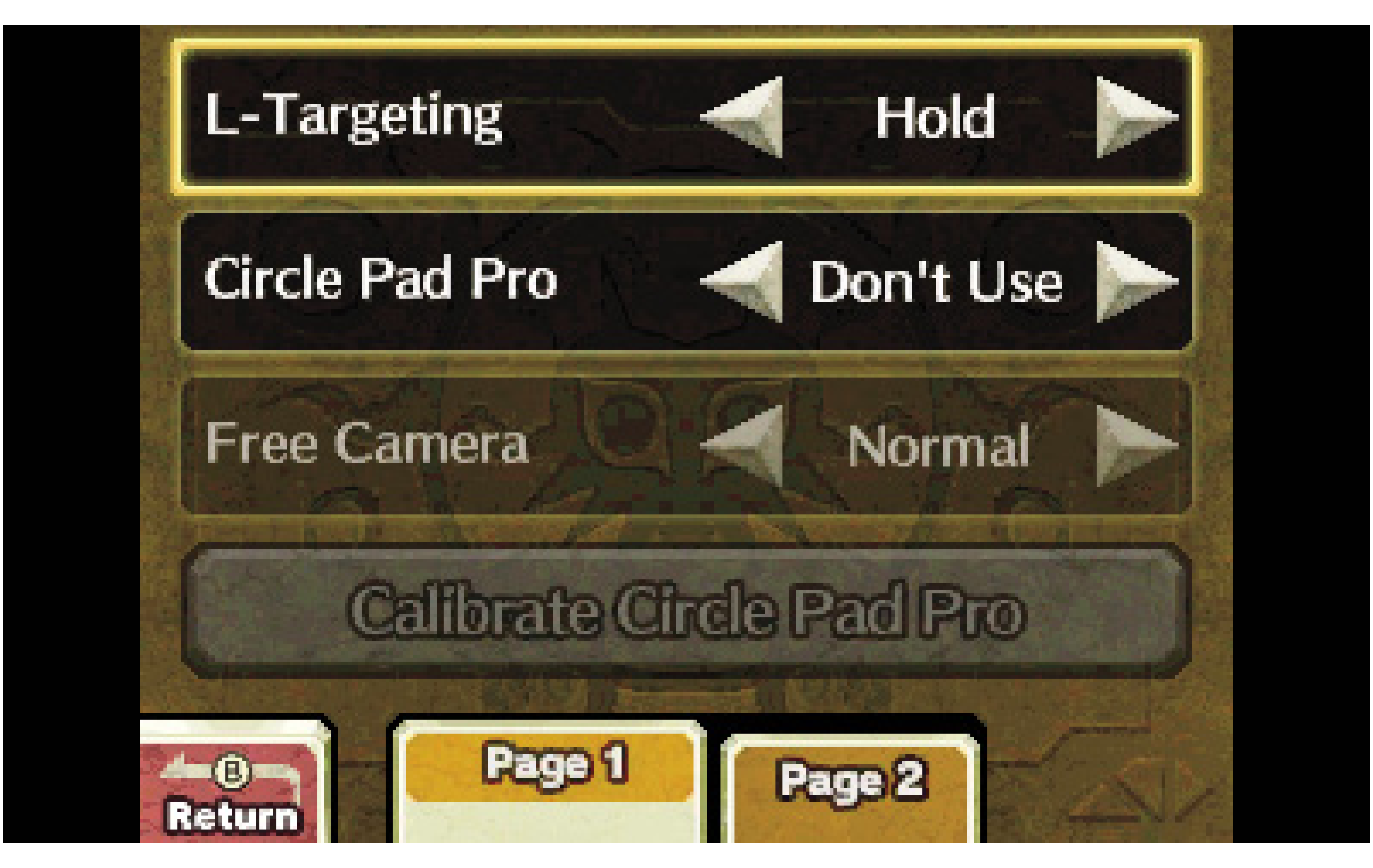
All of the wearable masks that Link has found during the adventure appear on the Masks subscreen. Masks grant Link special powers, and they must be equipped and used just like items. Tap and slide a mask over to one of the buttons on the right to equip it, then tap that button (or press Ⓧ or Ⓨ) to make Link put on the mask and gain its effects.

Map Subscreen



Tap the Map button beneath the Touch Screen map to call up the Map subscreen. Here, you have even more map-based options. Tap the bar on the right, and slide it up and down to view different floors (this is particularly handy for confusing places like dungeons). Any items pertaining to the area (dungeon items like the Compass, for example) are also shown on the left side of the Map subscreen.

Options Menu



L-Targeting ◀ Hold ▶

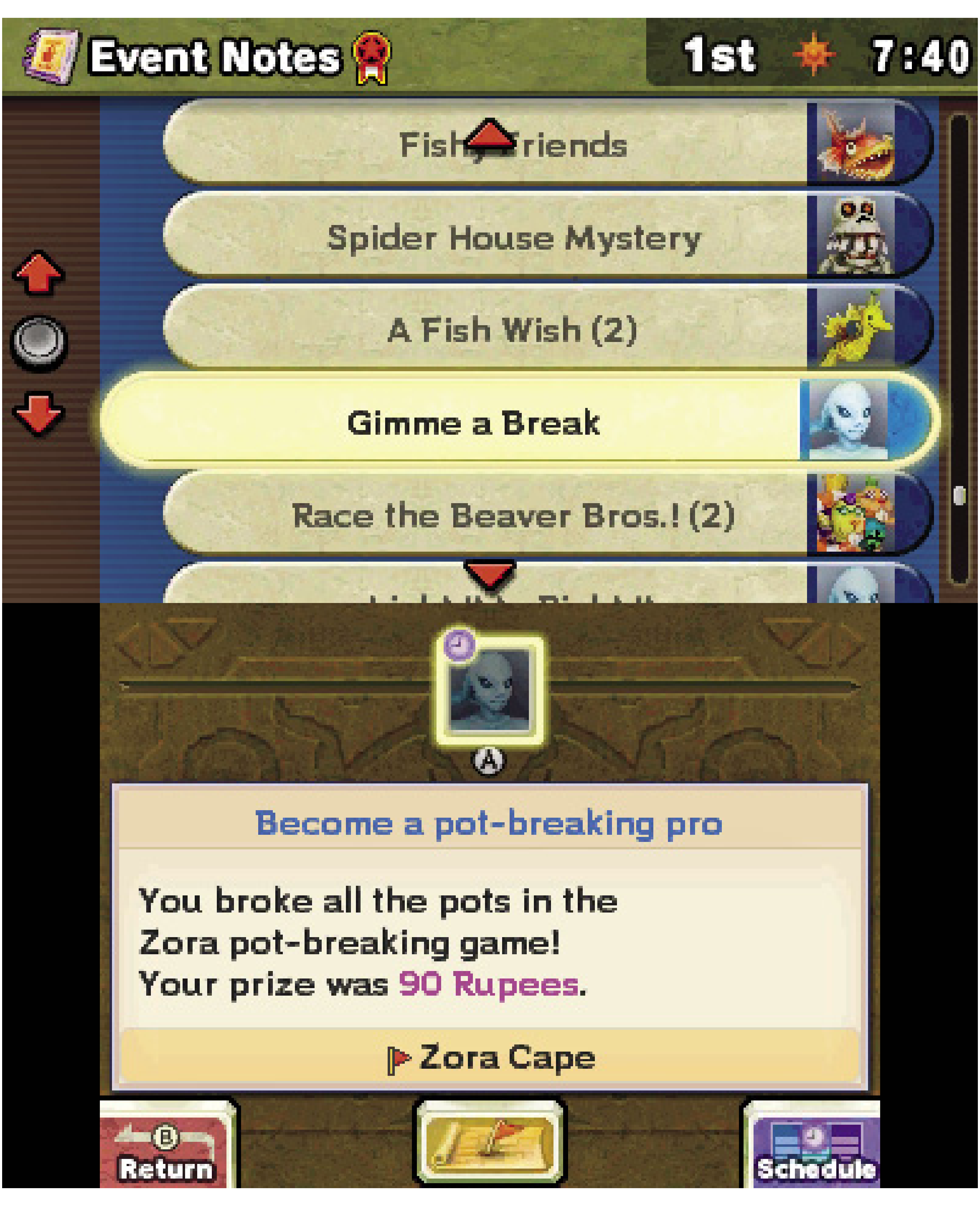
Circle Pad Pro ◀ Don't Use ▶

Free Camera ◀ Normal ▶

Tap "Options" at the bottom of the Gear subscreen to view the Options menu. Here, you can view and adjust a variety of game options, including the targeting mode, the motion and swimming controls, the volume, and more. Check out both pages of options, and fiddle with them to create your ideal gaming experience.

Bombers' Notebook

Shortly after reclaiming the Ocarina of Time from the Skull Kid, Link receives the Bombers' Notebook. Every member of the local Bombers club has one of these special notebooks, and you'll find it very helpful for keeping track of your accomplishments around Termina. The Bombers' Notebook has two main sections: the Event Notes and the Schedule.



Event Notes 1st 7:40

Fishy Friends

Spider House Mystery

A Fish Wish (2)

Gimme a Break

Race the Beaver Bros.! (2)

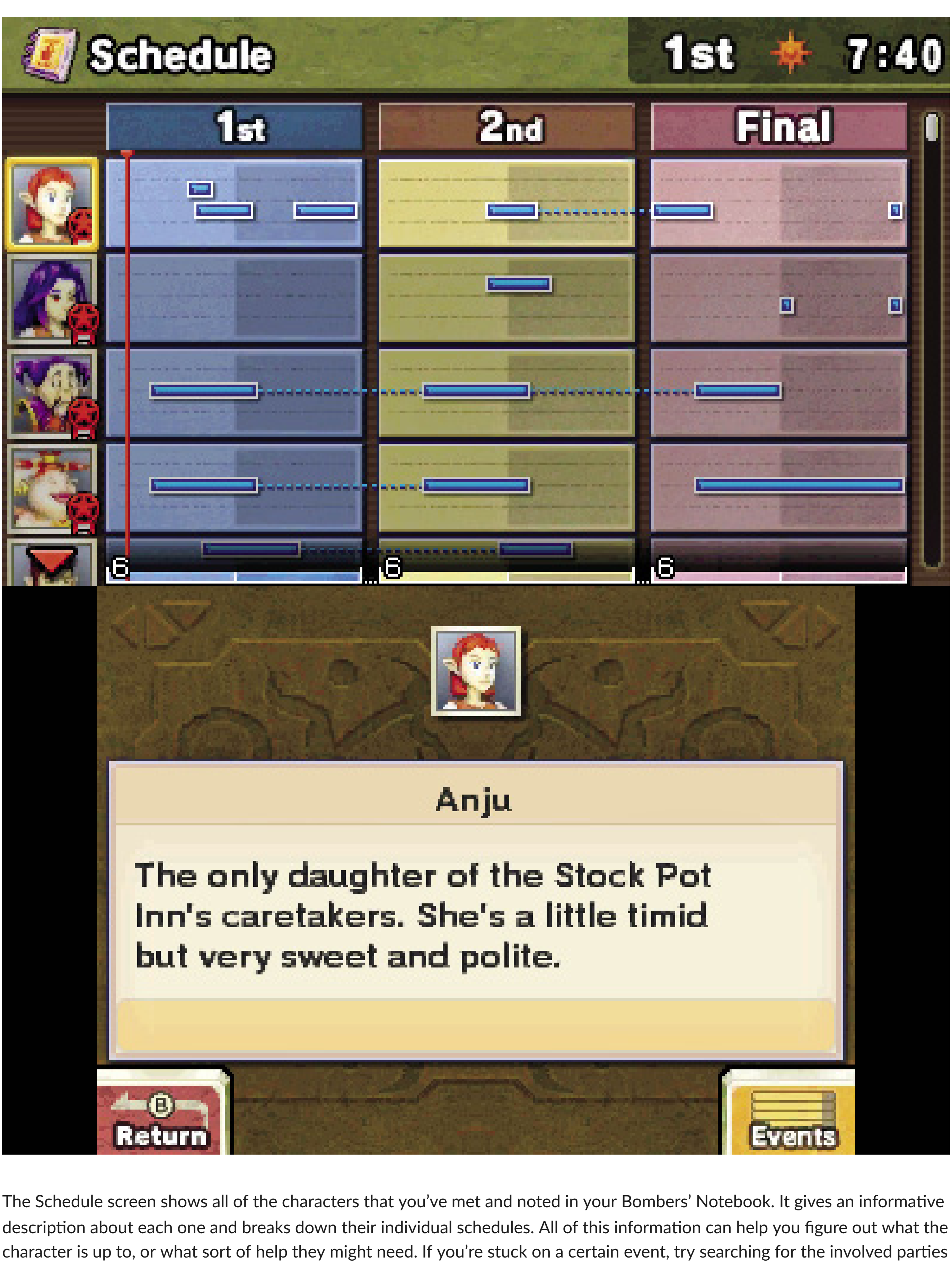
Become a pot-breaking pro

You broke all the pots in the
Zora pot-breaking game!
Your prize was 90 Rupees.

Zora Cape

The Event Notes screen records all of your deeds and accomplishments around Termina. Depending on an event's current state, it might appear under Rumored Events, Ongoing Events, or Completed Events.

- Rumored Events: Talking to people (especially members of the Bombers) is a good way to hear rumors. Any interesting gossip that catches Link's ear appears here.
- Ongoing Events: Once you've started working on a Rumored Event, it moves to the Ongoing Events section. These are events that Link is working on but hasn't yet completed. It's entirely possible to stumble upon an event and start an Ongoing Event without first hearing the rumor.
- Completed Events: All of the good deeds that Link has accomplished around Termina are listed here. Take a moment to pat yourself on the back, hero!

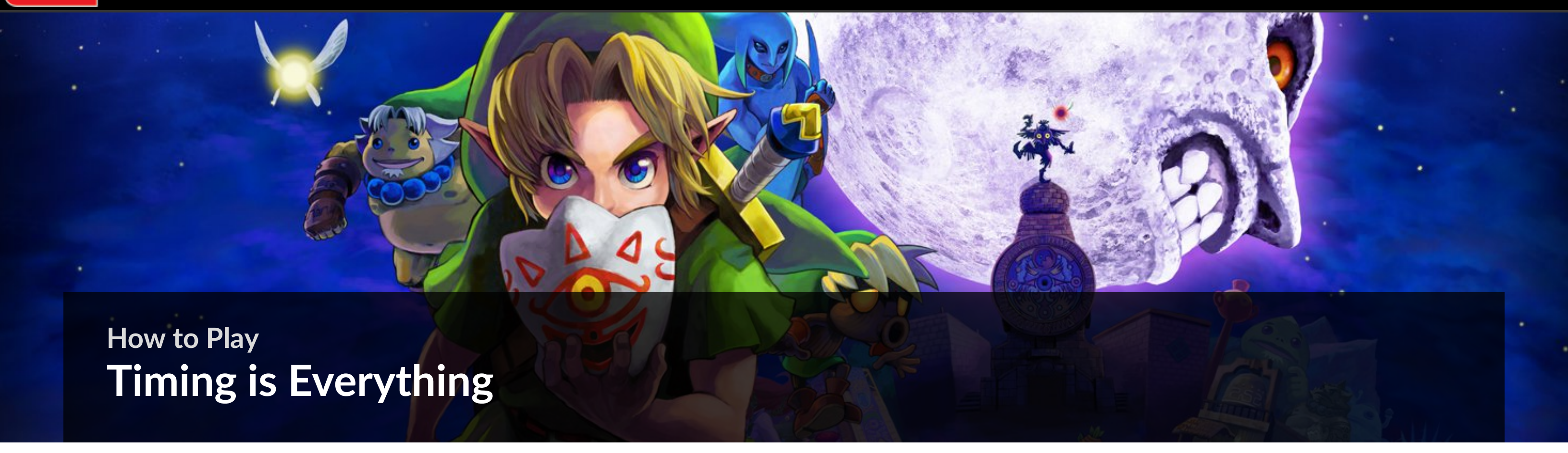


Schedule 1st 7:40

Anju

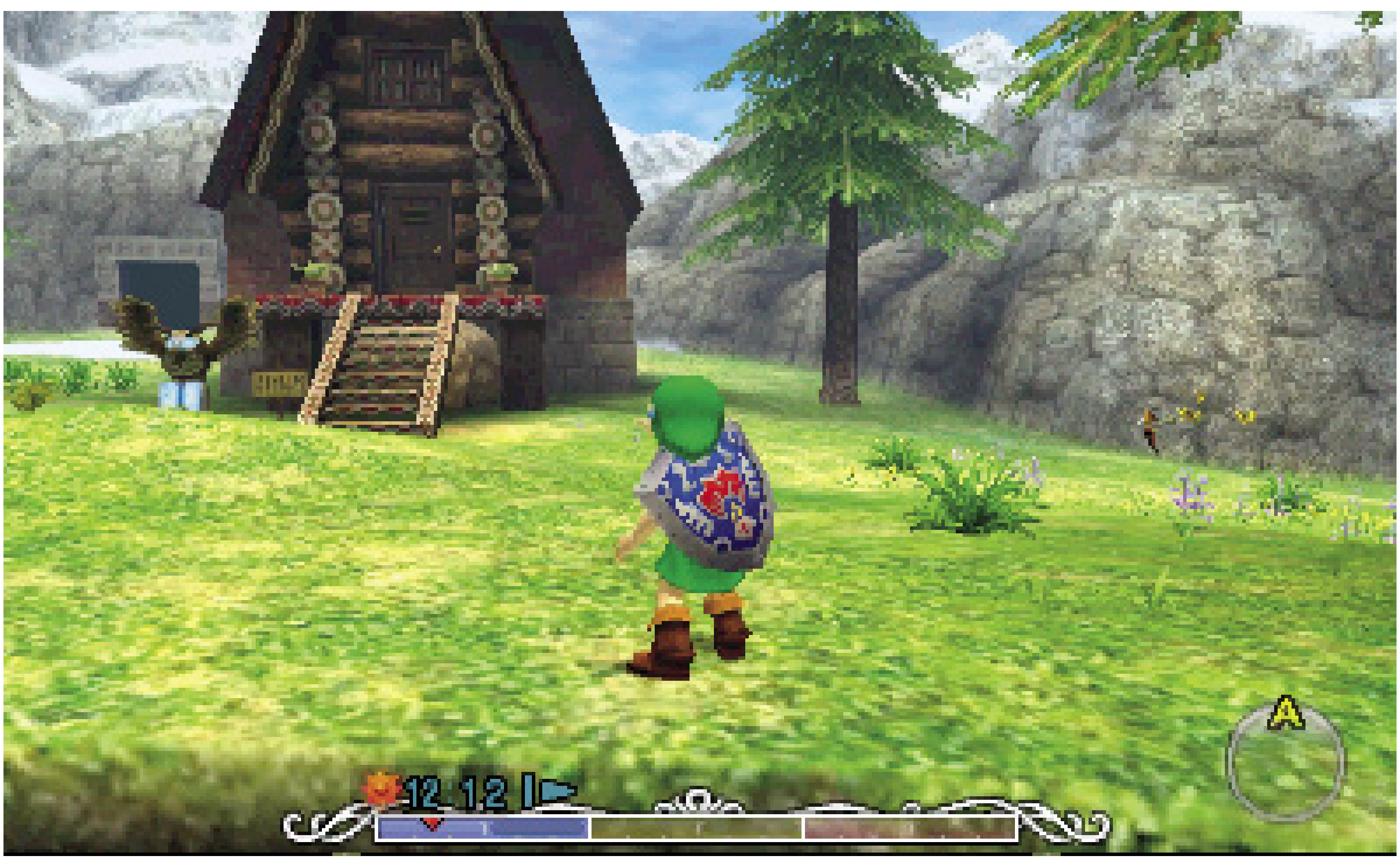
The only daughter of the Stock Pot
Inn's caretakers. She's a little timid
but very sweet and polite.

The Schedule screen shows all of the characters that you've met and noted in your Bombers' Notebook. It gives an informative description about each one and breaks down their individual schedules. All of this information can help you figure out what the character is up to, or what sort of help they might need. If you're stuck on a certain event, try searching for the involved parties under the Schedule screen, and see if you can't deduce some sort of clue or lead. If all else fails, refer to the walkthrough or the checklists at the back of this book.

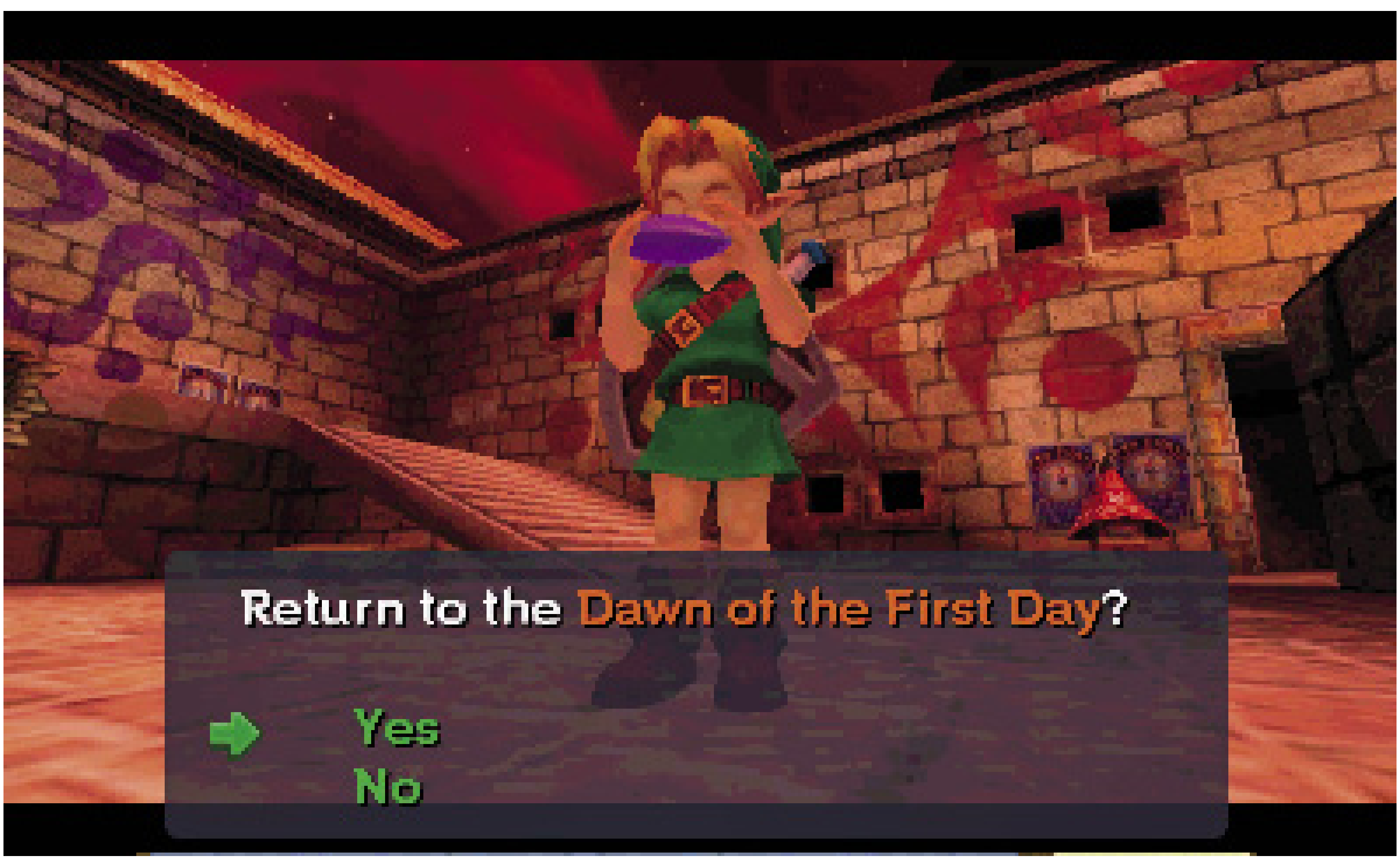


How to Play

Timing is Everything



Unlike other Legend of Zelda games, Majora's Mask 3D is unique in that the game runs on its own timeline. Time steadily passes in the game while you play, with the daylight eventually giving way to night. The meter at the bottom of the game screen shows the current day and time.



Return to the Dawn of the First Day?

Yes

No

Time is a major factor in the Majora's Mask 3D, as the world will end in just three days' time. That's right! The moon is crashing down on Termina, and by the time the clock strikes 6 a.m. on the Final Day (the third day), all will be lost. Fortunately, Link knows of a special song that lets him slow down and even rewind time: the Song of Time. This special song lets Link accomplish all of his heroic feats and save the land from the brink of destruction.

Stop! Thief!!! I'm just an old lady--
give me my luggage back!!!

In addition to the ever-present threat of the moon, you'll find that time has other important bearings. For example, depending on the day, a shop might sell different or special items. Additionally, certain events only occur at certain times on certain days. Everyone in Termina has a busy life to live, so timing is everything.

Save the Day

It's important not to let time slip away from you in Majora's Mask 3D. Whenever you aren't actively playing through the adventure, be sure to pause the action by bringing up any of the subscreens (Gear, Items, Masks, or Map). Time does not pass in the game while you are viewing these subscreens.

Effects of Rewinding Time

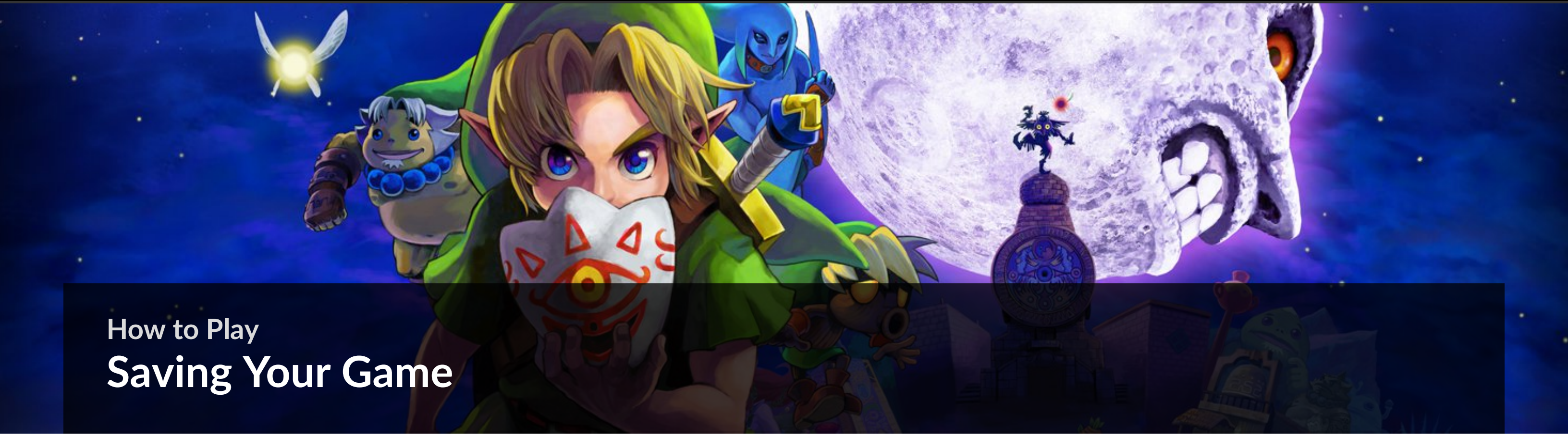
Playing the Song of Time to rewind back to the Dawn of the First Day has its drawbacks. For starters, many of Link's deeds and accomplishments will be undone. People that Link has met won't remember him, and most of the items that Link has found will be lost. Only vital items and accomplishments remain saved when you rewind to the Dawn of the First Day.

Items that are lost when you rewind time are items that are consumable or expendable, such as:

- Arrows
- Bombs
- Deku Nuts and Sticks
- Rupees
- Potions
- Tradable items (Moon's Tear, Town Title Deed, etc.)

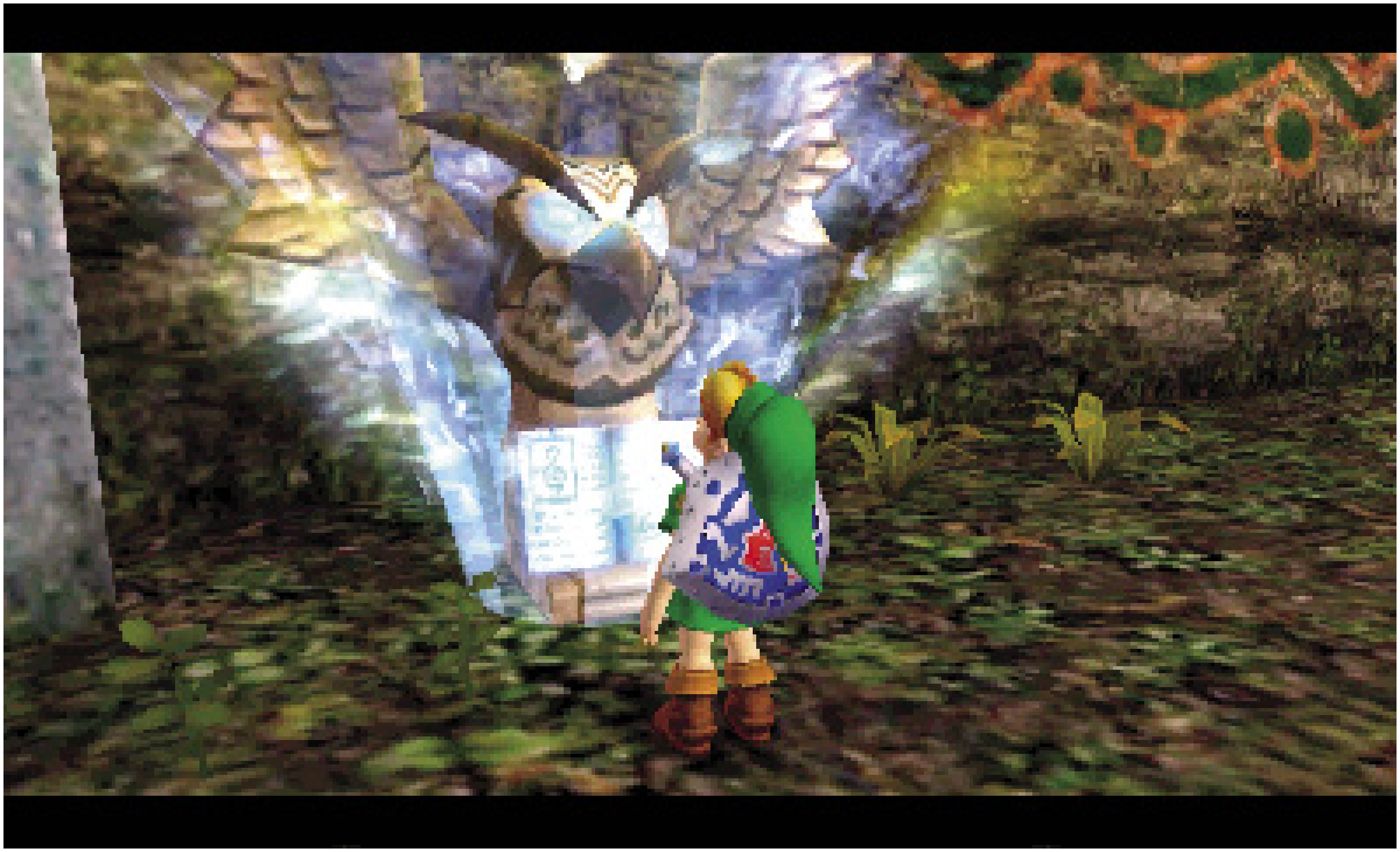
Items that are not lost when you rewind time are vital items, quest items, and masks. Here are some examples:

- Link's sword and shield
- Empty Bottles
- Bomb Bag
- Hero's Bow
- Hookshot
- Masks

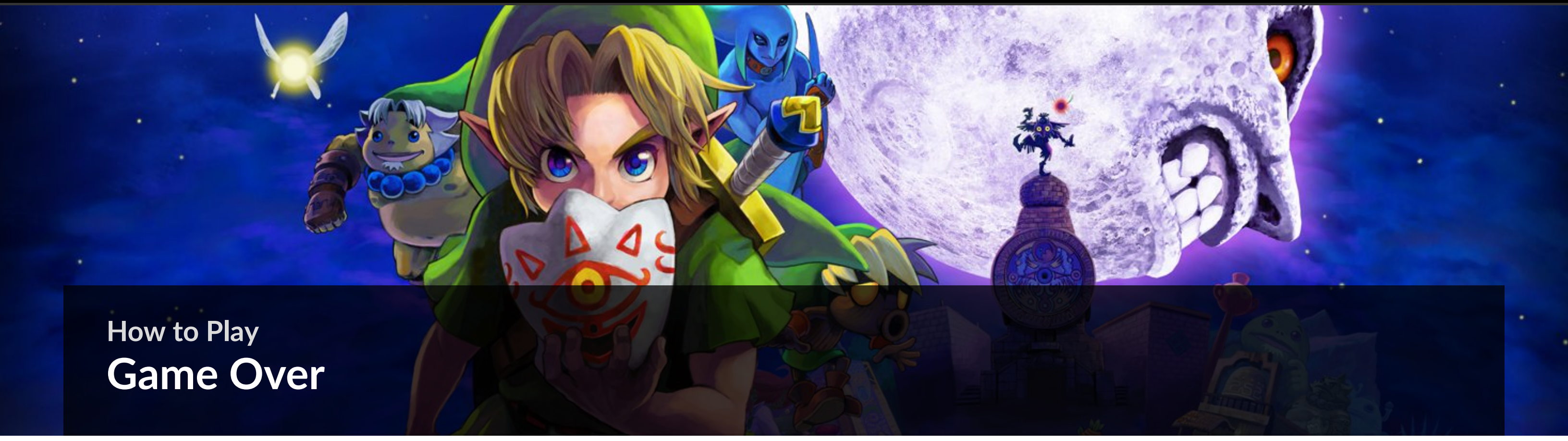


How to Play

Saving Your Game

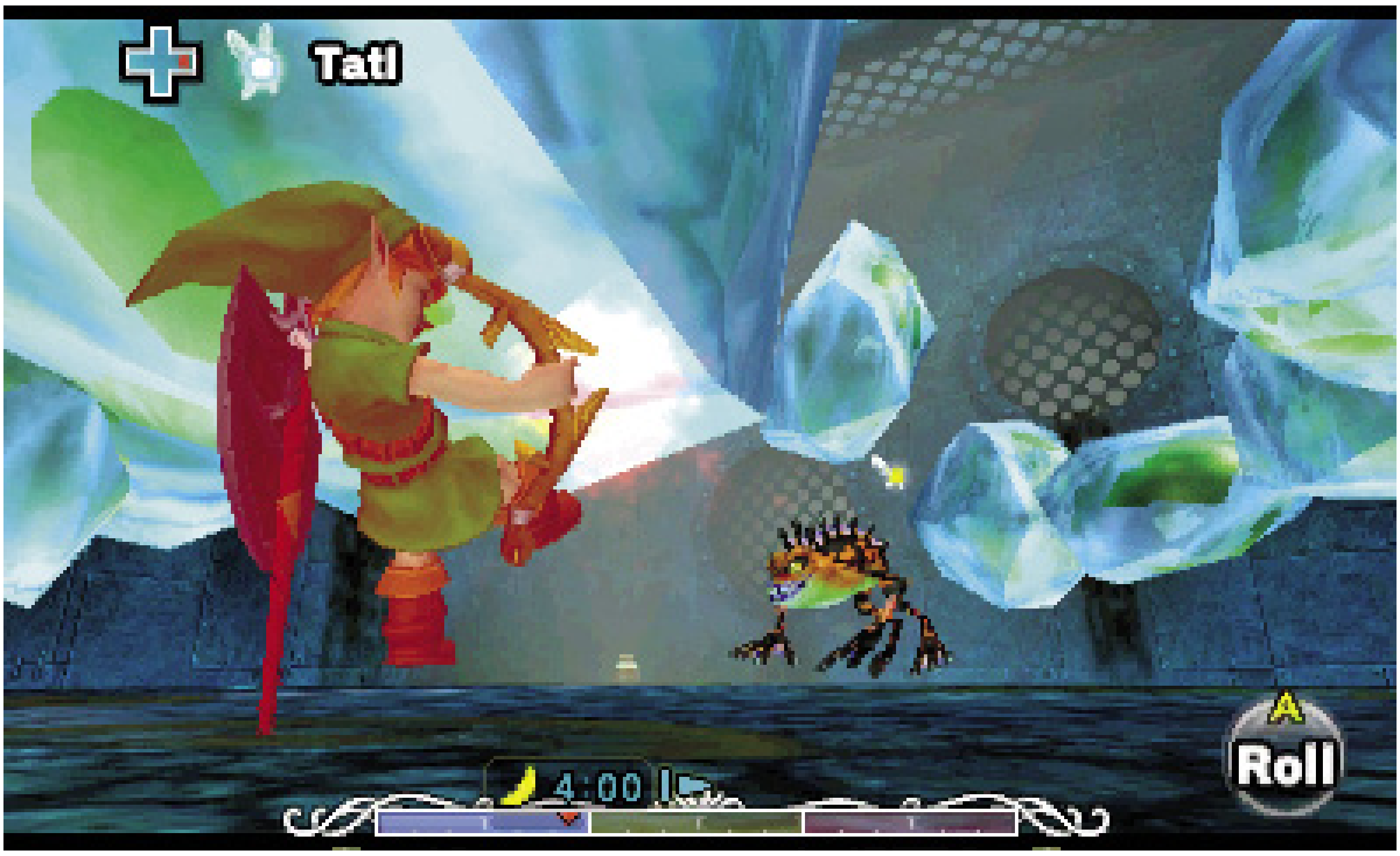


Saving your game is easy in Majora’s Mask 3D. Just find an owl statue (there’s one behind the Clock Tower in Clock Town) or a save statue, and then inspect it. You’ll then be prompted to save. Unlike the original N64 version of Majora’s Mask, using owl statues and save statues does not produce a temporary save. Instead, your game is permanently saved when you use an owl or save statue; the save is not lost when you load your game as it was in the original version. On the other hand, playing the Song of Time to rewind back to the Dawn of the First Day no longer saves your game as it did in the original version. Always be sure to save at an owl statue or save statue before you quit playing.



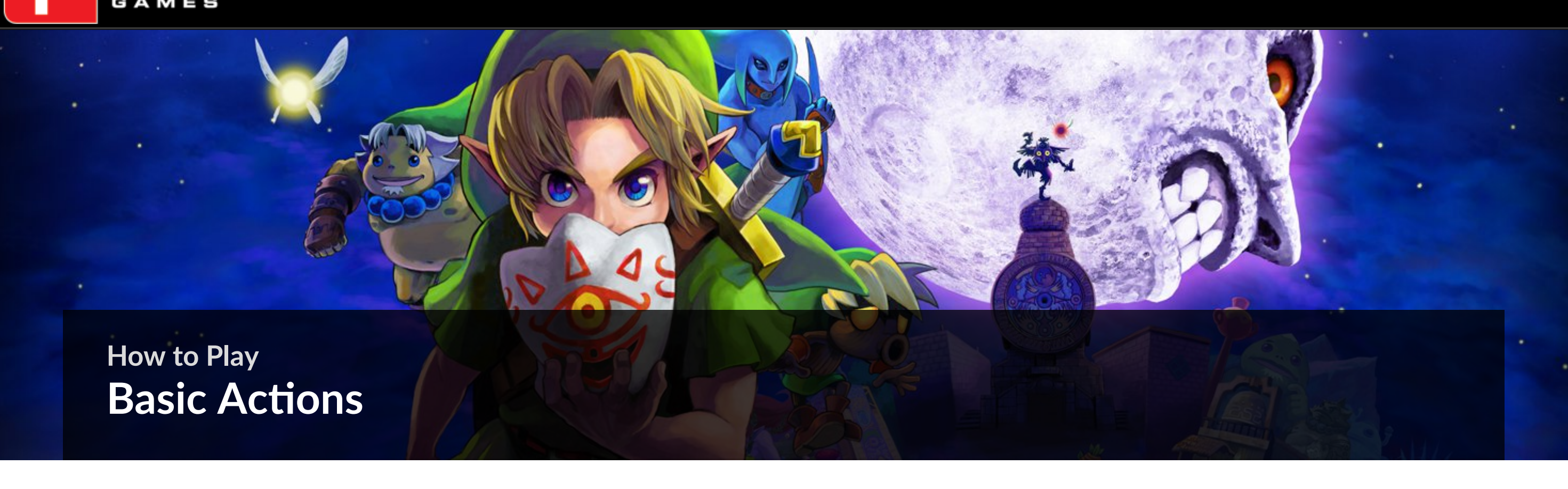
How to Play

Game Over



Braving frightful dungeons filled with devious traps and wicked monsters is a risky business, and Link's adventure can come to an end at any moment. Each time an enemy or a hazard hits Link, he takes damage and loses some of his life energy. The hearts that appear at the top of the Touch Screen show Link's current life energy. If Link runs out of life energy (Hearts), he falls in battle and must begin from his last save point.

Of course, the game also ends if you fail to rewind time before the moon crashes down. This tragic fate is easily avoided once you reclaim the Ocarina of Time from the Skull Kid, though. Once Link has that magical instrument back in his possession, he can play the Song of Time and rewind back to the Dawn of the First Day at any moment.

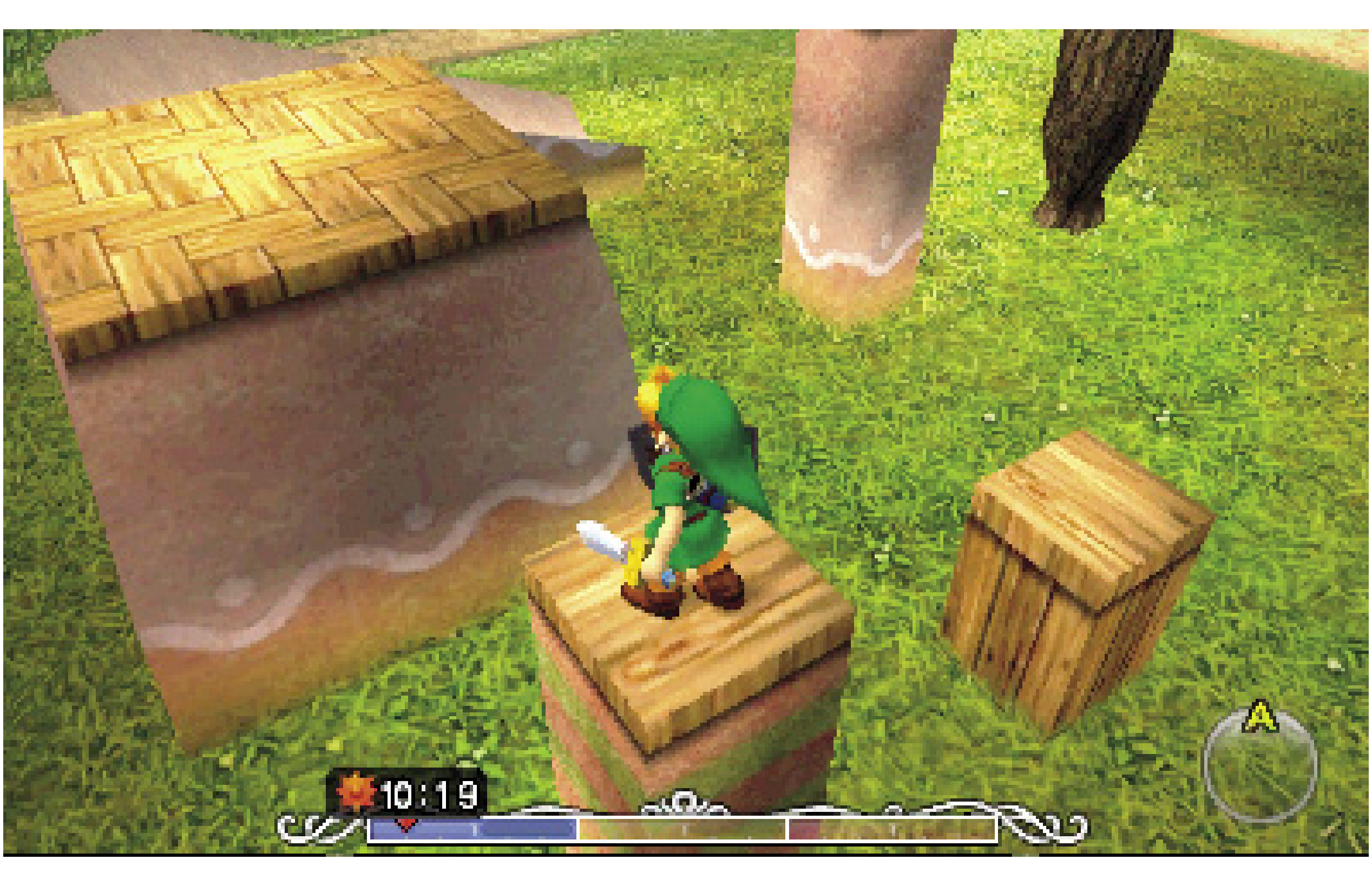


How to Play

Basic Actions

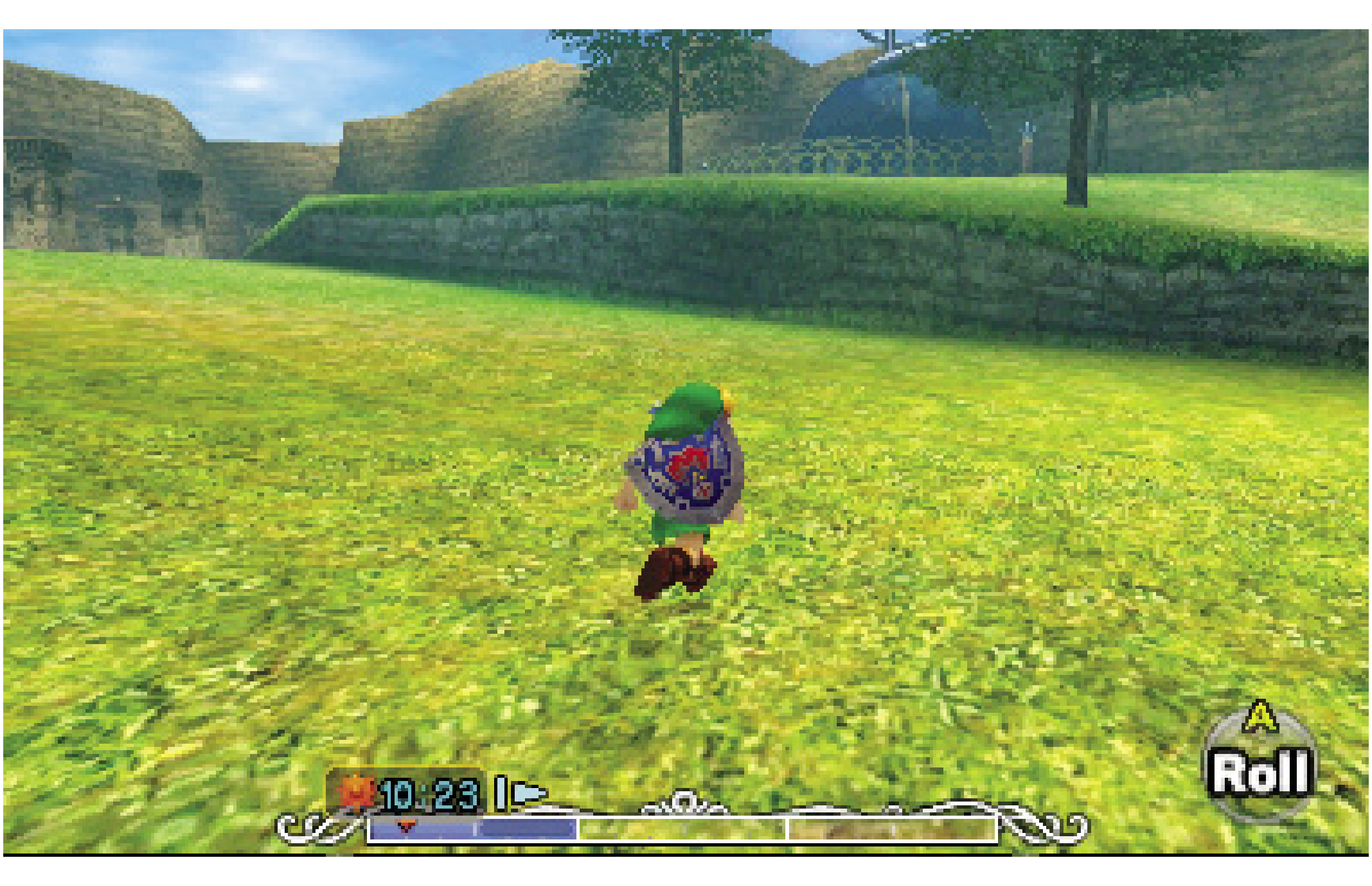
This chapter's all about the basics, and you can't get any more basic than the following actions.

Working the Camera



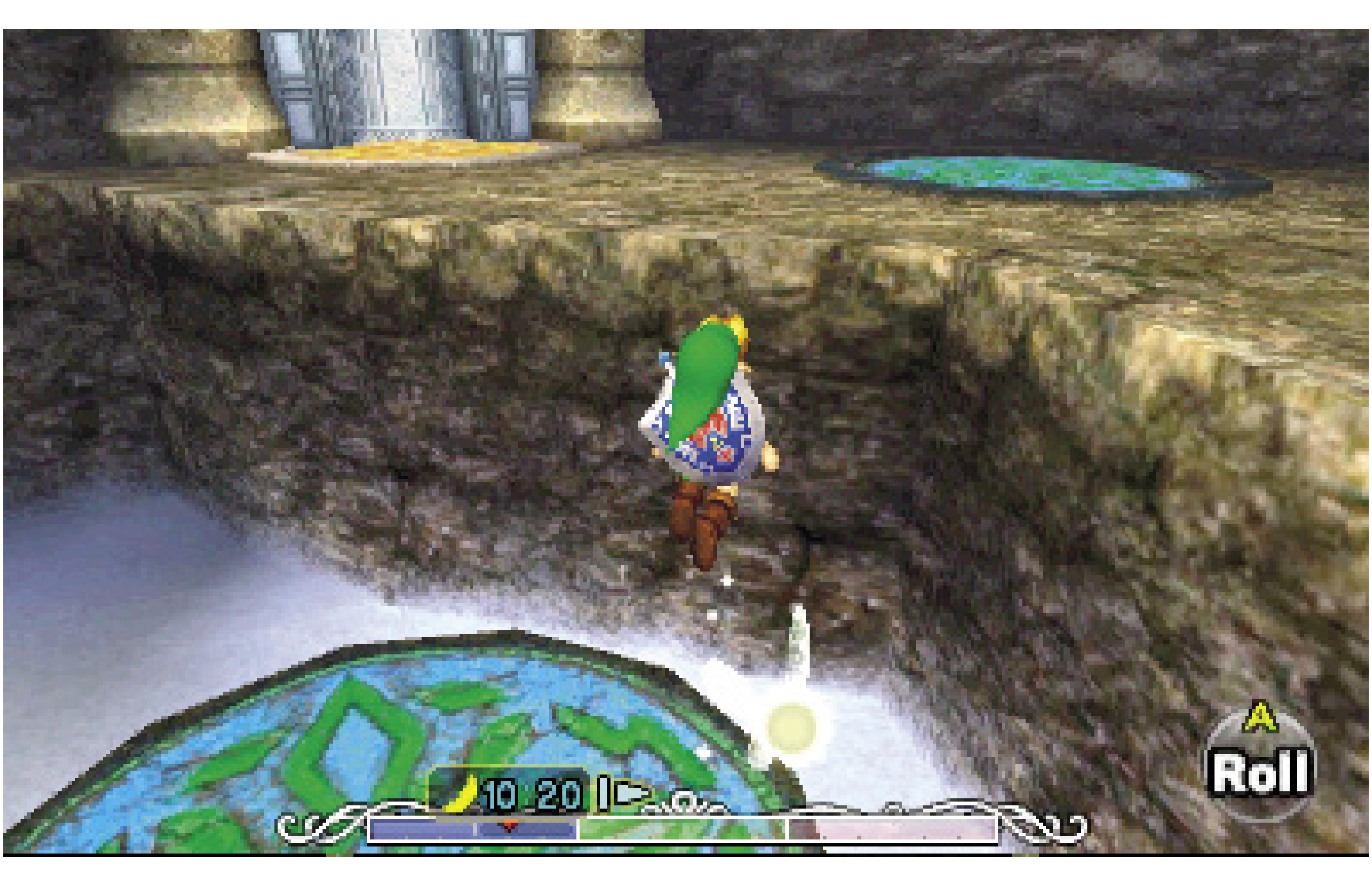
Controlling your view of the action is important. The camera mainly stays behind Link, but you can press L to center it behind him at any time. This helps you line up for tricky jumps and such. You can also press and hold L, then move the 3DS to look around at Link's surroundings. Tap the View button in the top-left corner of the Touch Screen to switch to a first-person view that lets you see the world through Link's eyes.

Walking and Running



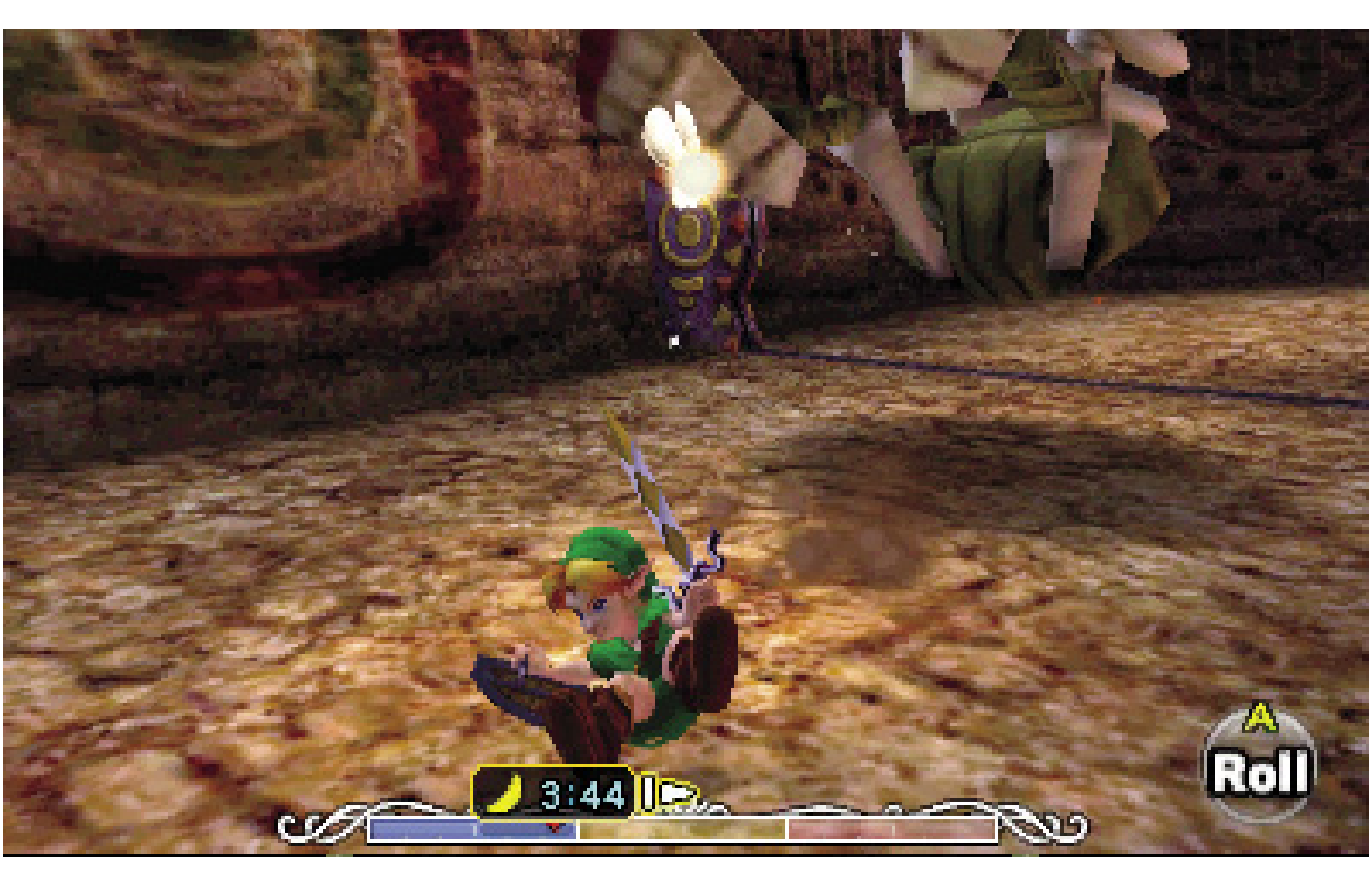
Use Circle Pad to move Link around. The more pressure you apply to Circle Pad, the faster Link runs. Press lightly on Circle Pad to make Link walk slowly instead of running.

Jumping



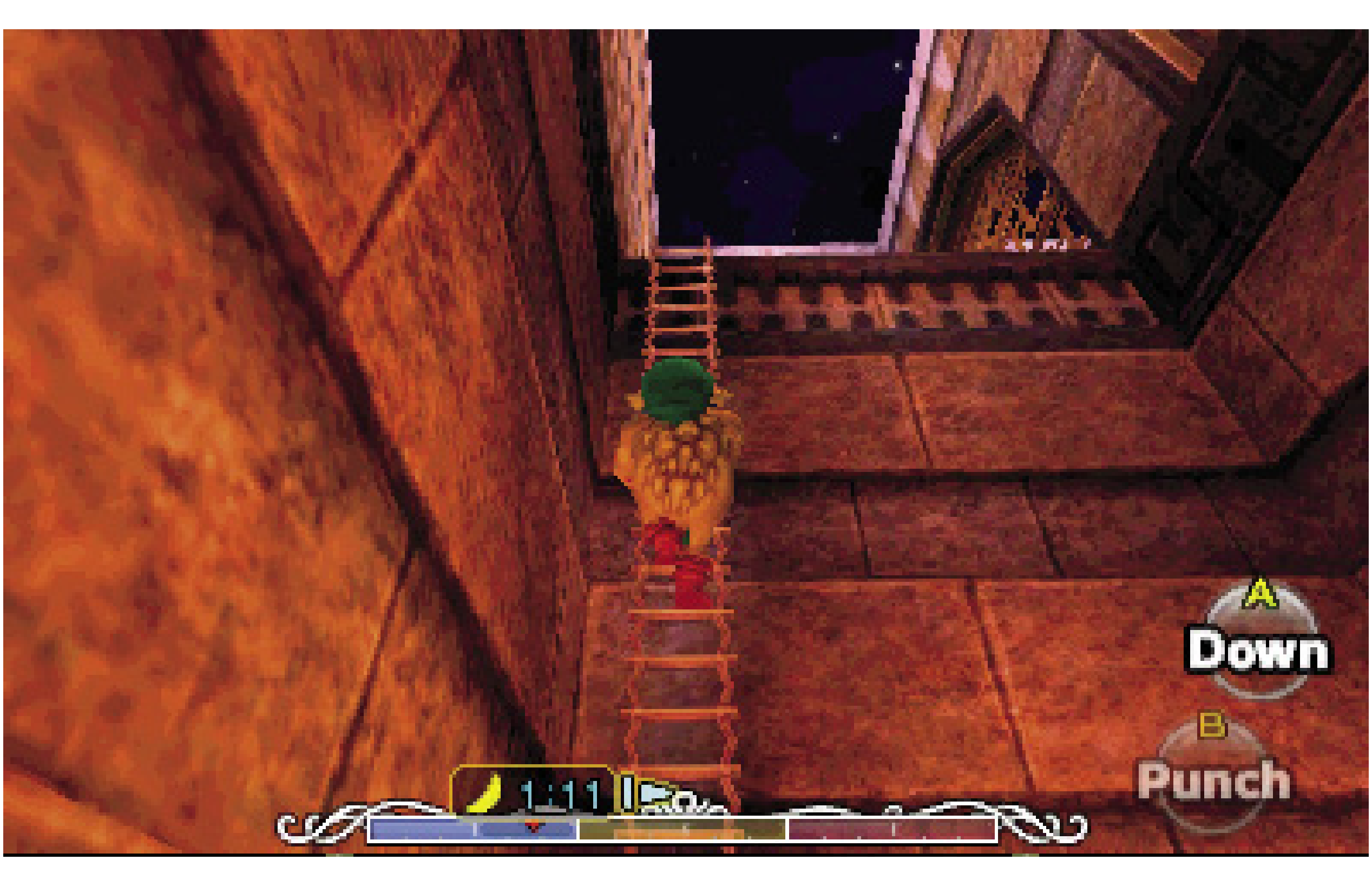
Run off the edge of any ledge or platform, and Link automatically jumps out as far as he can. Just keep running with Circle Pad to make Link jump—no other buttons are necessary. If the next ledge or platform is too far for Link to land on, he might be able to grab its edge and pull himself up. If Link misses a jump and then falls, he can suffer a bit of damage, depending on how far he falls.

Rolling



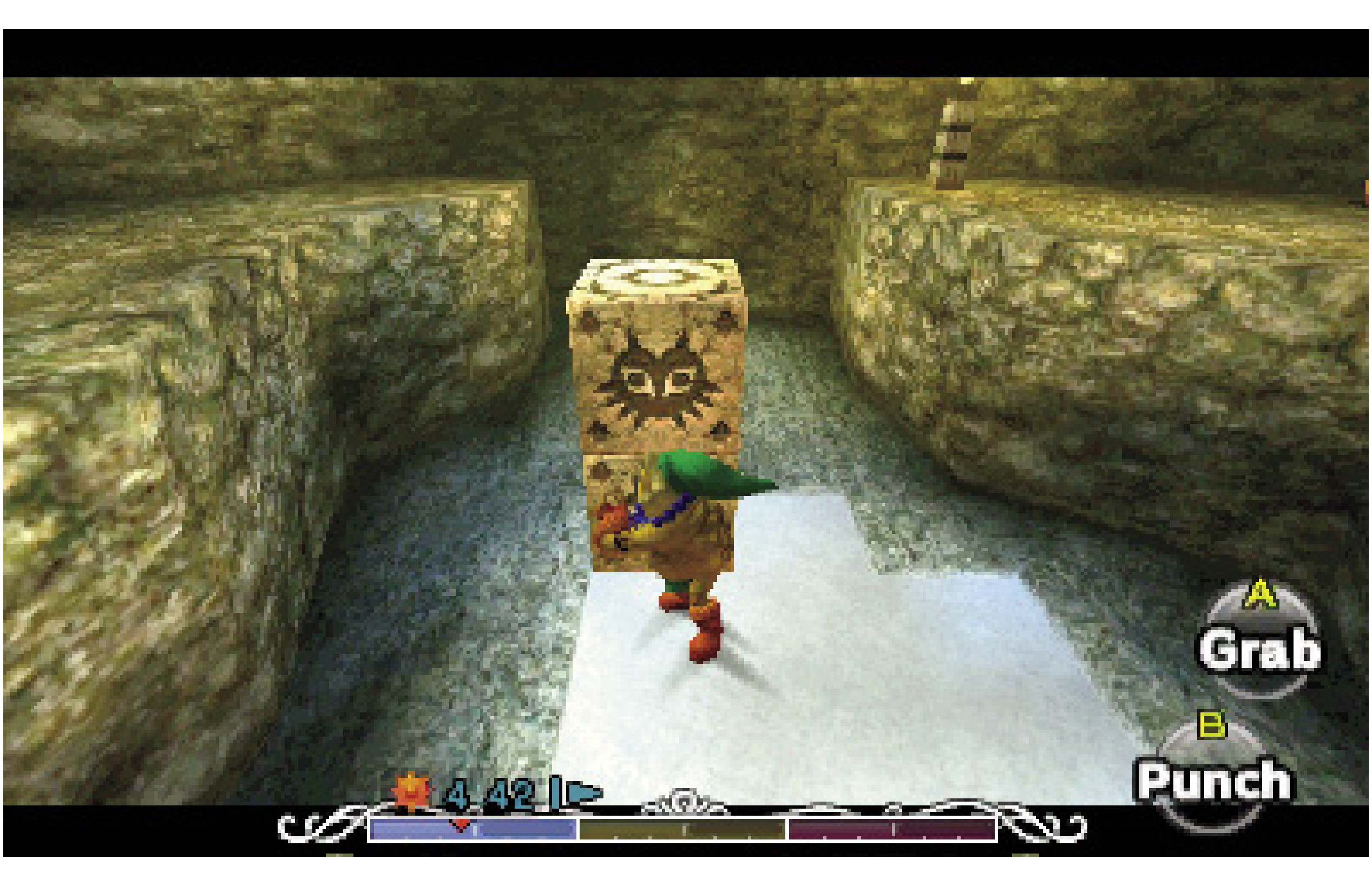
Press Ⓐ while running to make Link curl up and roll. This swift move increases Link's speed for a moment and makes him tougher to hit. Link can also break certain objects (like wooden crates) by rolling into them. Try rolling into trees to knock down treats.

Climbing



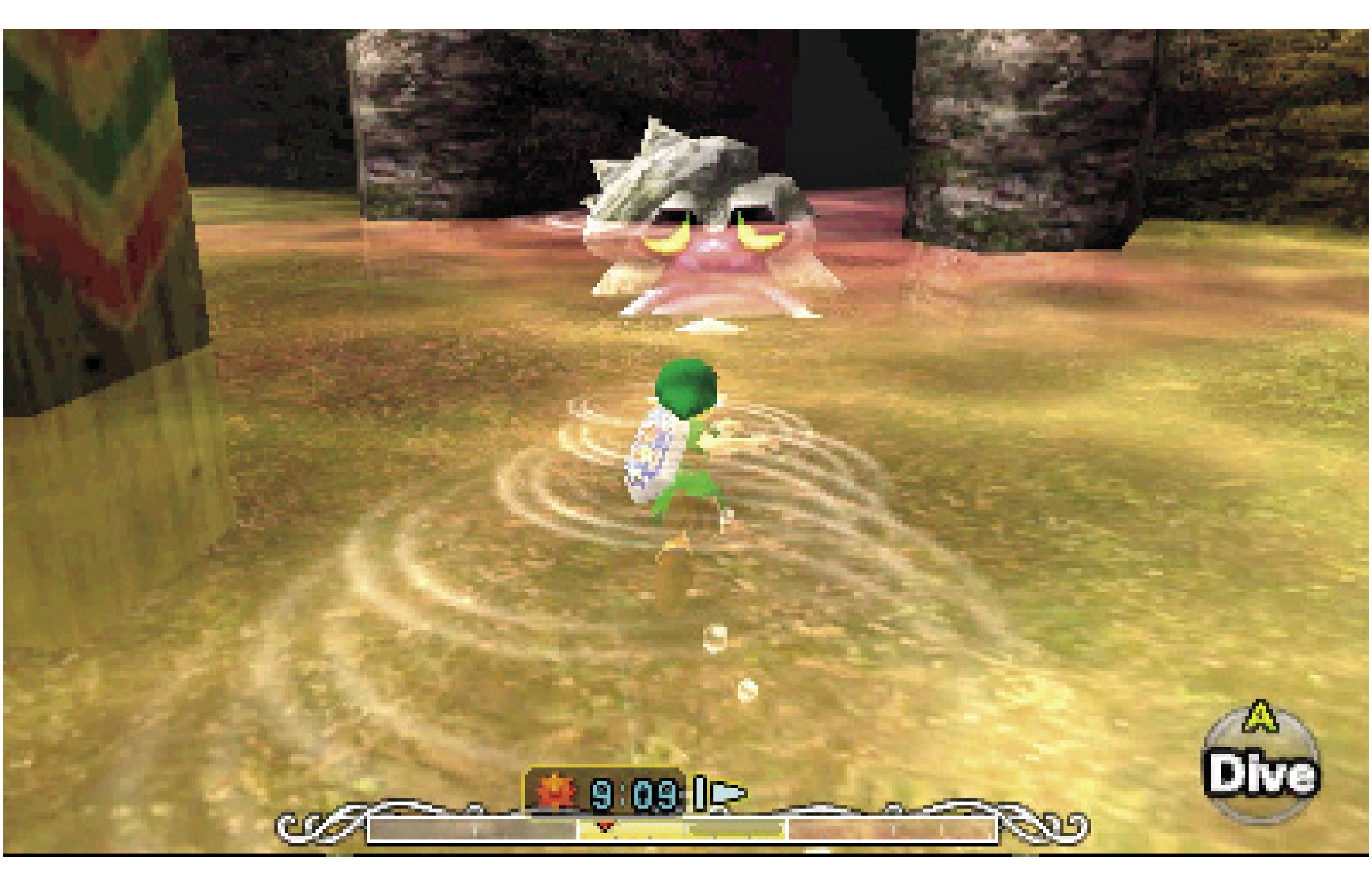
Sometimes Link needs to reach higher ground. He can do this by climbing ladders. It's pretty basic; just move Link toward a ladder to make him start climbing. Link can also climb down ladders if you slowly walk him toward an edge with a ladder leading downward.

Grabbing and Moving Objects



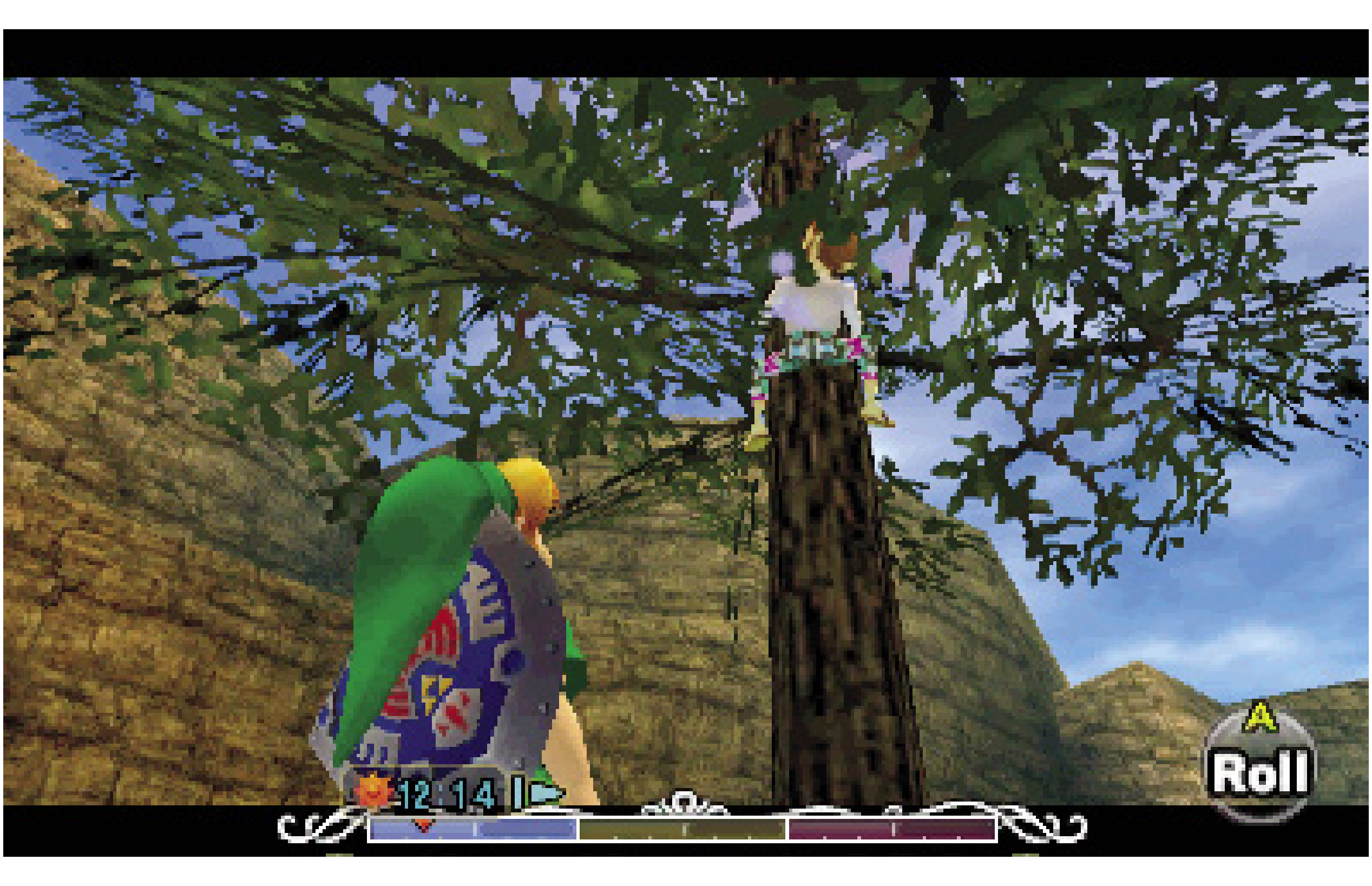
In order to solve certain puzzles, Link must grab certain objects and then push or pull them around. Stone blocks are common candidates. Whenever the "Grab" prompt appears when Link stands near an object, press and hold Ⓐ to make him grab it, then see what you can do with it.

Diving and Swimming

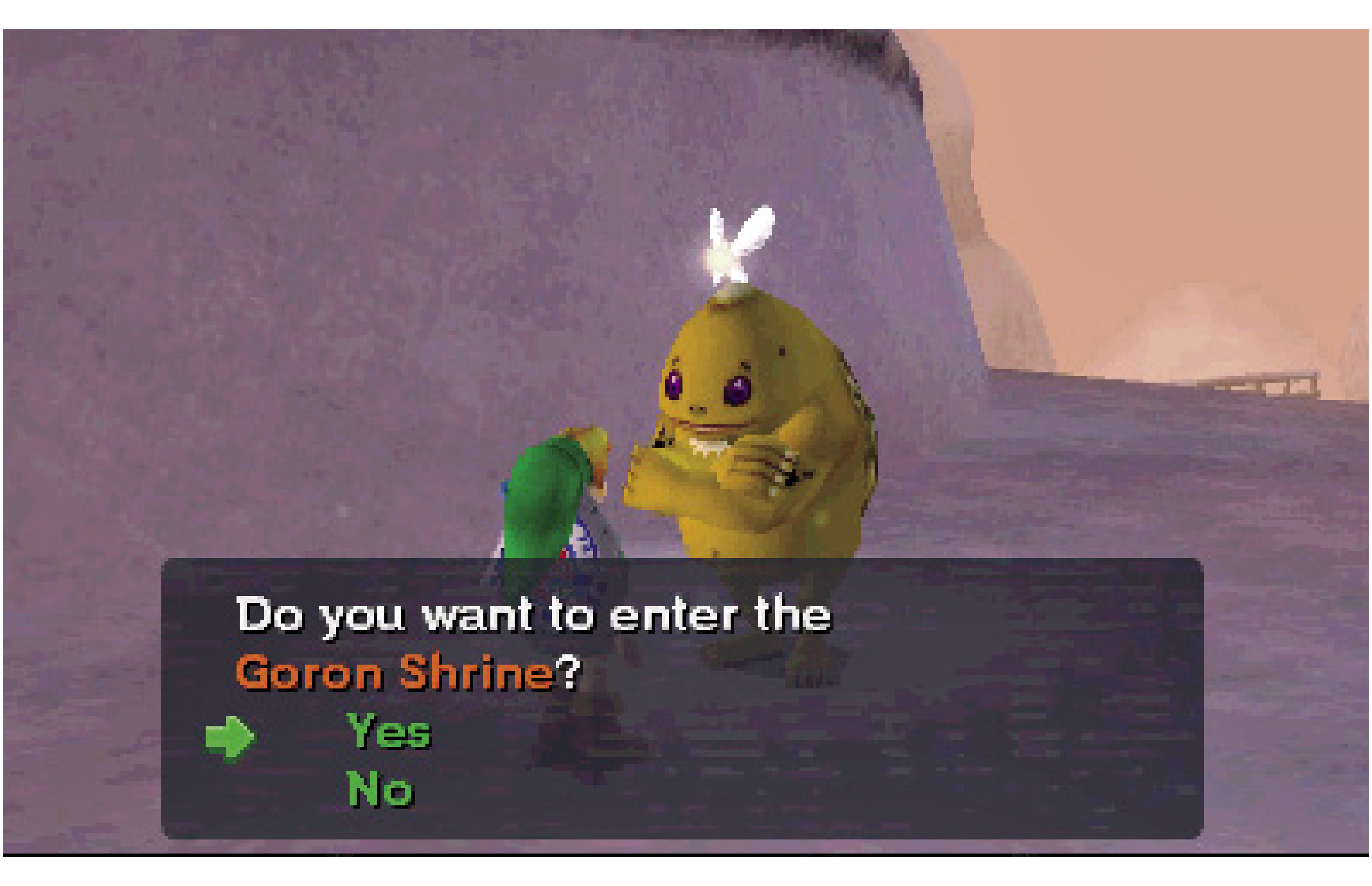


Link's fondness for water varies with his different forms (more on those in a bit). Depending on his current form, Link can swim on the water's surface (human or Zora Link), hop across the water's surface (Deku Link), dive down and explore the watery depths (Zora Link), or sink like a stone and be forced to start over from dry land (Goron Link). Use Circle Pad to move Link around the surface of water. Press Ⓐ to make human Link dive down a short distance, or to make Zora Link swim faster. Press Ⓑ to make Zora Link dive to the bottom and walk around the sea floor.

L -Targeting and Speaking



Link's Fairy companion, Tatl, helps him spot nearby characters and objects of interest. Whenever Tatl flies over to something or someone, press and hold L to lock on to it. This is known as L -Targeting.



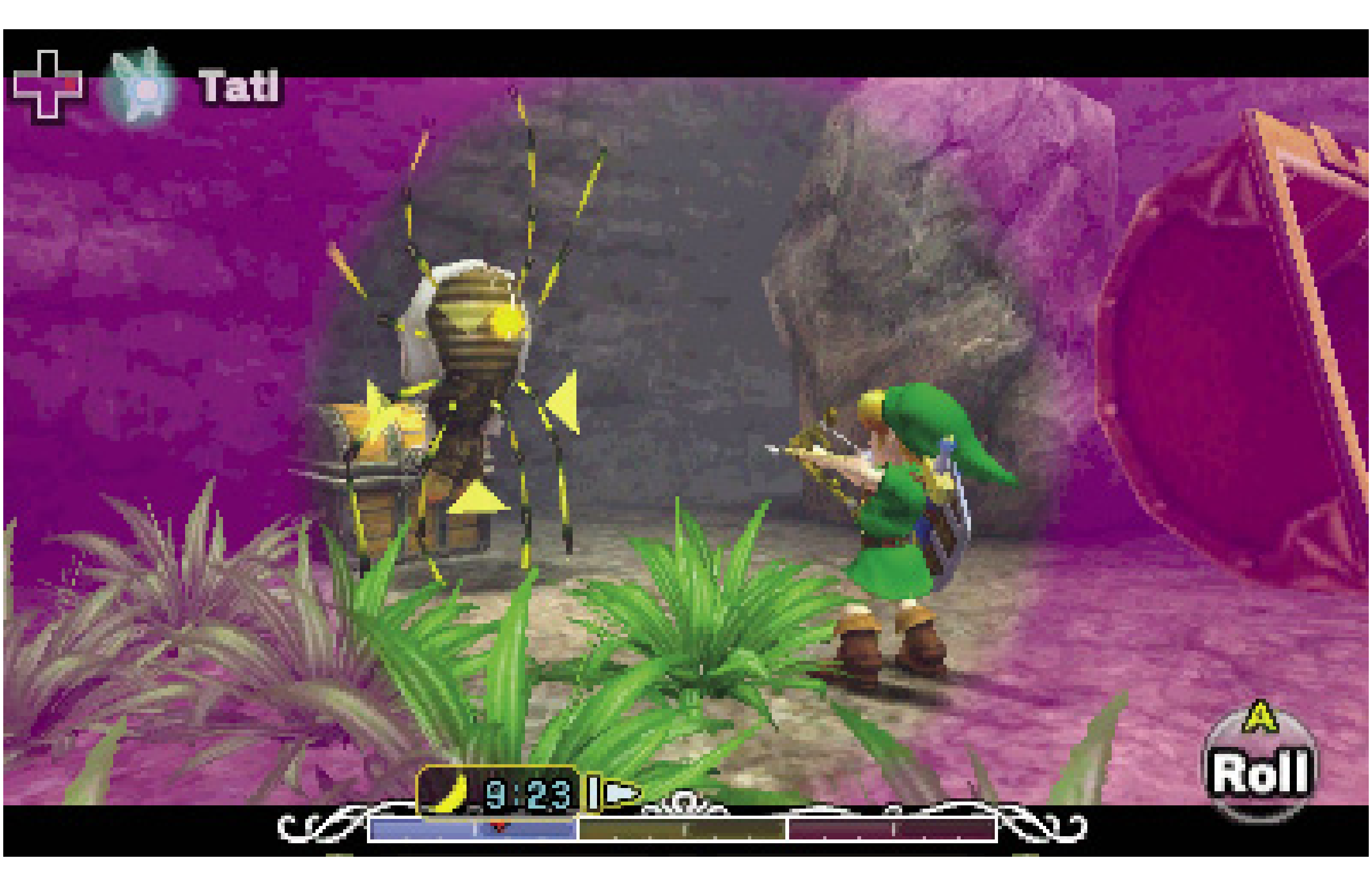
Do you want to enter the Goron Shrine?
Yes
No

Once you've L -Targeted something or someone, see if Link can check the object or speak with the character by pressing Ⓐ. Link then either examines the object (reads a sign, for example), or strikes up a conversation with the character. You can also simply approach objects and characters that Tatl has targeted to check them or speak with them without using L.

Take Control

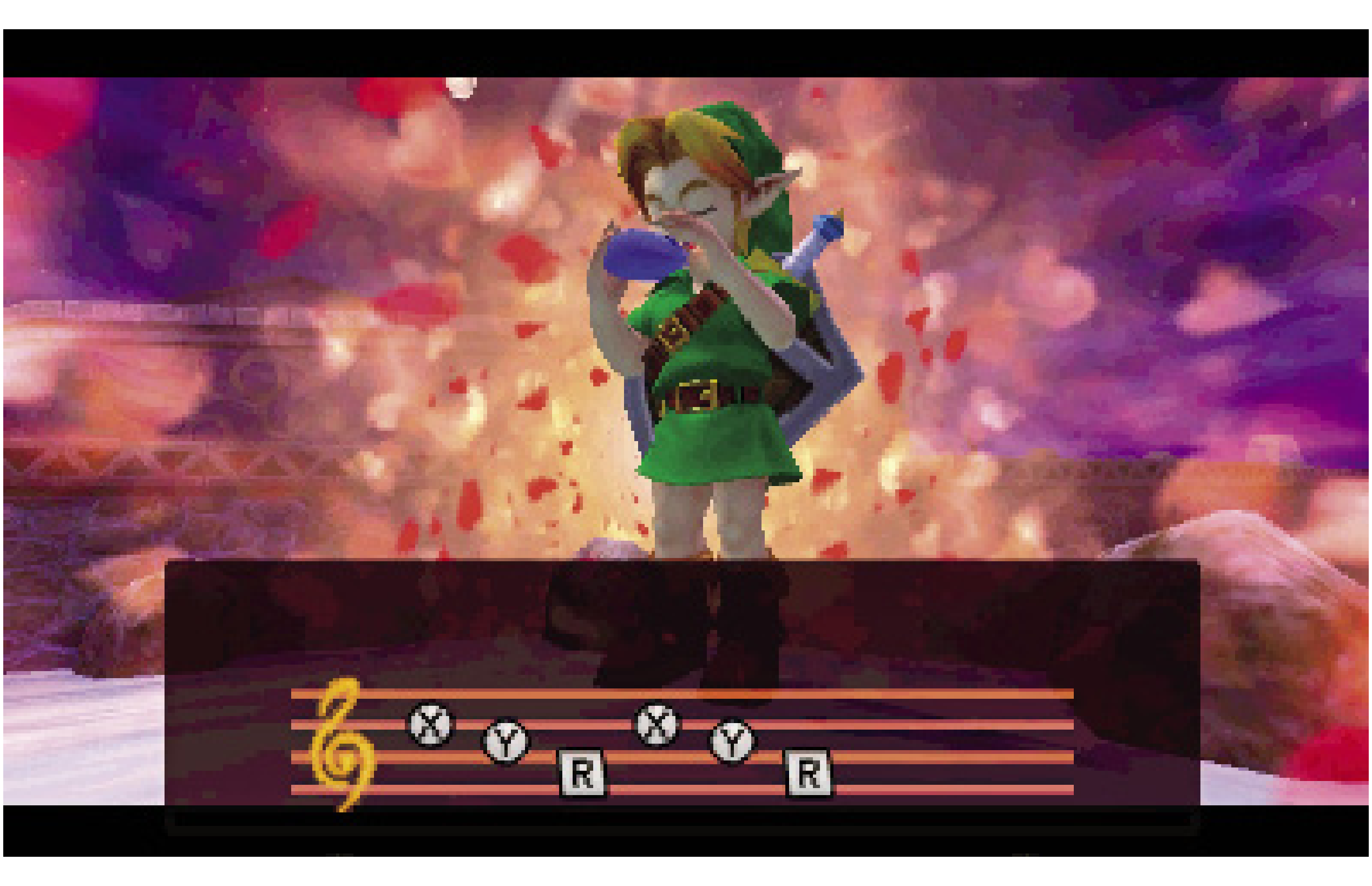
Tired of having to hold L to target stuff? You can change your targeting mode to a "switch" (toggle) format if you like. Just visit the Options menu to view and adjust your game options, including the targeting mode.

Using Items



Link would have little hope of overcoming obstacles without the many gadgets and tools he finds during the adventure. All of Link's most useful tools are kept on the Items subscreen. Tap and slide these items over to the buttons on the right to equip them. Once equipped, Link can pull out an item and use it at a moment's notice. Each item has its own uses and benefits; see the following "Items and Gear" chapter for details.

Playing Songs



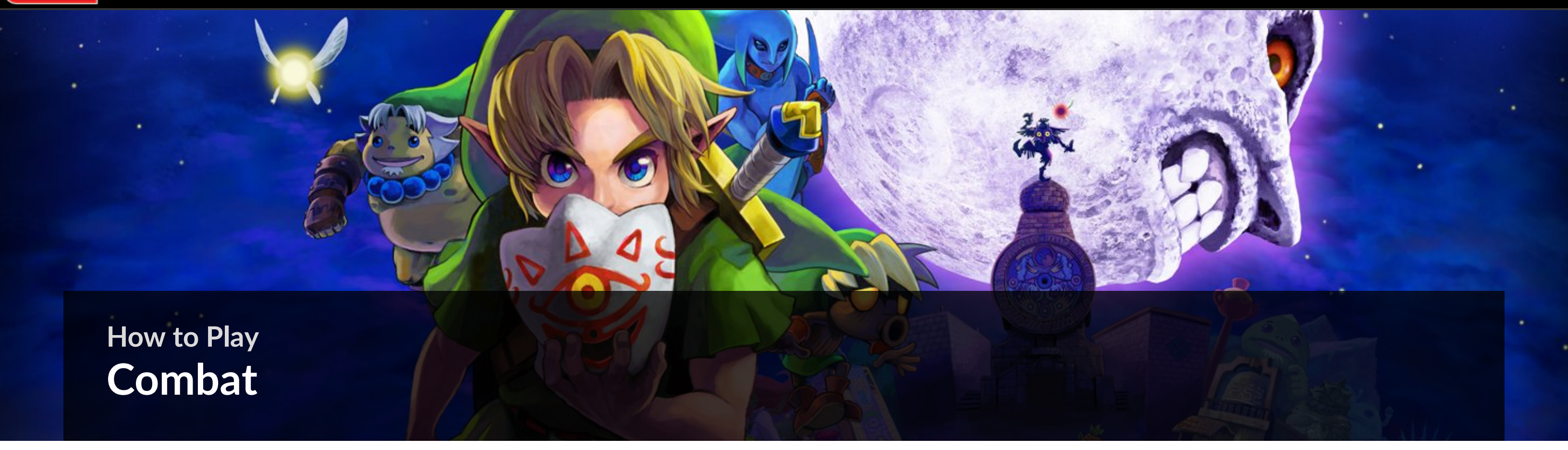
Once he reclaims the Ocarina of Time from the Skull Kid, Link is able to call forth the legendary instrument's power and play magical melodies for a variety of special benefits. Link must learn each song before he can use it, and all of the songs that Link can learn are listed in the next chapter.

Name That Tune

Whenever Link has an instrument out, you can tap the music sheet button in the bottom-right corner of the Touch Screen to bring up the notes to every song that he knows.

Wearing Masks

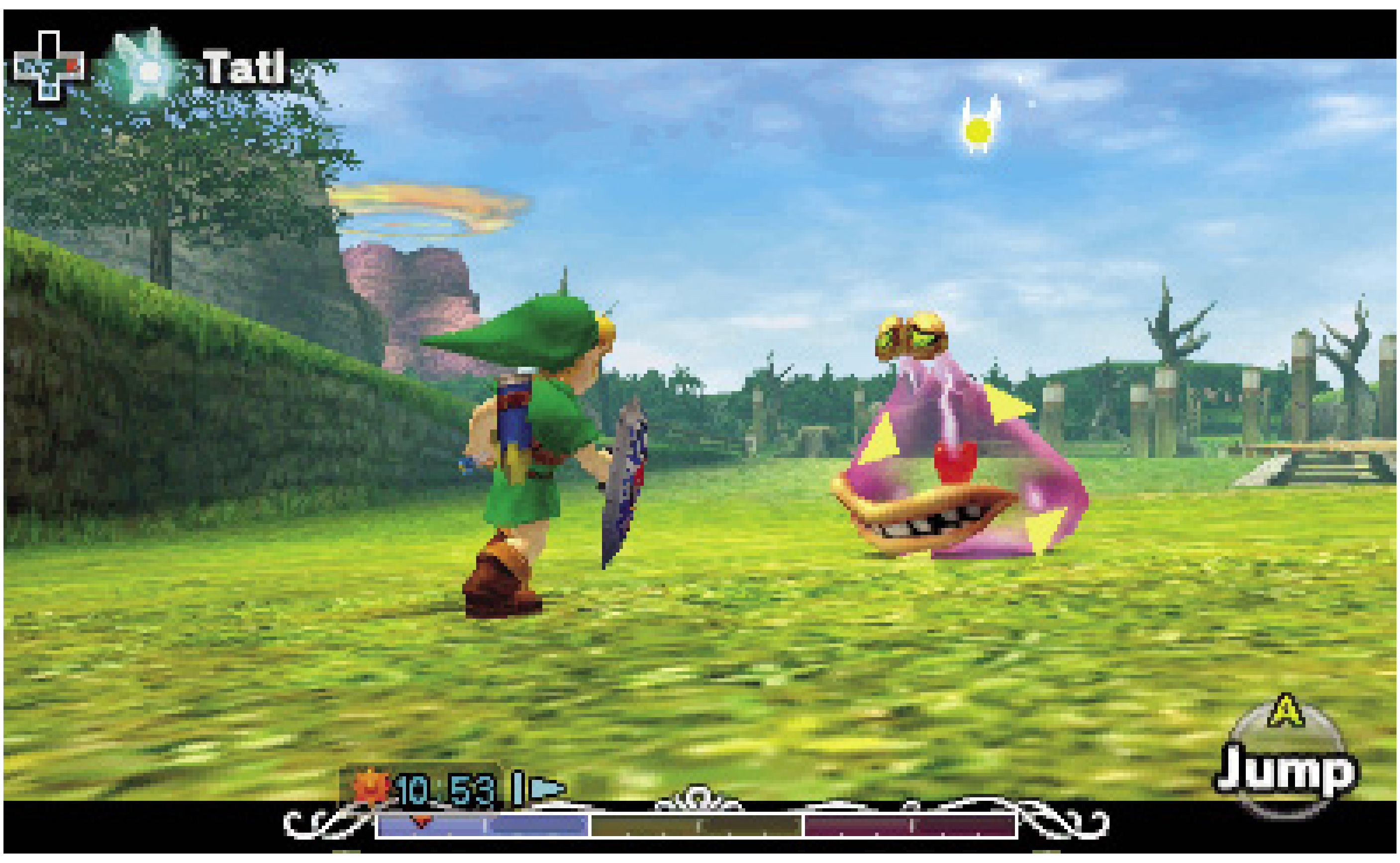
In addition to items and songs, Link must also make use of several mysterious masks as he ventures to save the land from destruction. Link can find up to 24 wearable masks during his adventure, each with its own unique purpose. Like items, masks must be equipped before they can be used. See the following "Items and Gear" chapter for a complete list of masks and their effects.



How to Play
Combat

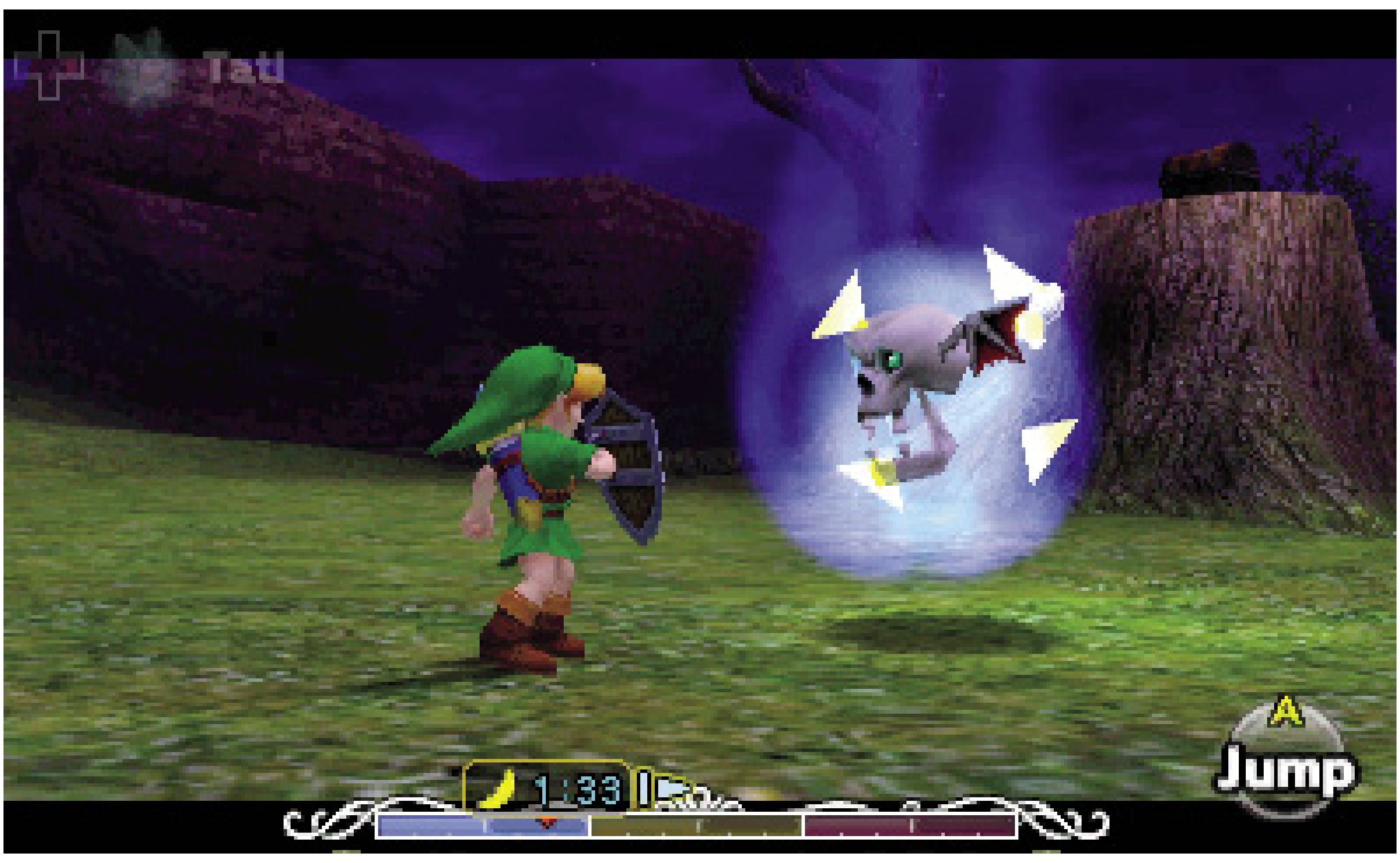
Now that you're past the basics, time to get to the good stuff: fighting!

Targeting Foes



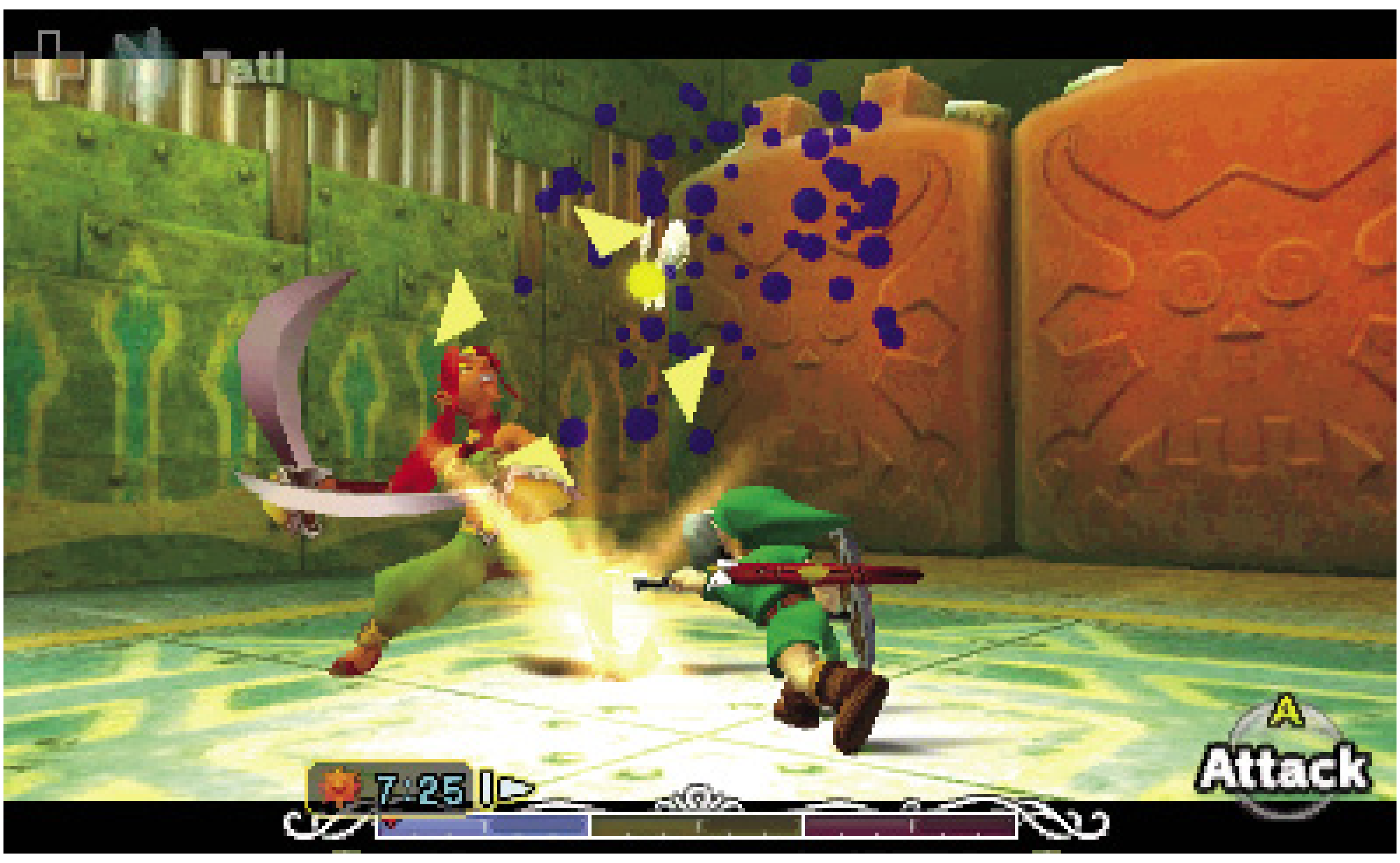
Locking on to Link's enemies is a vital combat strategy. Hold L to lock on to the nearest foe that Tatl has targeted, which is known as L -Targeting. Once you've locked on to an enemy with L, Link focuses on the enemy, targeting it with his items and moving in relation to it. Release L to break the target lock and resume moving normally.

Blocking



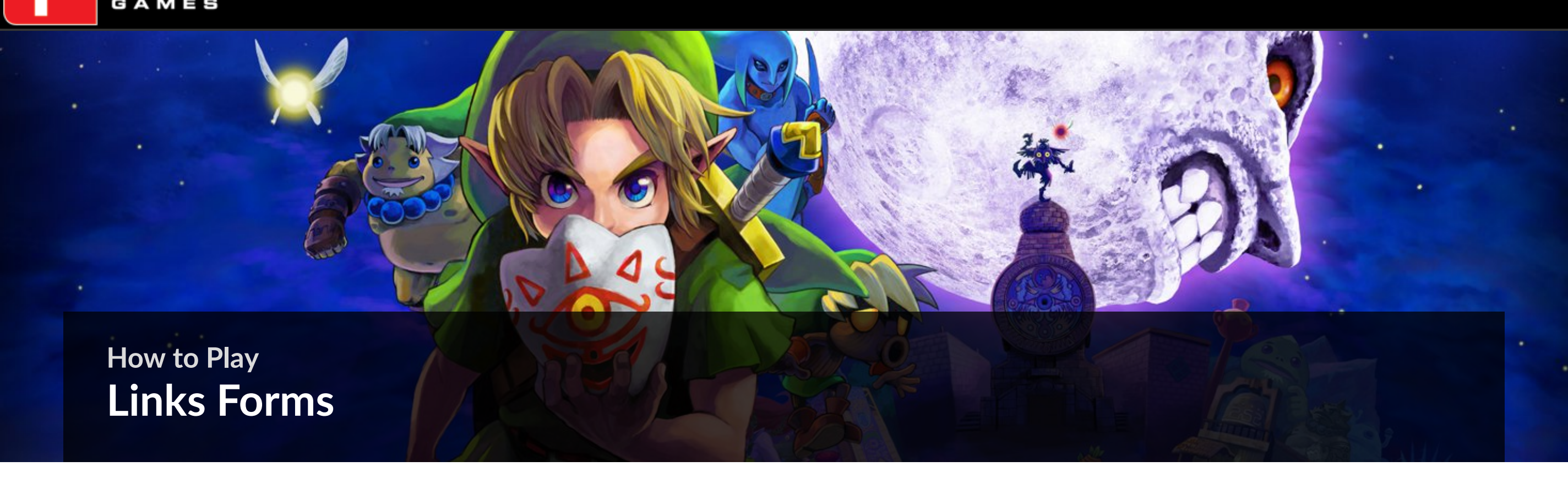
Hold R to raise Link's shield and assume a defensive stance. Link can block most frontal attacks with his shield, although certain attacks (like fire or big impacts) can't be blocked. Link normally stands still while blocking, but he can also move while blocking if you hold L or use L -Targeting while holding R to block. It's best to hold R and keep Link's shield up at all times when targeting new or dangerous foes.

Attacking



A skilled swordsman, Link has no trouble handling the blade. Just press B to swing Link's sword and cut down whatever's ahead of him. By combining B with L and Circle Pad, you can make Link perform the following sword attacks:

- Horizontal Strike: (B): A swift sideways strike that hits anything in front of Link. Good against enemy swarms.
- Vertical Strike (L + B): A fast frontal chop that rends enemies from head to toe.
- Thrust (L + Circle Pad + B): A quick forward stab that's well suited for striking nimble foes.
- Jump Attack (L + A): A mighty leaping blow that's slower but more powerful than Link's other sword attacks.
- Spin Attack (Hold B and release): After taking a moment to ready himself, Link spins in a circle, slashing up everything around him.

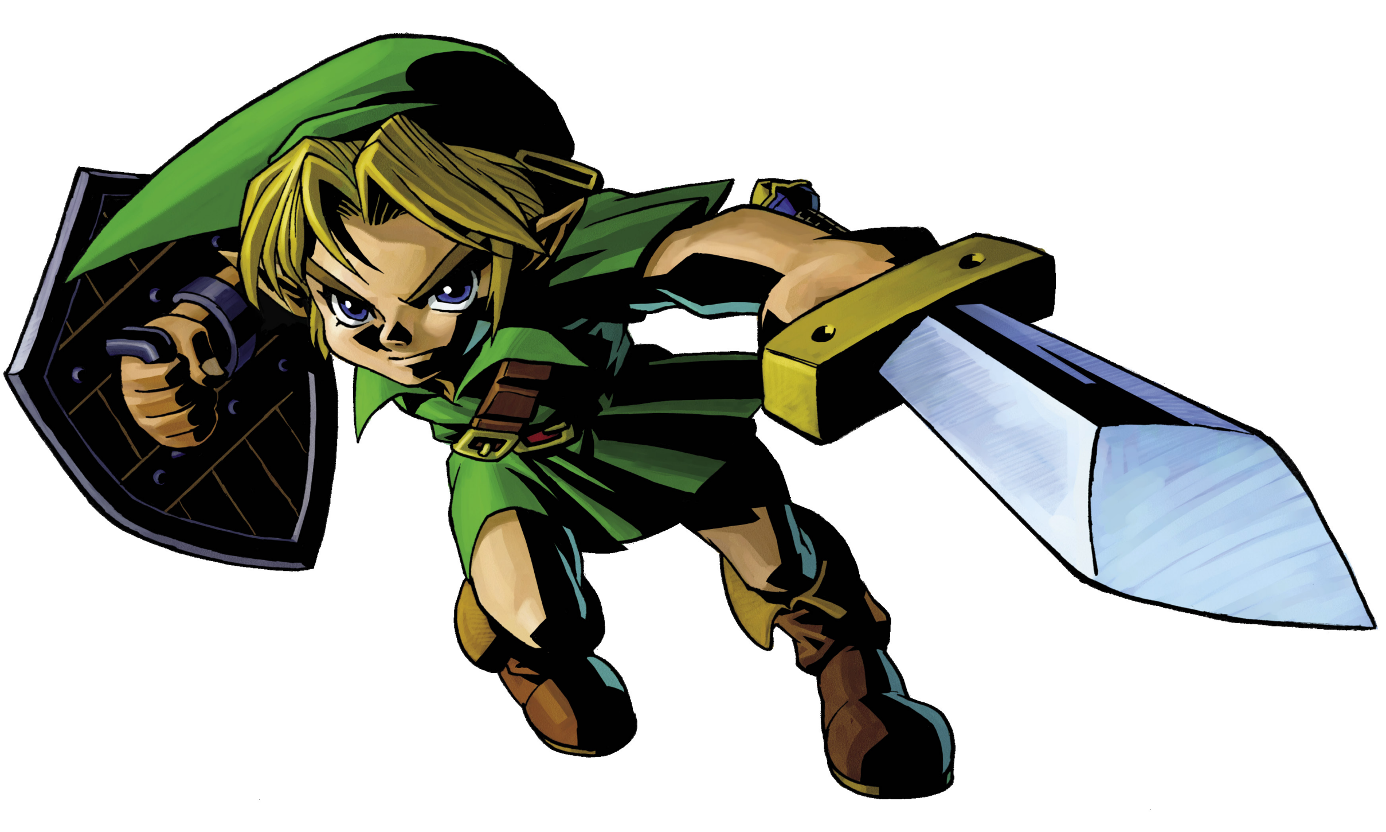


How to Play

Links Forms

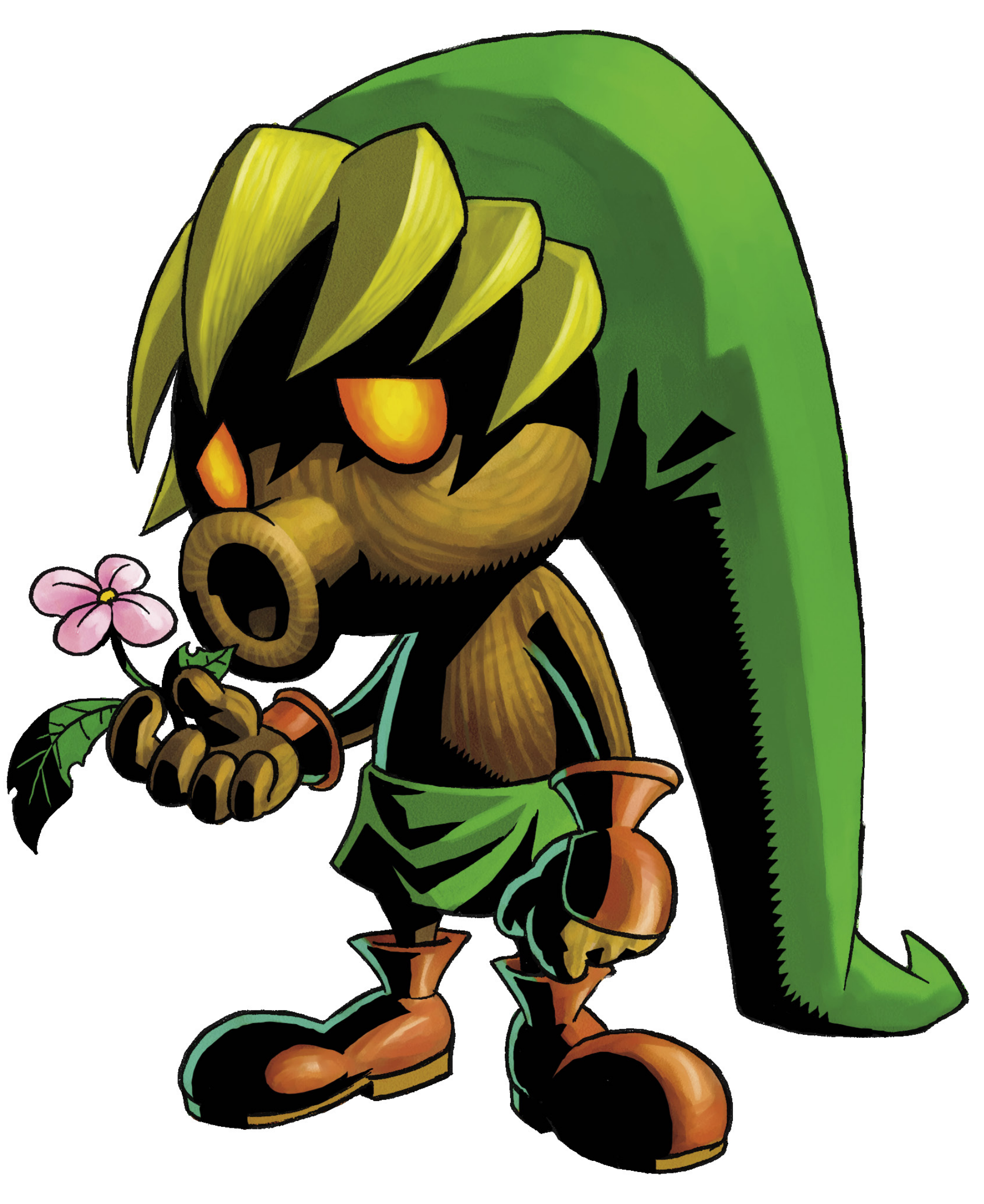
Some of the mysterious masks that Link finds during his travels cause him to change into completely different forms. Finding these special masks and mastering each form's special abilities is vital to solving Termina's many dilemmas.

Normal Link

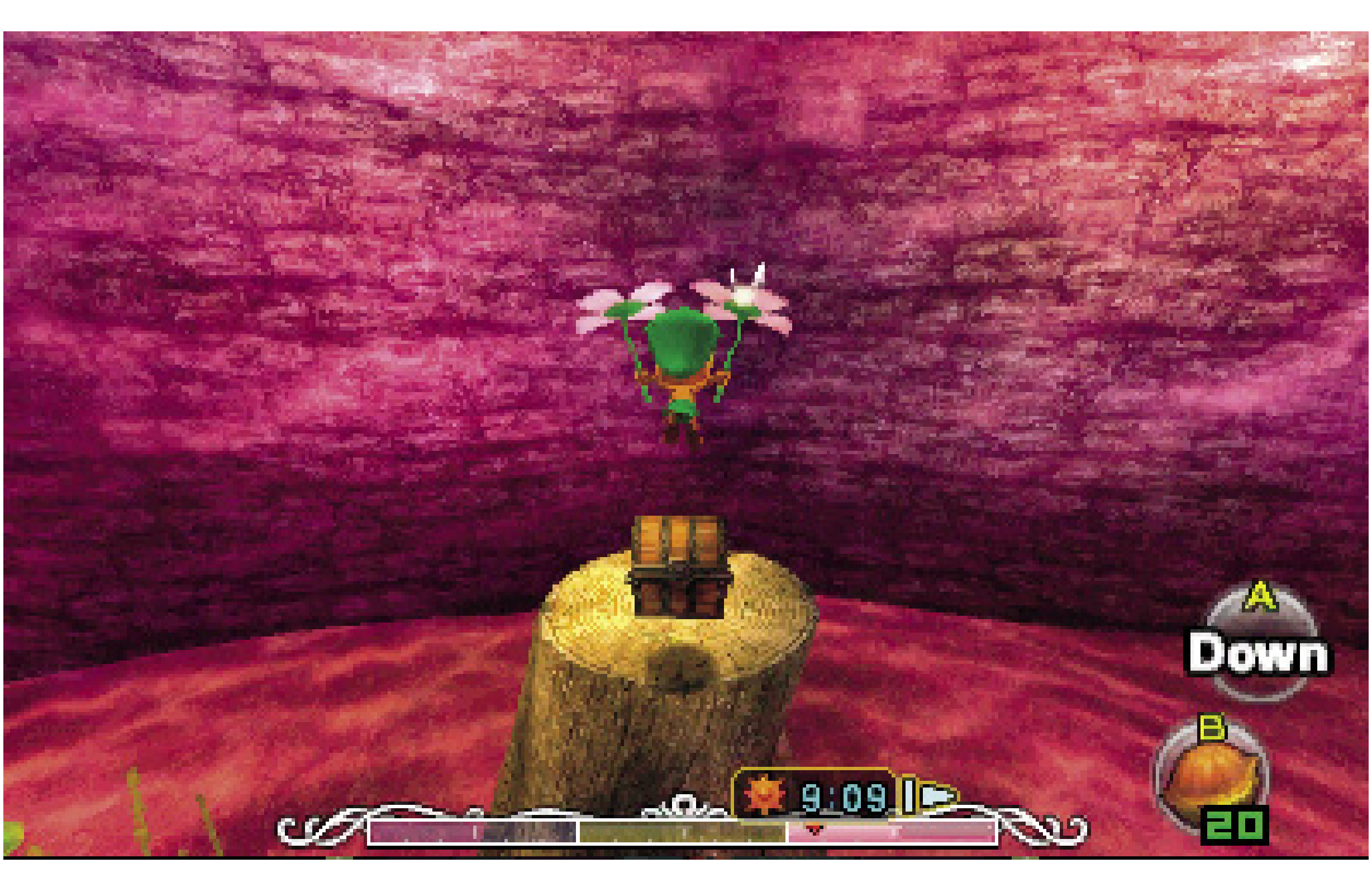


Link spends most of his time in his normal human form. In this form, Link can use his sword and shield, along with all of his items and gear. He can also wear any of the masks that he has found during his adventure. In short, everything that you've read up to this point in this chapter applies to Link in his normal form.

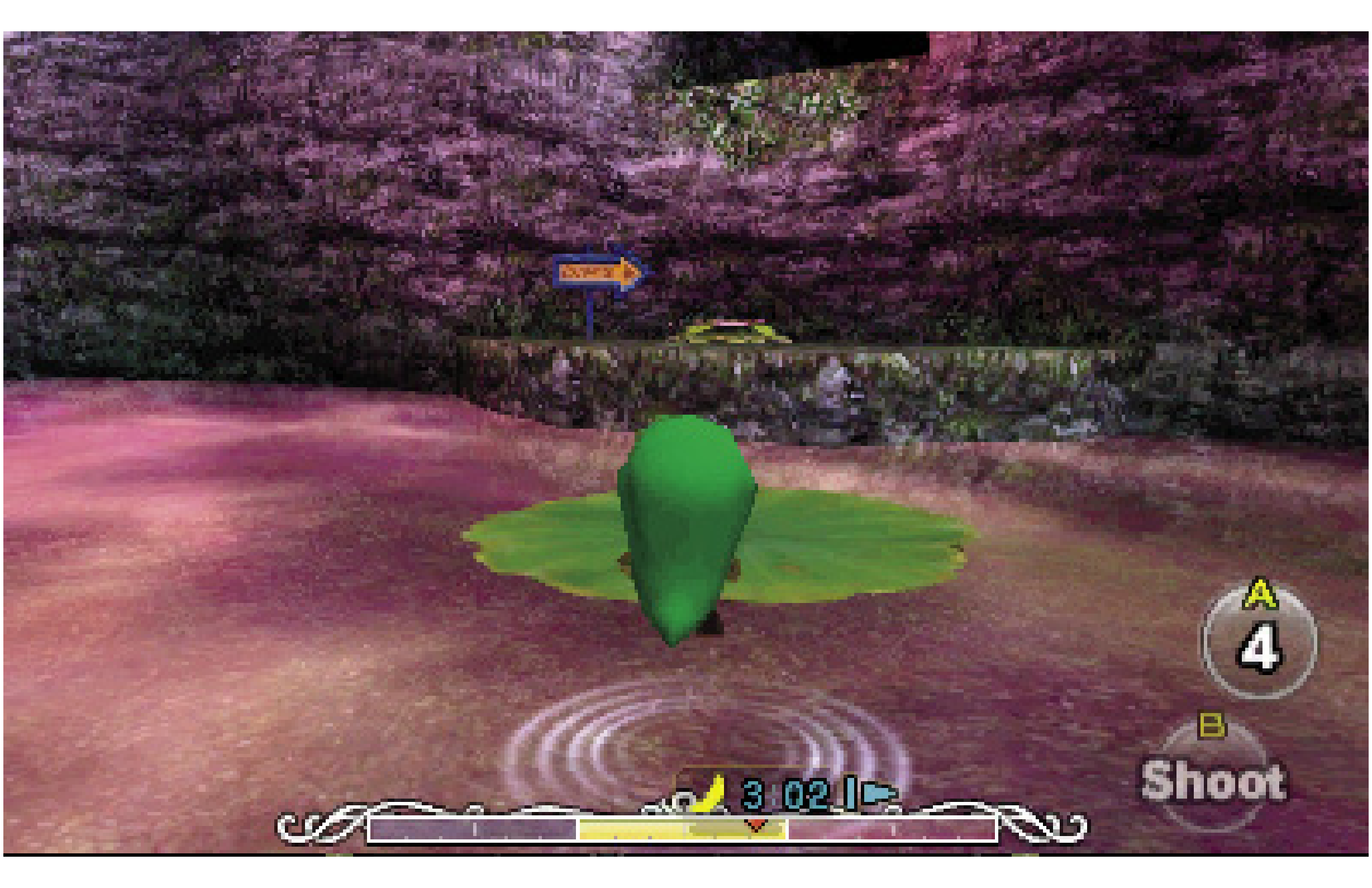
Deku Link



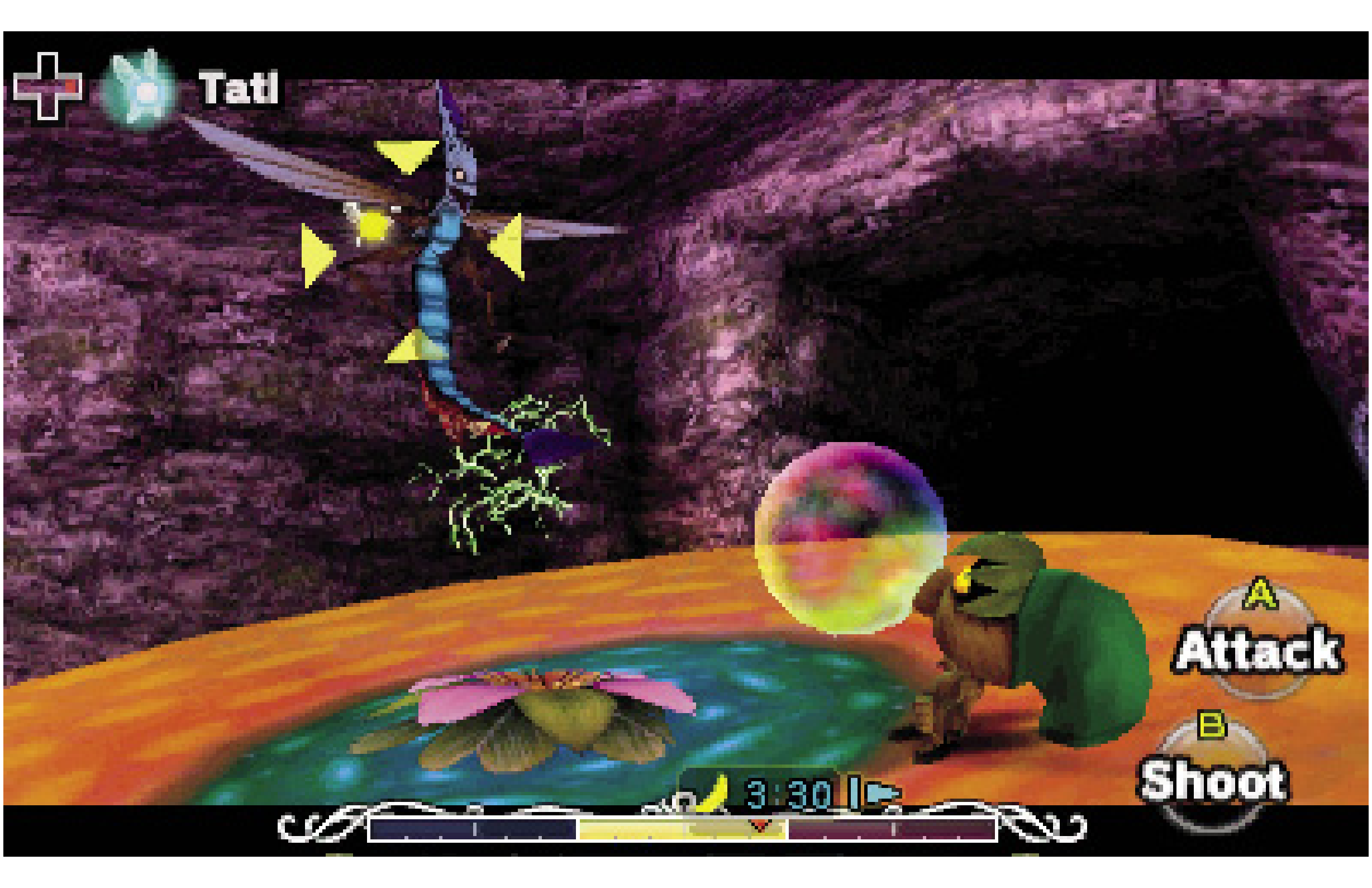
The very first mask that Link obtains is the Deku Mask. Whenever Link wears this mask, his form changes to that of a little Deku Scrub. Deku Link is too weak to wield a sword and shield, so he uses a spin attack that's quite effective at defeating swarms of enemies. Hold R to make Deku Link turtle up in a defensive posture and block attacks from all sides.



Beyond his improved defenses, only Deku Link can use Deku Flowers, special flowers that grow all over Termina. Dive into a Deku Flower, and you'll be able to launch up and glide to distant places. Link must use Deku Flowers at several points to solve puzzles and navigate areas.

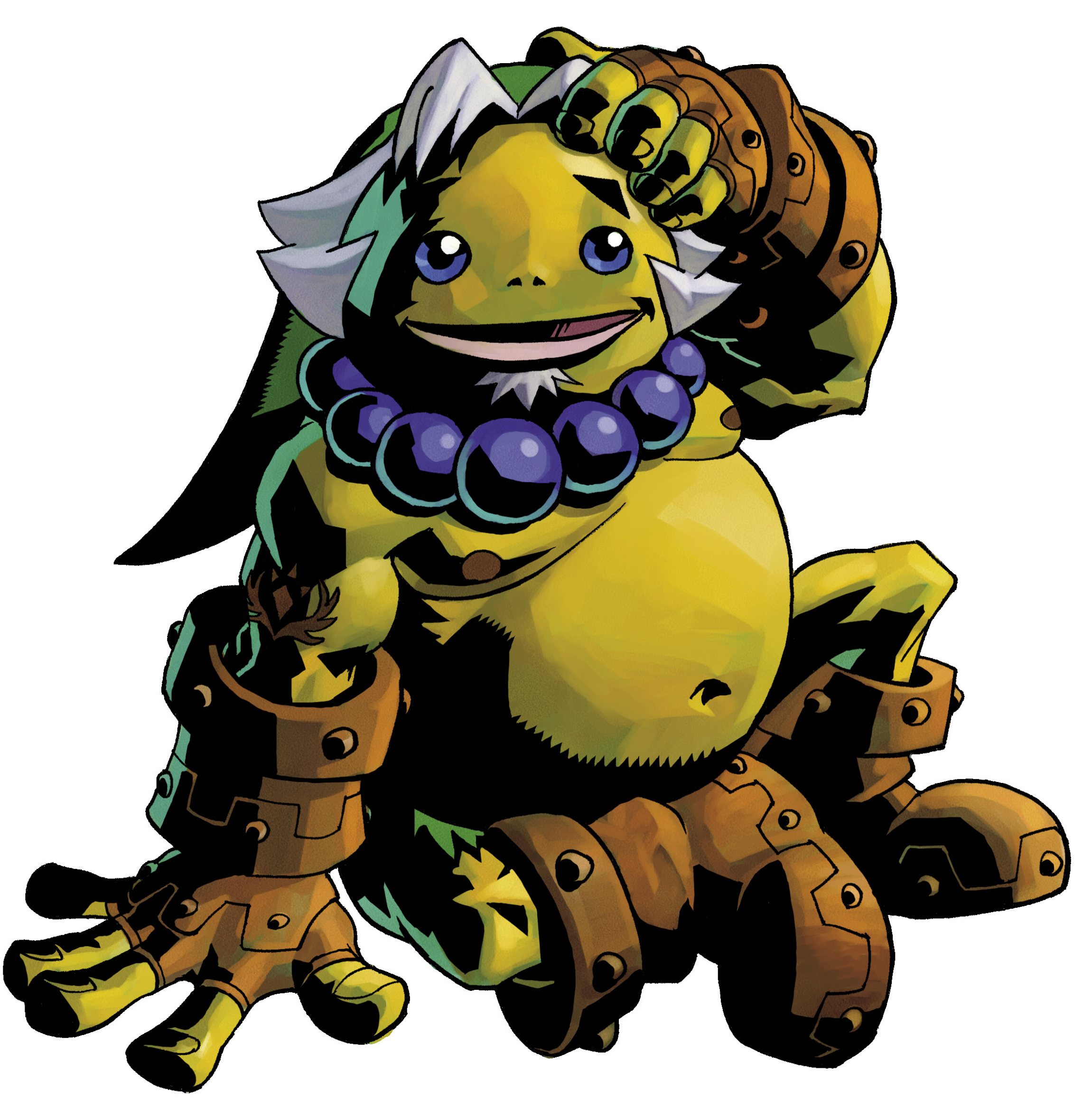


Deku Link is also light enough to hop across the surface of water. He can jump only five times before he sinks, but this ability helps Deku Link cross poisonous marshes and reach certain areas that normal Link can't access.

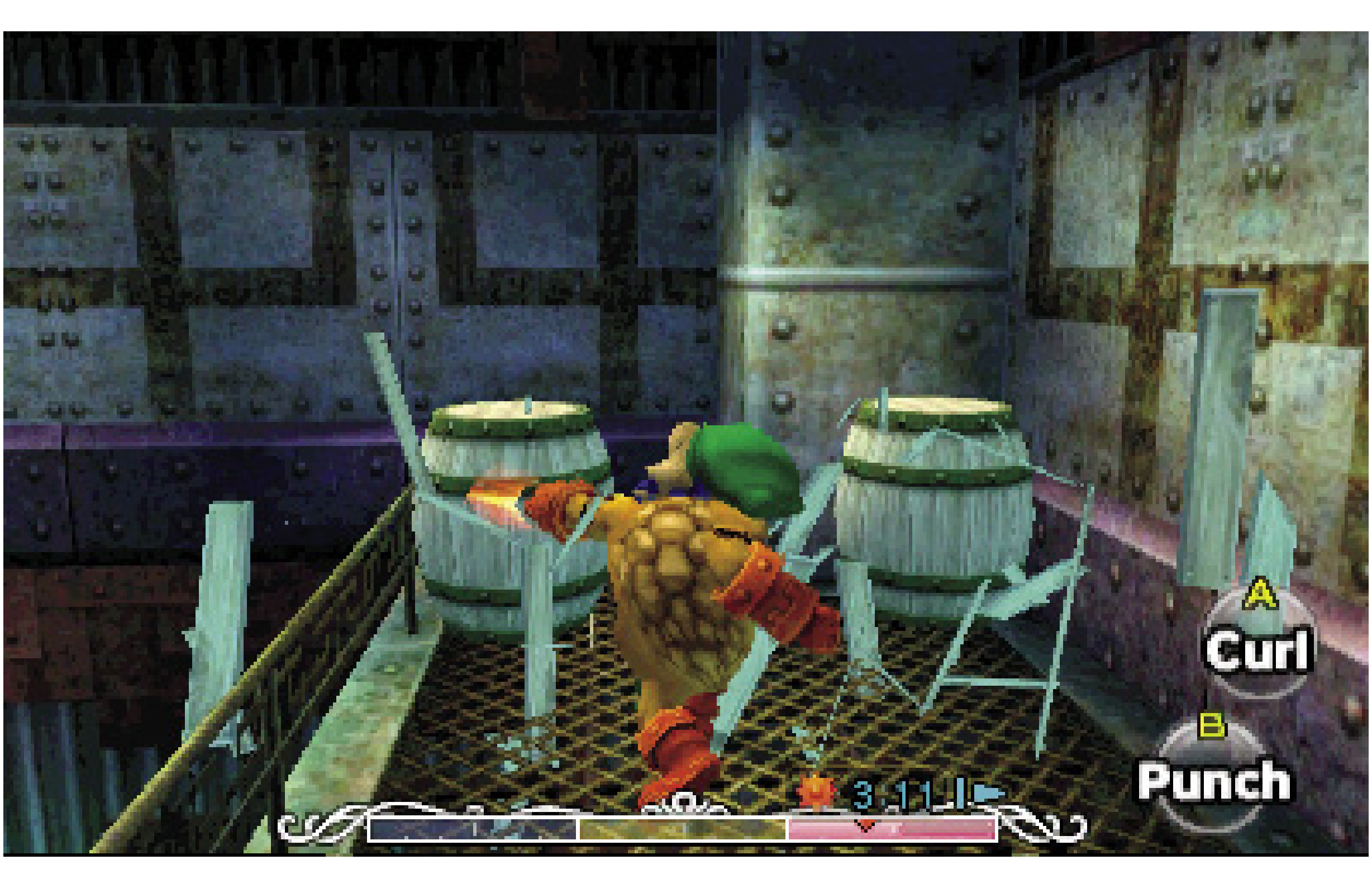


Lastly, after he restores the Great Fairy in Clock Town, Deku Link gains the power to shoot magic bubbles. These bubbles don't travel very far or hit too hard, but they're enough to help Link defeat enemies from a safe distance until he finds a better ranged weapon. Shooting magic bubbles uses up Link's magic power, so don't shoot them unless you need to.

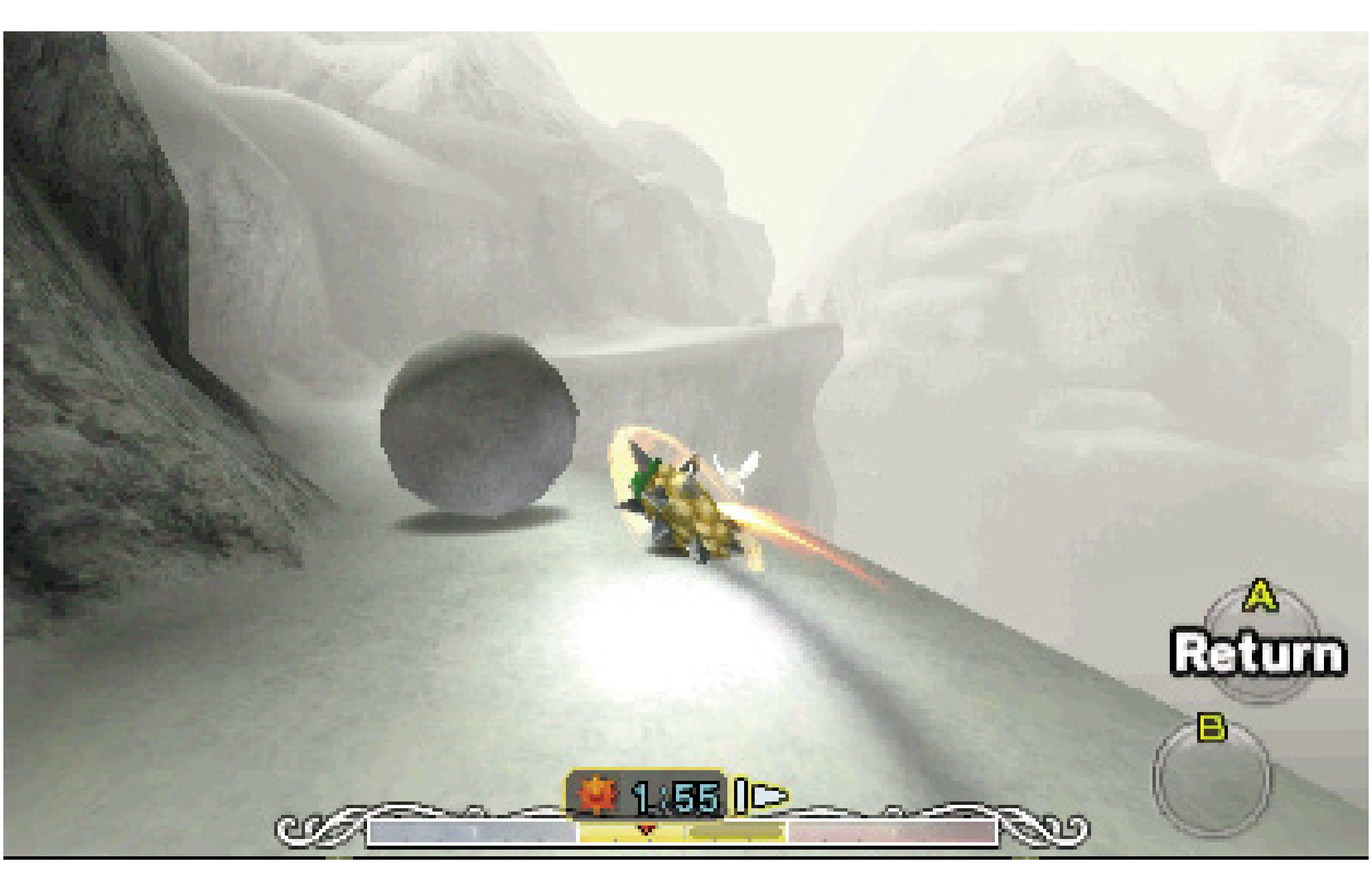
Goron Link



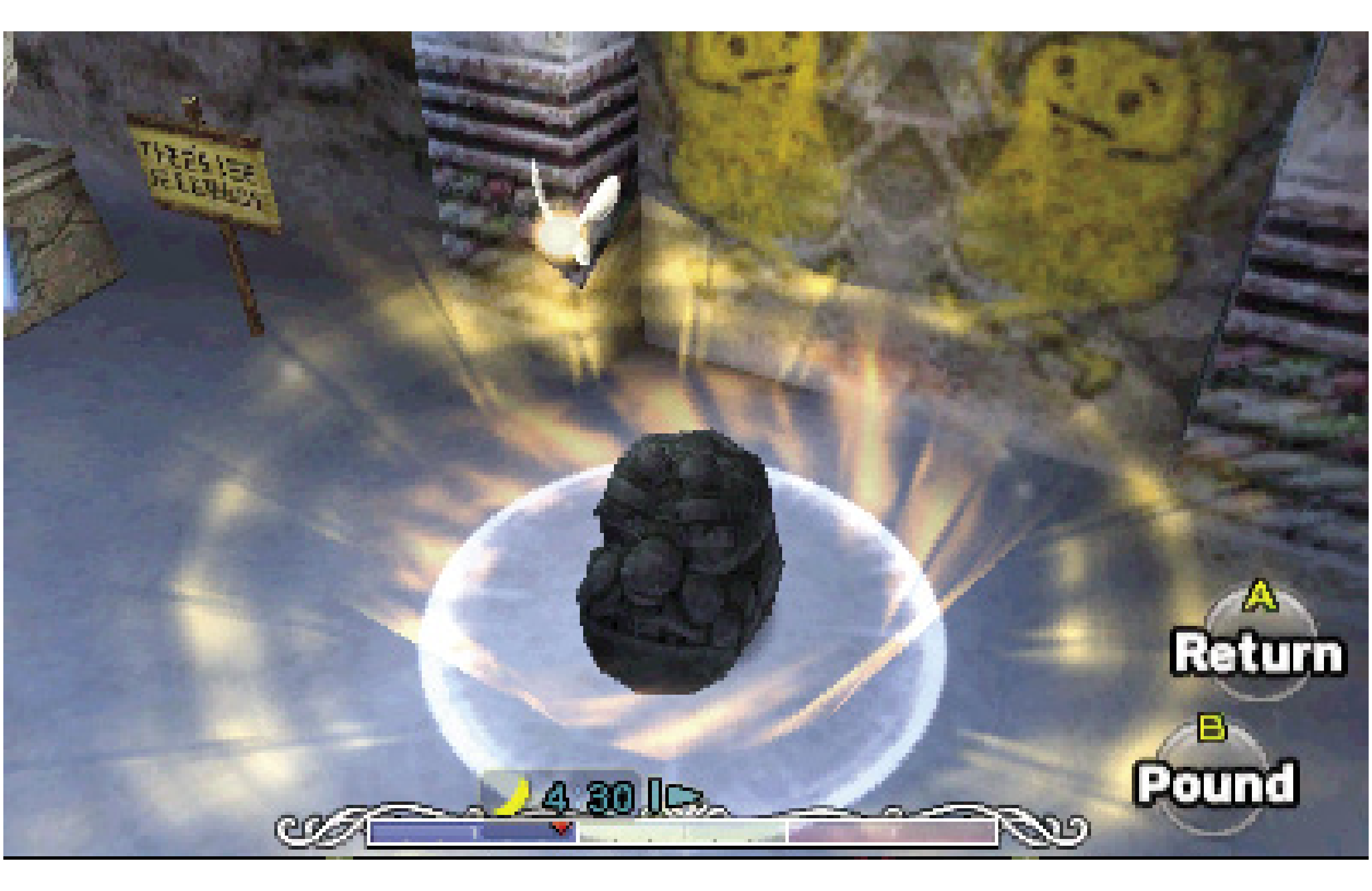
During his explorations of Termina's northern mountains, Link manages to get his hands on the Goron Mask. When worn, this unique mask transforms Link into a burly, hulking Goron.



Though Goron Link is strong enough to use a sword and shield, his natural attacks and defenses work better for him. Press B to make Goron Link unleash a mighty barrage of punches that can smash through barrels, crates, and even big snowballs. Hold R to make Goron Link curl up in a defensive posture, blocking attacks from all sides.

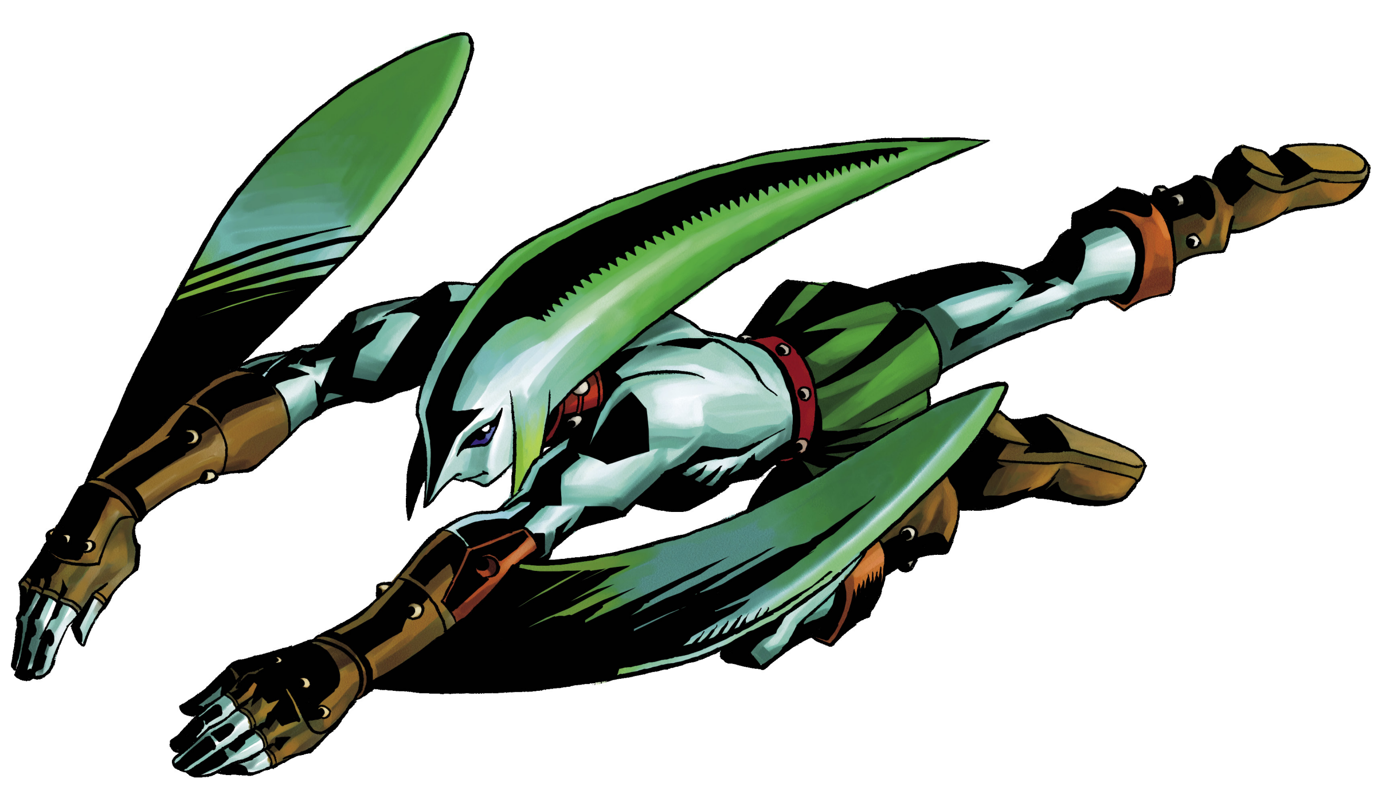


Goron Link can also curl into a ball and roll around. Just tap A to curl up, and then use Circle Pad to start rolling. Goron Link can roll directly up steep slopes, helping him reach areas that normal Link can't access. Keep rolling until you hit top speed, and Goron Link then sprouts spikes that let him defeat enemies. When rolling at top speed, Goron Link can also launch off of ramps and clear wide gaps in the terrain.

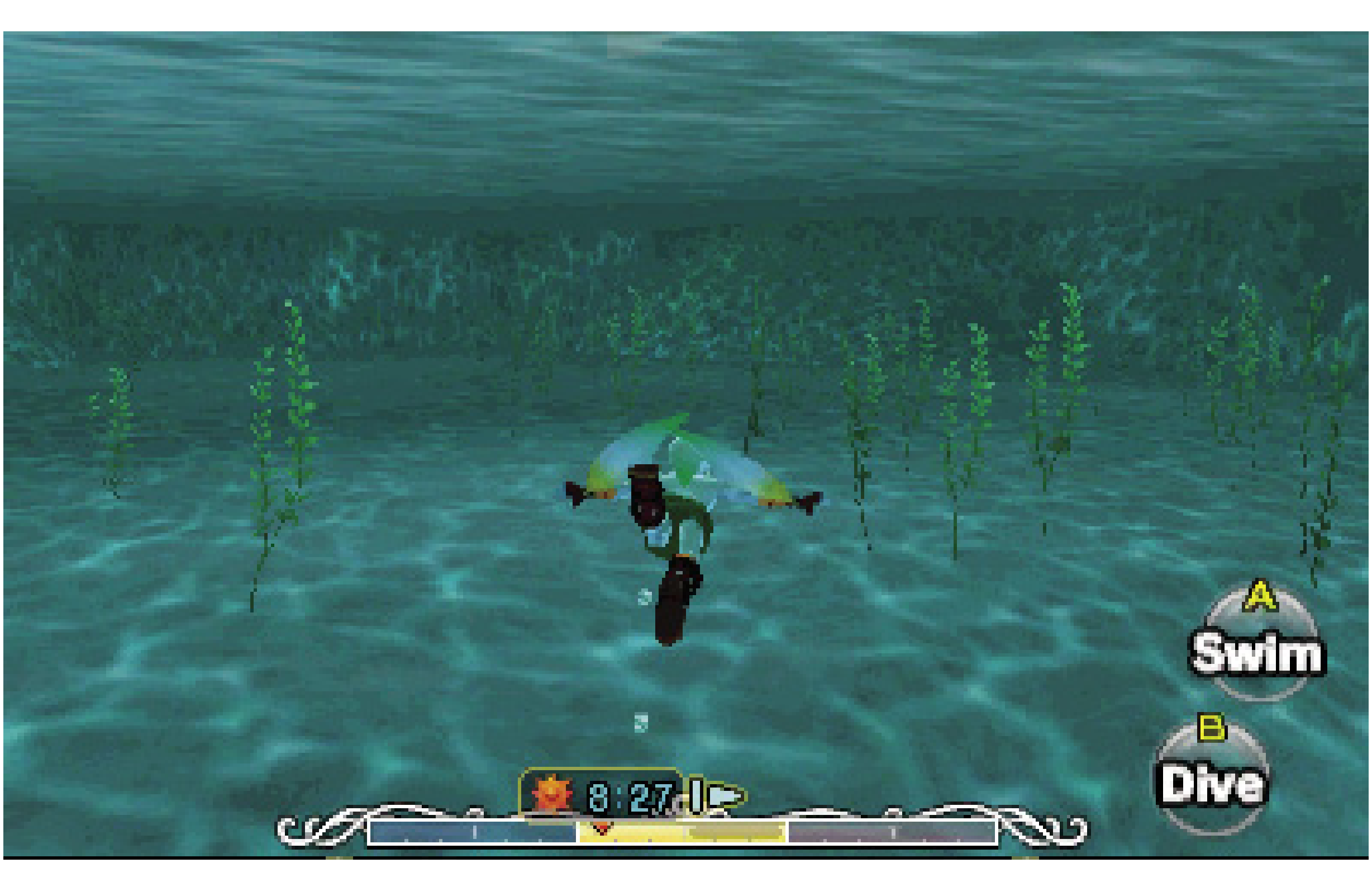


Goron Link can also perform a special move known as a Goron Pound. Tap A to curl into a ball, then press B to make Goron Link bounce up and then slam back down on the ground with a powerful impact. Goron Link's Goron Pound is needed to activate certain switches, and it's also useful for wiping out swarming foes.

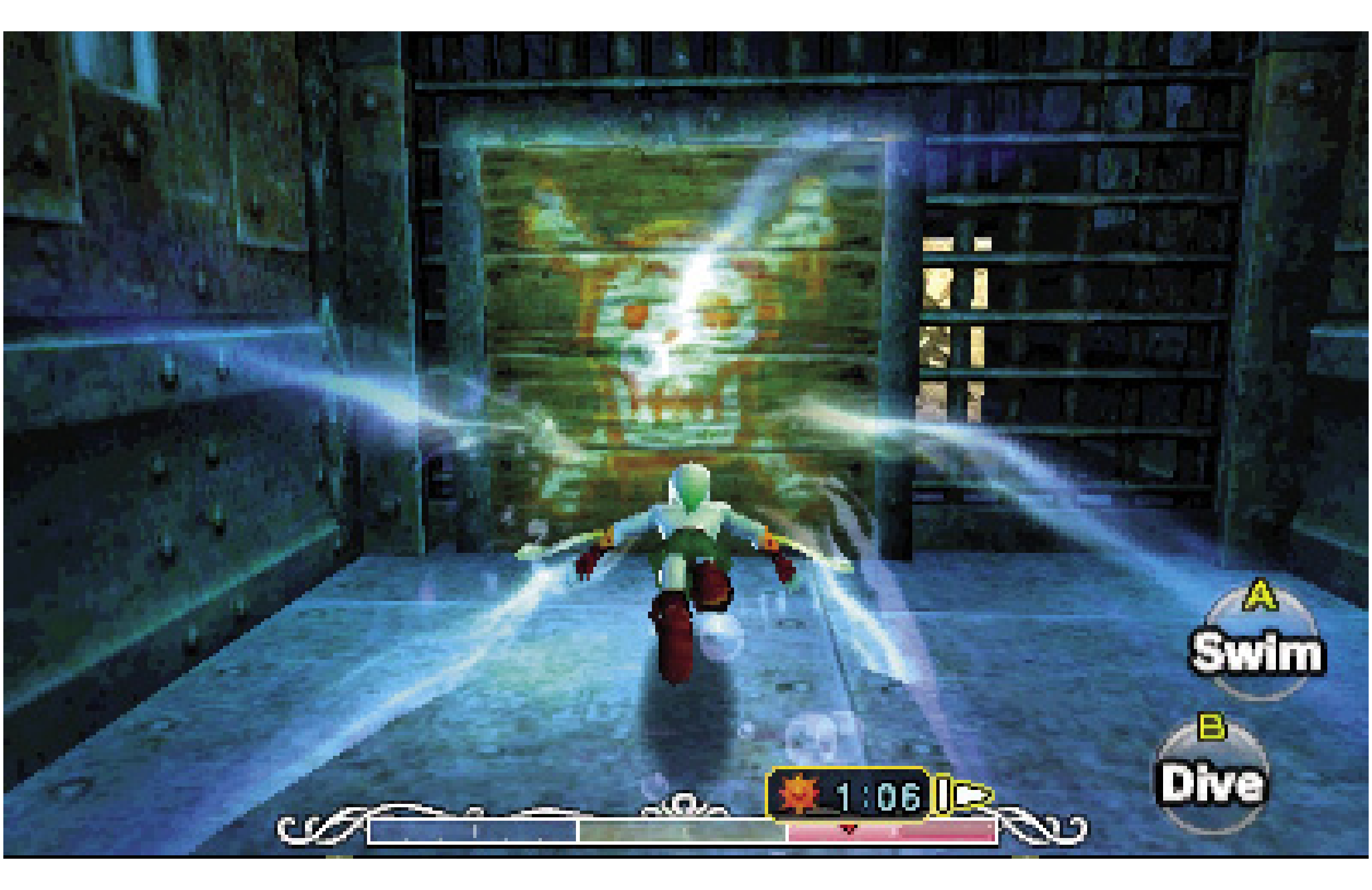
Zora Link



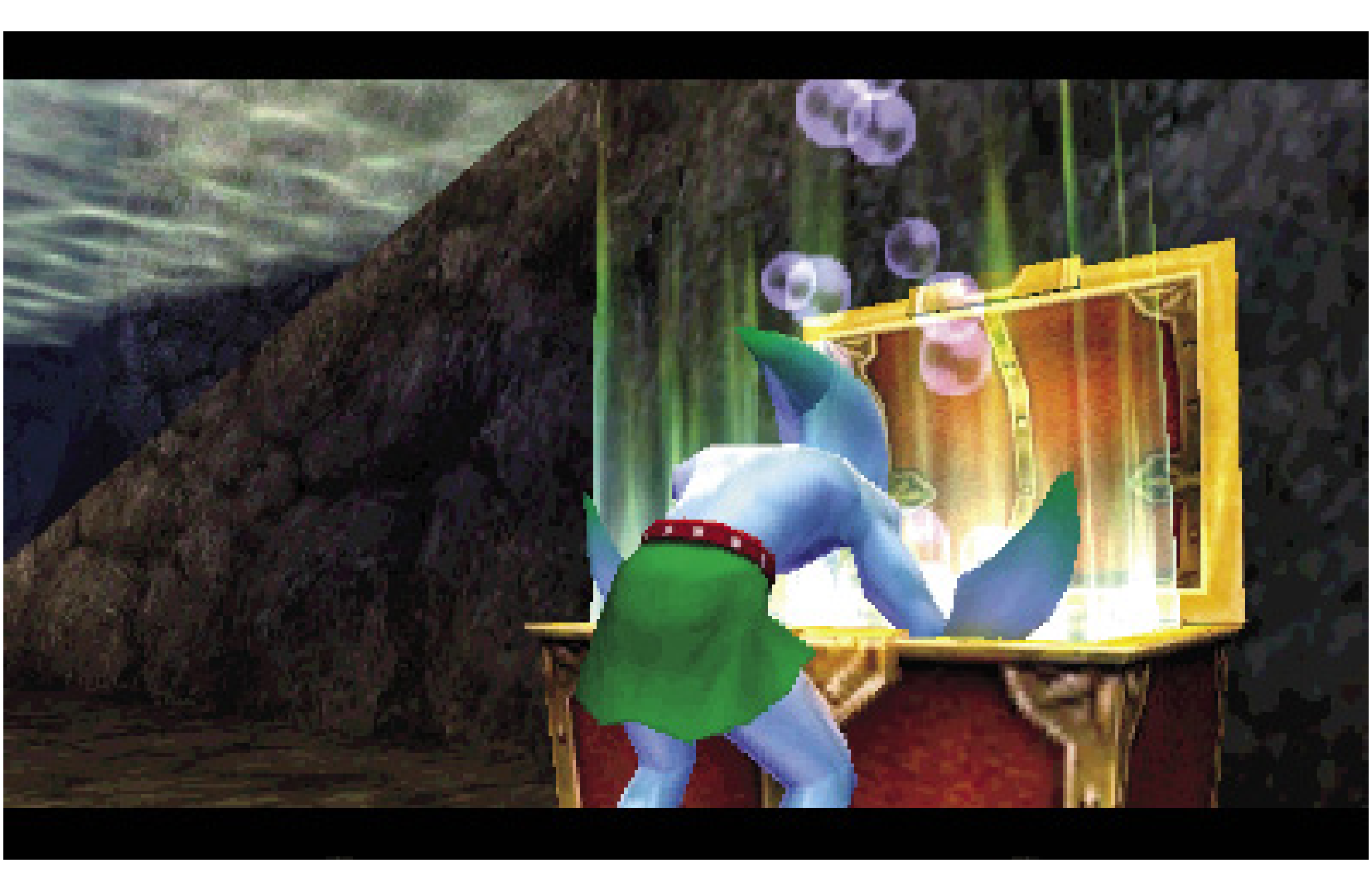
Link's explorations of Termina's western coastline leads to his discovery of the Zora Mask. This special mask transforms Link into a water-dwelling Zora, complete with razor-sharp fins that Zora Link uses to slice up his foes. Hold B and then release it to make Zora Link toss his fins at distant targets. Zora Link can also use his fins to defend against frontal attacks—just hold R to make him block.



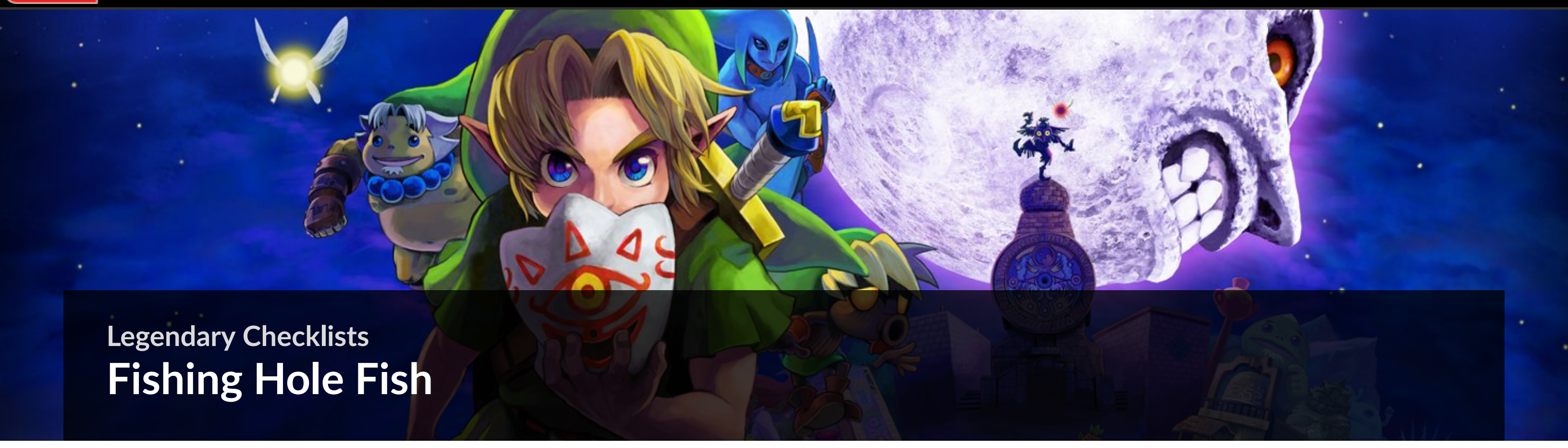
Of course, Zora Link's fins also help him swim. Hold A to make Zora Link swim much faster than normal, and use Circle Pad to steer him up, down, right, and left as he speeds through the blue.



While holding A to swim, press and hold R also to bring up a magic barrier and make Zora Link swim even faster. While swimming at this speed, Zora Link can smash through certain obstacles, and his barrier will defeat most underwater enemies. He can even leap up from the water by swimming up to the surface at top speed. Holding A + R to bring up the barrier uses Link's magic power, so use it wisely. Zora Link can also bring up this barrier while moving on foot; just press and hold B + R instead.



Press B to make Zora Link dive down to the bottom of water. When he reaches the bottom, he'll put his feet down and explore the sea floor on foot. While walking underwater, Zora Link can use all of the same moves and skills that are at his disposal on dry land. This includes attacking with his fins, throwing his fins, and even opening sunken treasure chests.



Legendary Checklists

Fishing Hole Fish

You've beaten the game and saved Termina from destruction, but did you find every last item along the way? How about all of those Pieces of Heart? And don't forget the Bombers' Notebook—you just know you want to complete it! If you followed this guide's walkthrough to the letter, then you've likely seen and done everything in the game. The following checklists are merely here to help you quickly find anything that might have slipped by.

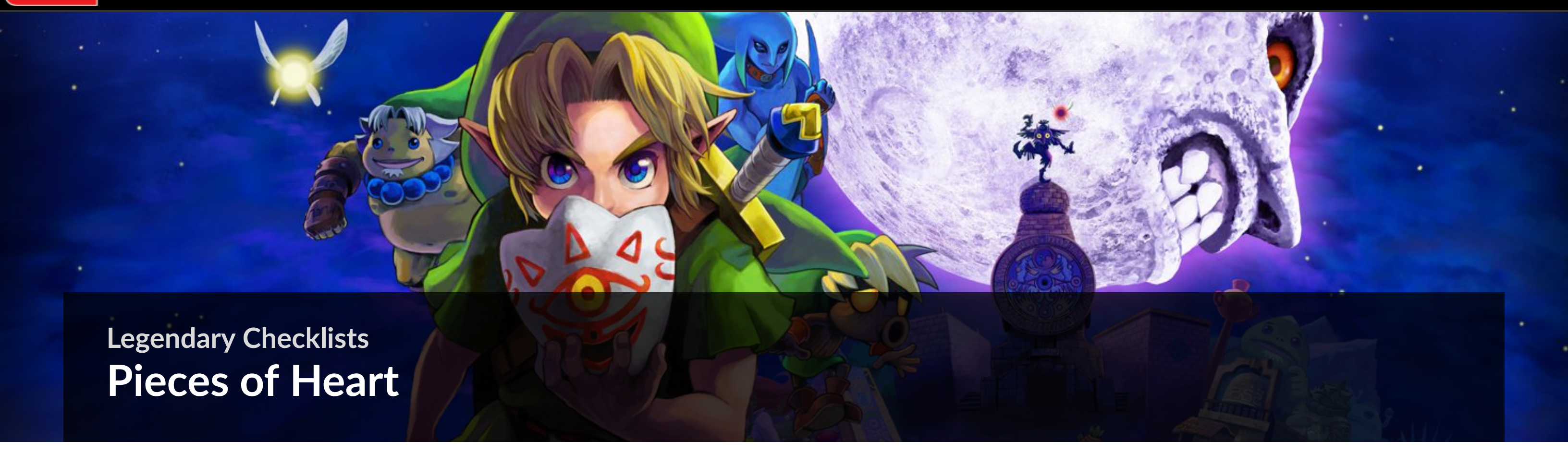
The Swamp and Ocean Fishing Holes are totally optional locations, but it sure is fun catching all of those different fish. Some fish can be tough to find, but that's where this guide comes in. The information in the following checklists will help you reel in every catch that you can make in the Swamp and Ocean Fishing Holes.

Swamp Fishing Hole

Fish	Appearances	Responds To	Notes
Termina Bass	All hours of every day.	N/A	A common fish that you can catch quite easily.
Termina Loach	All hours of every day.	N/A	A common fish that you can catch quite easily.
Groovy Carp	All hours of every day.	N/A	A common fish that you can catch quite easily.
Sweet Ranchfish	6 a.m. to 3 p.m. each day.	Epona's Song	Approaches Link if Epona's Song is played.
Fragrant Reekfish	All hours of every day.	Mask of Scents	A purple cloud will appear on the surface of the water above where the fish is located when Link wears the Mask of Scents.
Mooranha	All hours of every day.	Romani's Mask	Wear Romani's Mask and stand in the water to make the fish to approach Link.
Postal Salmon	6 a.m. to 9 p.m. on the First and Second Days.	Postman's Hat	Wear the Postman's Hat to make the fish stop moving, making it easier to catch.
Cuccofish	All hours of the First and Final Days, but never on the Second Day.	Bremen Mask	March with the Bremen Mask to make it slowly approach Link in a straight line.
Ancient Fish	All hours of every day.	Gibdo Mask	Wear the Gibdo Mask to make this fish easier to reel in.
Ferocious Pirarucu	All hours of every day.	A fish that's smaller than 15 centimeters that bites your bait.	If you get a fish on the line that's smaller than 15 centimeters and let it swim for a while, this fish may bite.
Colossal Catfish	All hours of the Final Day.	Goron Pound	You can see the fish's shadow by performing a Goron pound, or with the earthquakes that occur on the Final Day.
Lord Chapu-Chapu	All hours of every day.	A fish that's bigger than 30 centimeters that bites your bait.	If you get a fish on the line that's bigger than 30 centimeters and let it swim for a while, this fish may bite.

Ocean Fishing Hole

Fish	Appearances	Responds To	Notes
Termina Seabass	All hours of every day.	N/A	A common fish that you can catch quite easily.
Goodta Goby	All hours of every day.	N/A	A common fish that you can catch quite easily.
Ambrosial Amberjack	All hours of every day.	N/A	A common fish that you can catch quite easily.
Bashful Angler	All hours of every day.	Stone Mask	This cowardly fish won't approach if it sees Link. Wear the Stone Mask to fool it.
Dancing Sea Bream	6 a.m. to 6 p.m. every day.	Kamaro's Mask	Approaches Link when he dances with Kamaro's Mask.
Fairy Fish	All hours of every day.	Great Fairy's Mask	Approaches Link when he wears the Great Fairy's Mask.
Ninja Flounder	All hours of every day.	Garo's Mask	You can see the fish's splash on the water's surface with Garo's Mask.
Skullfish	6 p.m. to 6 a.m. every day.	Captain's Hat	Approaches Link when he wears the Captain's Hat.
Neptuna	All hours of the First and Final Days, but never on the Second Day.	Couple's Mask	Approaches Link when he wears the Couple's Mask.
Grand Swordfish	All hours of every day.	N/A	A big fish that's tough to reel in.
Savage Shark	All hours of every day.	A fish smaller than 100 centimeters that bites your bait.	If you get a fish on the line that's smaller than 100 centimeters and let it swim for a while, this fish may bite.
Great Fairy Fish	All hours of every day.	A Fairy Fish that bites your bait.	If you get a Fairy Fish on the line and let it swim for a while, this fish may bite.

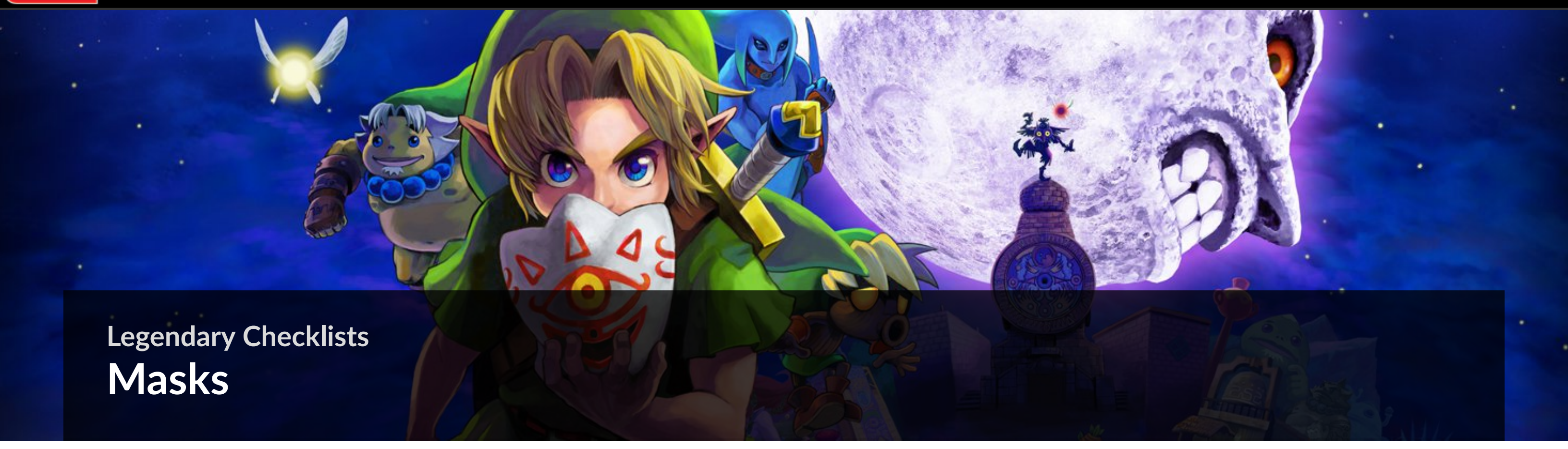


Legendary Checklists

Pieces of Heart

Extending Link's life energy is a great idea, and Pieces of Heart help you do just that. Every four Pieces of Heart that you collect complete a new Heart Container, adding a full Heart to Link's life energy. Lovely!

#	Location	Notes
1	East Clock Town (Stock Pot Inn)	Reward for giving the Town Title Deed to the mysterious hand that pops out of the toilet at midnight during the Night of the Final Day.
2	South Clock Town	On the Clock Tower's high ledge. Give the Moon's Tear to the Business Scrub so you may use his Deku Flower to glide to the Clock Tower's high ledge.
3	North Clock Town	Up in the tree near the playground. Climb onto the blocks and jump around to the slide, then leap to the tree.
4	West Clock Town (Swordsman's School)	Reward for beating the Expert training session. (Split all 10 logs using only jump attacks.)
5	North Clock Town (Deku Scrub Playground)	Reward for beating the Deku Scrubs' game on all three days (First, Second, and Final).
6	Termina Field	Purchase from the Business Scrub in the underground cavern near the observatory for 100 Rupees (decline his first offer of 150 Rupees to get a lower price). You must look through the astronomer's telescope and watch the Scrub fly into the hole in the ground near the observatory in order for the Scrub to appear.
7	Termina Field	Run around the tall grass to the southwest of Clock Town until you fall into a hole, then defeat the Peahat in the underground cavern.
8	Termina Field	Drop into the hole in the northern snowfield, and slay the two big Dodongos.
9	West Clock Town	At night, put on Kamaro's Mask and teach the Rosa Sisters a special dance.
10	Swamp Trail	Atop the big tree on the trail that leads to the Southern Swamp. Defeat the Bad Bats that circle the tree, and then climb up the vines.
11	Southern Swamp	Atop the Swamp Tourist Center. Trade the Town Title Deed to the Business Scrub to get the Swamp Title Deed, then use his Deku Flower to reach the roof.
12	Deku Palace	In the west Deku Gardens. Avoid the Deku guards to reach it.
13	Woodfall	In the northeast chest. Defeat the Mad Scrubs, and use their Deku Flowers to glide around the area in a big counterclockwise circle.
14	Southern Swamp (Swamp Tourist Center)	Take a pictograph of the Deku King and show it to the burly man at the counter in the Swamp Tourist Center.
15	Termina Field	Wear the Deku Mask and play the Sonata of Awakening for the standing stones in the four underground caverns around Termina Field.
16	West Clock Town (Post Office)	Enter the Post Office after 3 p.m. on the First Day and beat the postman's training challenge. Put on the Bunny Hood to make it easier.
17	East Clock Town (Town Shooting Gallery)	Score 40 points to set the high score and win the Large Quiver, then earn a perfect score by hitting every red Octorok without missing any or running out of time.
18	East Clock Town (Honey & Darling's Shop)	Beat Honey & Darling's games on all three days (First, Second, and Final) without resetting time with the Song of Time.
19	Swamp Trail (Swamp Shooting Gallery)	Shoot every monster to score 2120 points and win the Largest Quiver, then play again and hit every monster again with at least 6 seconds left on the timer.
20	Goron Village	Atop the high south ledge. Trade the Swamp Title Deed with the Business Scrub for the Mountain Title Deed, then use his Deku Flower to reach the ledge.
21	East Clock Town (Treasure Chest Shop)	Beat the treasure chest game as Goron Link.
22	Great Bay Coast (Marine Research Lab)	Catch fish in bottles from ponds and streams, then climb onto the tank in the Marine Research Lab, and dump out the fish to feed the other fish that live in the tank. Feed them four to seven bottled fish to make one of them gobble up the other.
23	Termina Field	Bomb the large rock near the west fence that blocks access to the Great Bay. Drop into the hole and knock down a beehive, then use the Zora Mask to dive down for the Piece of Heart.
24	Road to Goron Village	Thaw out the mountain by beating the boss of Snowhead Temple, then use the Zora Mask to dive into the unfrozen lake and open the sunken chest.
25	Pirates' Fortress	This is kept inside a cage in the tunnels Link sneaks through during his initial infiltration.
26	Snowhead Trail	Use the Lens of Truth near the northern jump to discover invisible platforms to the east. Jump to the final platform, then play the Scarecrow's Song and Hookshot the scarecrow.
27	Romani Ranch	Win 150 Rupees (or more) at the Doggy Racetrack in a single race. You can win 3x your bet, so bet at least 50 Rupees for a chance to win. The Mask of Truth helps you pick a winner.
28	Great Bay Coast	Use the Hookshot to reach the high ledges near the northeast lagoon, then plant a Magic Bean in one of the ledges' soft soil patches. Water it, ride the leaf platform to the next ledge, and then play the Scarecrow's Song and Hookshot the scarecrow.
29	Zora Cape	As Zora Link, sink to the bottom of the southeast waterfall and defeat the Like Like.
30	Zora Cape (Waterfall Rapids)	Beat the beaver brothers again after beating them both the first time and winning the Empty Bottle.
31	Ikana Graveyard (Under the Graveyard)	During the Night of the Second Day, explore under the graveyard, and defeat the Iron Knuckle.
32	Zora Hall	Trade the Mountain Title Deed to the Business Scrub in Lulu's dressing room, then launch up to the Piece of Heart.
33	Zora Hall	Read Mikau's diary and complete the jam session with Japas, then play the entire song for Evan as human Link.
34	Ikana Graveyard (Beneath the Graveyard)	Defeat the Big Poe during your third expedition beneath the graveyard, and then open the chest that appears.
35	Oceanside Spider House	Speak to the six Stalchildren while wearing the Captain's Hat for clues, then shoot the colored masks in the proper order.
36	Clock Town	Deposit 5,000 Rupees or more into your bank account.
37	Clock Town (Stock Pot Inn)	Put on the All-Night Mask, and ask Anju's grandmother about the Carnival of Time. Answer "On the eve of the festival" when she asks you a question after her story.
38	Clock Town (Stock Pot Inn)	Put on the All-Night Mask, and ask Anju's grandmother about the Four Giants. Answer "I dunno" when she asks you a question after her story.
39	Great Bay Coast (Pinnacle Rock)	Slay all of the sea snakes, and reunite the two Seahorses.
40	Great Bay Coast	Score 20 or more points in the Fisherman's jumping mini-game. It's only available after you clear the Great Bay Temple.
41	Mountain Village	Find all five frogs around Termina, speak to them while wearing Don Gero's Mask, and then conduct the choir.
42	Ikana Canyon	Trade the Ocean Title Deed to the Business Scrub near the river's east end, then use his Deku Flower to glide to the ledge across the river.
43	Ikana Canyon (Spirit House)	Pay 30 Rupees to play the game, and defeat the four Poe Sisters in under three minutes.
44	Ancient Castle of Ikana	Get on the castle's roof and shoot the crystal switch on the north pillar. Leap to the nearby pillar with the Deku Flower, and glide over to the Piece of Heart before the flames return.
45	Ikana Canyon (Secret Shrine)	Swim to Ikana River's west end to discover a secret shrine. Use a Light Arrow to open the door and defeat the four mini-bosses from previous dungeons.
46	Clock Town (Mayor's Official Residence)	Speak to the Mayor while wearing the Couple's Mask.
47	Clock Town	While wearing Keaton's Mask, lift the central bush near the playground in North Clock Town to summon Keaton. Answer all five of Keaton's questions correctly.
48	Clock Town	While wearing the Postman's Hat, check any postbox around Clock Town.
49	Inside the Moon (Odolwa Kid's Playground)	Use the second spinning platform's gold Deku Flower to glide to the corner ledge.
50	Inside the Moon (Goht Kid's Playground)	As Goron Link, roll around the track skillfully to reach the Piece of Heart.
51	Inside the Moon (Gyorg Kid's Playground)	Swim through the maze of tunnels, taking the following turns at each junction: left, right, middle.
52	Inside the Moon (Twinmold Kid's Playground)	This is found in the second to last room while Link is exploring the linear series of chambers.

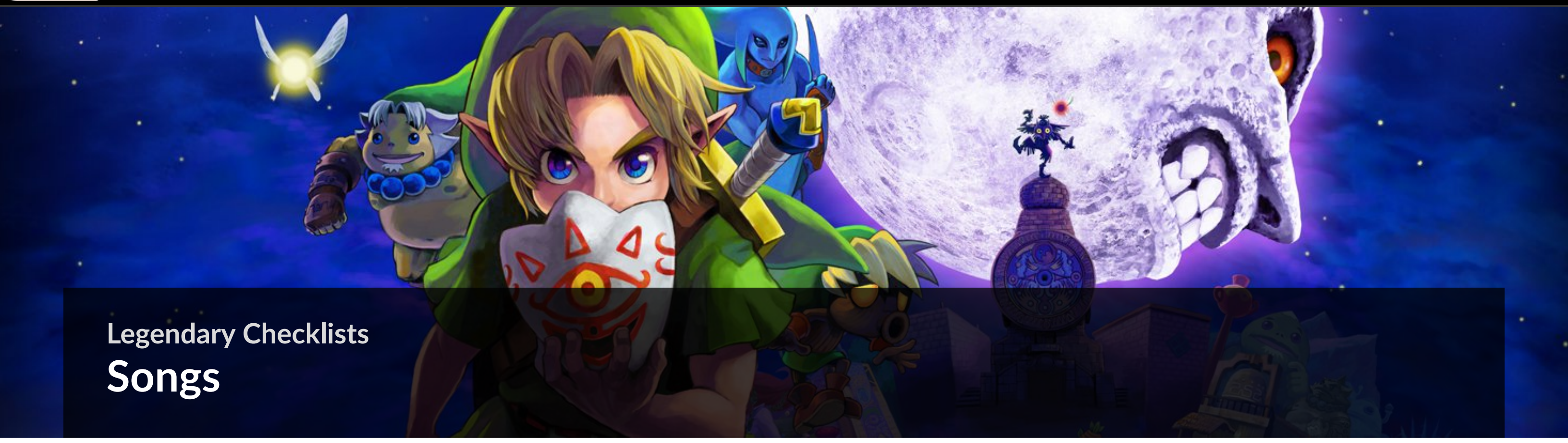


Legendary Checklists

Masks

Link can find up to 24 unique masks, each with its own purpose and power. Many masks are optional, but you must find certain masks in order to complete Link's quest. Here's where you'll find every wearable mask in the game.

Name	Effect	Location	How to Get It
All-Night Mask	This mask won't let you drift off to sleep even if you want to. Used to help Link stay awake through Anju's grandmother's stories.	West Clock Town (Curiosity Shop)	Stop the thief from robbing the old lady in North Clock Town during the Night of the First Day, and you'll find this mask for sale at the Curiosity Shop during the Night of the Final Day. It costs 500 Rupees.
Blast Mask	A mighty mask that lets Link unleash a bomb-like explosion before him, damaging enemies and destroying bombable objects. Features a short cooldown period between uses. Hold up Link's shield to avoid taking damage.	North Clock Town	Around midnight on the First Day, stop the thief from escaping with the old lady from the Bomb Shop's belongings.
Bremen Mask	Causes certain animals, like cuccos, to follow you as you march around.	Laundry Pool	As human Link, speak to Guru-Guru, a music player, during the Night of the First or Second Day.
Bunny Hood	A very useful mask that makes Link run faster and jump farther than normal.	Romani Ranch	Use the Bremen Mask to march around the Cucco Shack, and get all 10 cucco chicks to follow you. Keep marching until they all grow up.
Captain's Hat	Makes Link appear to be a high-ranking captain of the ancient Ikana Army and lets him issue orders to Stalchildren.	Ikana Graveyard	Defeat the giant skeleton in the graveyard.
Couple's Mask	A special wedding mask that represents Kafei and Anju's timeless bond of love. Helps Link put an end to Mayor Dotour's endless meeting.	East Clock Town (Stock Pot Inn)	Receive it from Kafei and Anju after you reunite the two lovers during the Night of the Final Day.
Deku Mask	A cursed mask that transforms Link into a Deku Scrub, granting him new abilities.	South Clock Town	Talk to the mask salesman after obtaining the Ocarina of Time.
Don Gero's Mask	Lets Link communicate with frogs, which believe him to be the legendary composer, Don Gero.	Mountain Village	After calming the Goron Elder's son, knock a hunk of meat down from the chandelier in the Goron Shrine, then bring the meat to the Goron on the ledge in Mountain Village.
Fierce Deity's Mask	Transforms Link into a towering, but youthful, warrior of the gods. Can only be used during boss battles.	Inside the Moon	Receive it from the final masked child after you play all of the other masked children's games and give them all 20 of Link's non-transformation masks.
Garo's Mask	Makes Link appear to be a Garo, one of the ninja spirits that appear in Termina's eastern desert.	Gorman Track	After freeing Epona, beat the Gorman Brothers in a horse race around their track.
Giant's Mask	Turns Link into a towering giant. Can only be used during the boss battle against Twinmold.	Stone Tower Temple	Found in a chest that appears after you defeat the blue Twinmold.
Gibdo Mask	Lets Link communicate with Gibdos, the mummy-like enemies that roam Ikana Canyon.	Ikana Canyon (Music House)	Enter the Music House, go down to the basement, and then play the Song of Healing to break the hideous man's curse.
Goron Mask	A mask that contains the spirit of a great Goron hero. It transforms Link into a Goron, granting him new abilities.	Mountain Village (Goron Graveyard)	Use the Lens of Truth to follow Darmani's ghost to his grave, and then play the Song of Healing.
Great Fairy Mask	Draws Stray Fairies toward Link.	North Clock Town (Fairy's Fountain)	Collect the Stray Fairy in Clock Town, and restore the Great Fairy of Magic.
Kafei's Mask	Makes Link look like Kafei, a missing person who hasn't been seen around Clock Town for a while. Use it to question the locals about Kafei's whereabouts.	East Clock Town (Mayor's Residence)	Receive it from Madame Aroma.
Kamaro's Mask	Lets Link perform Kamaro's hypnotic dance.	Termina Field	Play the Song of Healing for Kamaro, who dances atop the tall rock north of Clock Town at midnight.
Keaton Mask	A curious mask that Kafei had been wearing. Use it to summon a Keaton wherever you see scurrying bushes.	Laundry Pool (Kafei's hideout)	Receive it from the man from the Curiosity Shop, who you find in Kafei's hideout during the Final Day.
Mask of Scents	Lets Link "sniff out" pungent scent plumes, which become visible to him while the mask is worn.	Deku Palace (Deku Shrine)	Follow the swift Deku Butler all the way through the Deku Shrine without losing your way. (The Bunny Hood helps.)
Mask of Truth	Lets you hear and understand the wisdom of Gossip Stones and the thoughts of animals.	Southern Swamp (Fearful Spider House)	Collect all 30 Gold Skulltula Spirits hidden within the Fearful Spider House, then speak with the cursed man at the entrance.
Postman's Hat	Worn by the Clock Town postman, it lets Link receive a Piece of Heart by checking any mailbox in town.	East Clock Town	Receive it from the postman after having him deliver the Special Delivery to Mama for you. Follow the postman to the Milk Bar and wait outside, then speak to him after he exits the bar.
Romani's Mask	Lets Link enter Clock Town's exclusive Milk Bar, "Latte."	Romani Ranch and Termina Field	Save Romani's Ranch from "them" during the Night of the First Day, then return during the Night of the Second Day to find her sister, Cremia, readying a wagon. Escort Cremia to Clock Town safely.
Stone Mask	An advantageous mask that makes Link appear "as plain as a stone," effectively making him invisible. Many characters and enemies won't notice him.	Pirates' Fortress	Use the Lens of Truth to see and talk to the invisible soldier, who sits beneath the central guard tower.
Troupe Leader's Mask	Used to convince the Gorman Brothers to give you some special Mystery Milk for their sickly brother, Gorman the Troupe Leader.	East Clock Town (Latte Milk Bar)	Use the Ocarina of Time in each of Link's forms (human, Deku, Goron, and Zora) to play different instruments and perform for Toto during the Night of the First Day.
Zora Mask	A mask that contains the spirit of a skilled Zora guitarist. It transforms Link into a Zora, granting him new abilities.	Great Bay Coast	Grab and shove the wounded Zora that floats near the Marine Research Lab to shore, then speak with him.

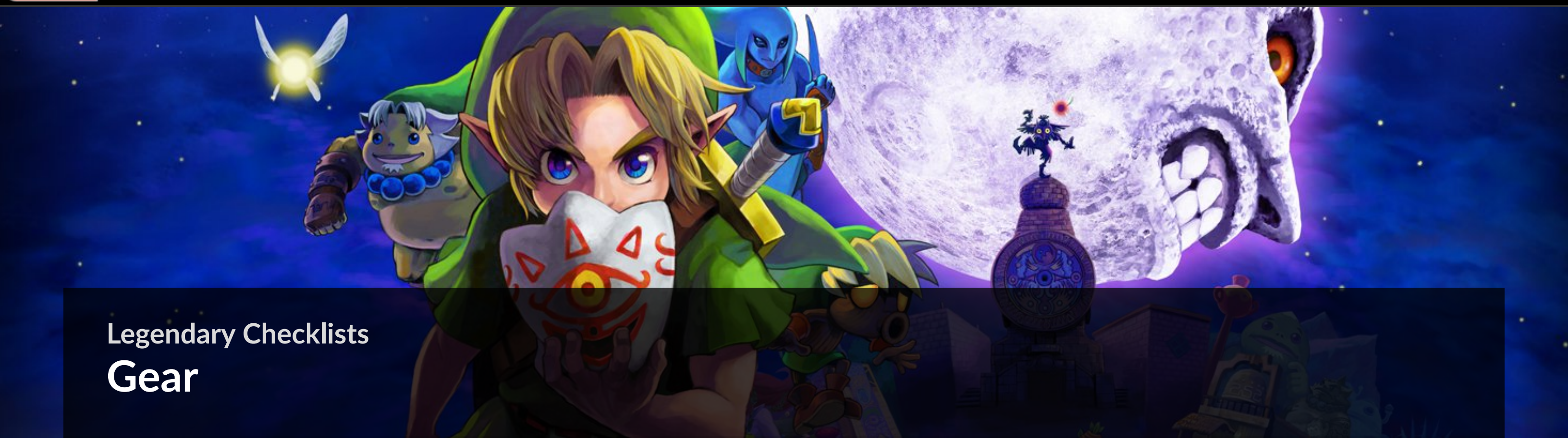


Legendary Checklists

Songs

The magical songs that Link plays on his Ocarina of Time have a variety of effects. Here's what each song does and where Link must go to learn them.

Name	Notes	Description/Effect	How to Learn It
Song of Time	Y, L, R, Y, L, R	Sends Link back to the Dawn of the First Day.	Link recalls this song during his first clash with the Skull Kid atop the Clock Tower.
Song of Double Time	Y, Y, L, L, R, R	Lets Link advance forward through time to any desired hour.	The scarecrow found in the Trading Post or Astral Observatory tells Link about this song.
Inverted Song of Time	R, L, Y, R, L, Y	Slows the current flow of time, or restores it to normal speed if it's already slowed.	The scarecrow found in the Trading Post or Astral Observatory tells Link about this song.
Song of Healing	X, Y, R, X, Y, R	Heals troubled souls, helping them find peace.	The mask salesman teaches Link this song after Link reclaims the Ocarina of Time from the Skull Kid.
Song of Soaring	R, X, A, R, X, A	Lets Link soar directly to any owl statue that he has activated across Termina.	The great owl teaches Link this song when Link first enters the Southern Swamp.
Epona's Song	A, X, Y, A, X, Y	Calls for Link's horse, Epona, who comes to him if she's able.	Romani teaches Link this song when he visits Romani's Ranch during the First Day. (Use a Powder Keg to destroy the boulder on Milk Road and reach the ranch.)
Song of Storms	L, R, A, L, R, A	Causes it to rain, helping Magic Beans grow.	In his tomb beneath the Ikana Graveyard, a spirit named Flat teaches Link this song. (Use the Captain's Hat to enter the tomb during the Night of the First Day.)
Sonata of Awakening	A, X, A, X, L, Y, L	Makes Woodfall Temple rise from the marsh. Can also rouse sleeping beings.	The imprisoned monkey at Deku Palace teaches Link this song.
Goron Lullaby	L, Y, X, L, Y, X, Y, L	Soothes the Goron Elder's bawling son. Also helps Link enter Snowhead Temple.	The Goron Elder starts teaching Link this song; the Elder's son helps him complete the tune.
New Wave Bossa Nova	X, A, X, Y, R, X, Y	Helps the Zora singer, Lulu, find her voice. Also helps Link reach the Great Bay Temple.	After Link finds all seven Zora Eggs and places them in the Marine Research Lab's aquarium, they teach him this song.
Elegy of Emptiness	Y, X, Y, R, Y, A, X	Creates a lifeless clone of Link wherever he's standing. Useful for keeping floor switches pinned down.	The King of Ikana teaches Link this song after Link defeats the King in battle.
Oath to Order	Y, R, L, R, Y, A	Summons the four guardian spirits to help stop the moon's descent.	The first guardian spirit that he frees teaches Link this song.
Scarecrow's Song	Varies	Summons the scarecrow at certain spots out in the field, who then serves as an anchor point for the Hookshot.	Pull out the Ocarina of Time near the scarecrow in the Astral Observatory or Trading Post, and you can create the notes to this song.

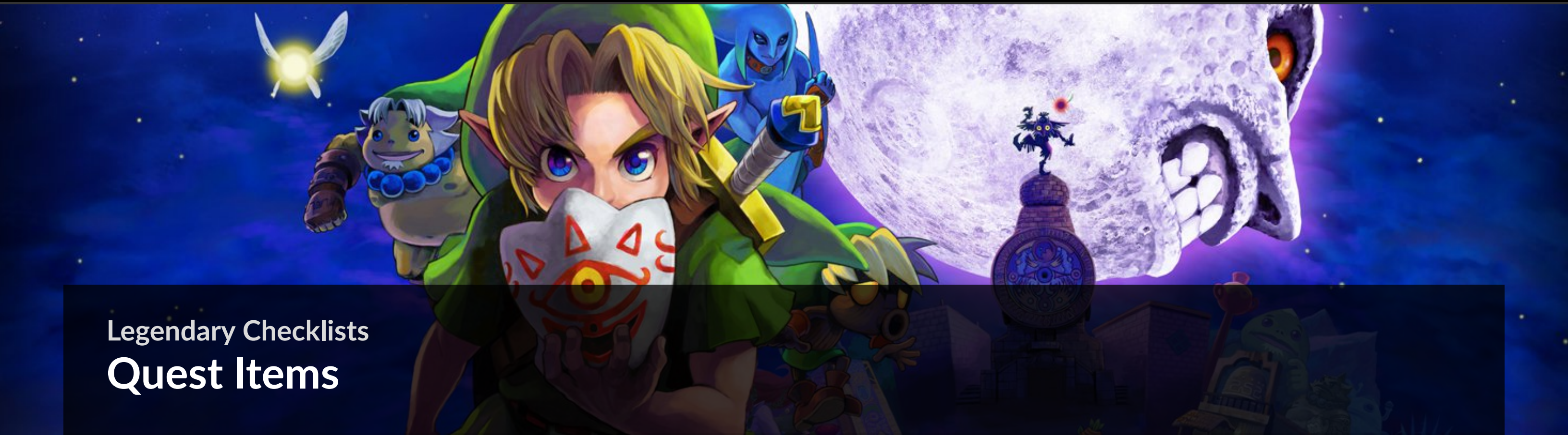


Legendary Checklists

Gear

All of the following items are stored on the Gear subscreen. These are the vital items that Link uses frequently over the course of his quest. With the sole exception of the Razor Sword, none of Link's gear is lost when he plays the Song of Time.

Name	Description/Effect	Location	How to Get It
Adult Wallet	Lets you carry up to 200 Rupees.	South Clock Town	Receive it from the bank teller after you deposit a total of 200 or more Rupees into your account.
Big Bomb Bag	Lets you carry up to 30 bombs.	West Clock Town (Bomb Shop)	Can be purchased for 90 Rupees on the Second and Final Days after you stop the thief from robbing the old woman in North Clock Town during the Night of the First Day.
Biggest Bomb Bag	Lets you carry up to 40 bombs.	Goron Village	Talk to the Business Scrub as Goron Link, give him your Big Bomb Bag, and then pay him 200 Rupees.
Bomb Bag	Lets you carry and use up to 20 bombs.	West Clock Town (Bomb Shop)	Buy it for 50 Rupees.
Bombers' Notebook	Helps you keep track of your heroic accomplishments across Termina.	Clock Town (Clock Tower)	The mask salesman gives this to Link after Link reclaims the Ocarina of Time from the Skull Kid.
Fishing Hole Pass	Grants you one free fishing rod rental at the Swamp or Ocean Fishing Hole (a 50-Rupee value).	Clock Town	Can be won from the Deku Scrub Playground and Honey & Darling's Shop.
Giant Wallet	Lets you carry up to 500 Rupees.	Great Bay Coast (Oceanside Spider House)	Collect all 30 Gold Skulltula Spirits in the Oceanside Spider House within a single day, and then speak with the man who appears at the entrance.
Gilded Sword	A superior version of the Razor Sword, strengthened by Gold Dust. Its edge never dulls.	Mountain Village (Smithy)	Instead of picking up the Razor Sword, leave it with the smithy, and give him Gold Dust. He'll reforge the blade free of charge.
Goht's Remains	A cursed mask left behind by Goht, the boss of Snowhead Temple. It's one of four special masks needed to challenge the Skull Kid.	Snowhead Temple	Defeat the temple's boss, Goht.
Gyorg's Remains	A cursed mask left behind by Gyorg, the boss of Great Bay Temple. It's one of four special masks needed to challenge the Skull Kid.	Great Bay Temple	Defeat the temple's boss, Gyorg.
Hero's Shield	Link's starting shield. Great for blocking most frontal attacks.	N/A	Link has this from the start of his adventure.
Kokiri Sword	Link's starting sword. Ideal for swift swordplay.	N/A	Link has this from the start of his adventure.
Large Quiver	Lets you carry up to 40 arrows for use with the Hero's Bow.	East Clock Town (Shooting Gallery)	Beat the Town Shooting Gallery's top score of 39 points by scoring 40 points or more.
Largest Quiver	Lets you carry up to 50 arrows for use with the Hero's Bow.	Swamp Trail (Shooting Gallery)	Hit every monster to set a high score of 2120.
Mirror Shield	A special shield that can reflect rays of light.	Ikana Canyon (Beneath the Well)	Found in a chest beneath the well, at the end of the ruin.
Ocarina of Time	A legendary magical instrument that lets Link control the flow of time.	South Clock Town	During the Night of the Final Day, climb the Clock Tower, and then hit the Skull Kid with one of Deku Link's bubbles.
Odolwa's Remains	A cursed mask left behind by Odolwa, the boss of Woodfall Temple. It's one of four special masks needed to challenge the Skull Kid.	Woodfall Temple	Defeat the temple's boss, Odolwa.
Pictograph Box	Use it to take a picture of anything you see. Show your pics to the man in the Swamp Tourist Center for rewards.	Southern Swamp (Tourist Center)	Speak to the burly man in the Swamp Tourist Center.
Quiver	Lets you carry up to 30 arrows for use with the Hero's Bow.	Woodfall Temple	Found in the temple (you automatically get it when you find the Hero's Bow).
Razor Sword	A razor-sharp blade that's twice as strong as the Kokiri Sword. Dulls after 100 uses or after you reset time, reverting back to the Kokiri Sword.	Mountain Village (Smithy)	Pay the smithy 100 Rupees to have him forge the Razor Sword. Return the next day to pick it up.
Twinmold's Remains	A cursed mask left behind by Twinmold, the boss of the Stone Tower Temple. It's one of four special masks needed to challenge the Skull Kid.	Stone Tower Temple	Defeat the temple's boss, Twinmold.

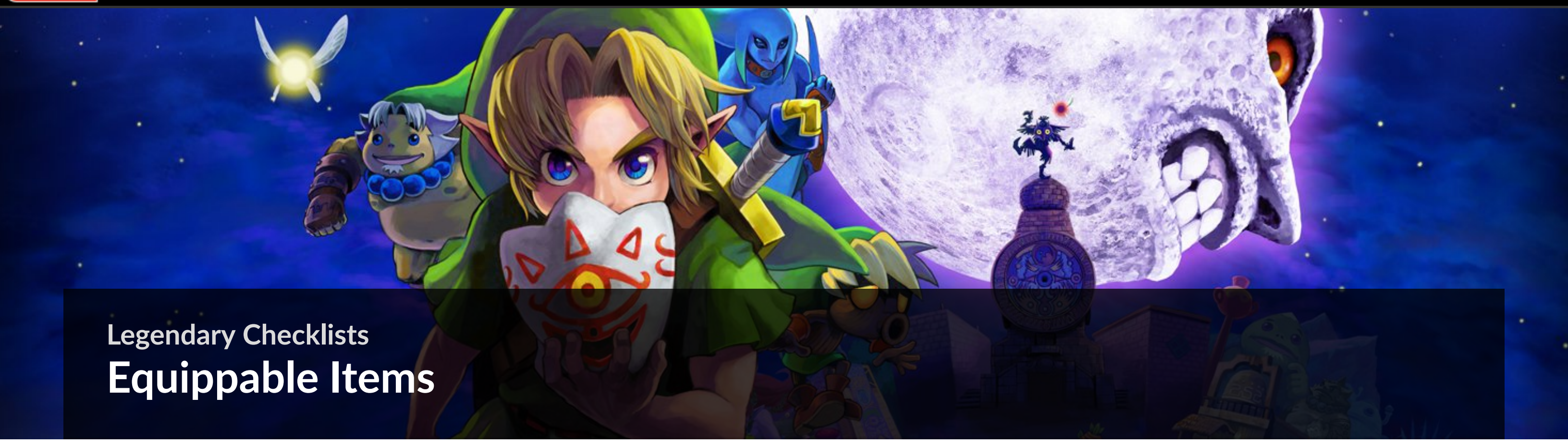


Legendary Checklists

Quest Items

Link uses these items to complete various quests. Many of these items must be traded or expended in some way that removes them from Link's inventory. All of these items are lost when Link plays the Song of Time.

Name	Description/Effect	Location	How to Get It
Letter to Kafei	A letter to Kafei from his beloved, Anju. Deposit it in any postbox.	East Clock Town (Stock Pot Inn)	Receive it from Anju after meeting with her in the Stock Pot Inn's kitchen at midnight.
Moon's Tear	Trade it to the Deku in Clock Town in exchange for the Town Title Deed.	Observatory	Look at the Skull Kid through the astronomer's telescope.
Mountain Title Deed	Grants you ownership and use of the Deku Flower in Goron Village.	Goron Village	Receive it from the Business Scrub in Goron Village in exchange for the Swamp Title Deed.
Ocean Title Deed	Grants you ownership and use of the Deku Flower in Zora Hall.	Zora Cape (Zora Hall)	Receive it from the Business Scrub in Zora Hall in exchange for the Mountain Title Deed.
Pendant of Memories	A special gift from Kafei to his beloved, Anju. Deliver it to Anju for Kafei.	Laundry Pool (Kafei's hideout)	Receive it from Kafei after sneaking into his hideout and meeting with him.
Room Key	Lets you enter one of the Stock Pot Inn's rooms.	East Clock Town (Stock Pot Inn)	Receive it from Anju at the front desk at 2 p.m. on the First Day.
Special Delivery to Mama	A letter to Kafei's mom, Madame Aroma. Deliver it for Kafei.	Laundry Pool (Kafei's hideout)	Receive it from the man from the Curiosity Shop, whom you find in Kafei's hideout during the Final Day.
Swamp Title Deed	Grants you ownership and use of the Deku Flower in the Southern Swamp.	Southern Swamp	Receive it from the Business Scrub in the Southern Swamp in exchange for the Town Title Deed.
Town Title Deed	Grants you ownership and use of the Deku Flower in South Clock Town.	South Clock Town	Receive it from the Business Scrub in South Clock Town in exchange for the Moon's Tear.

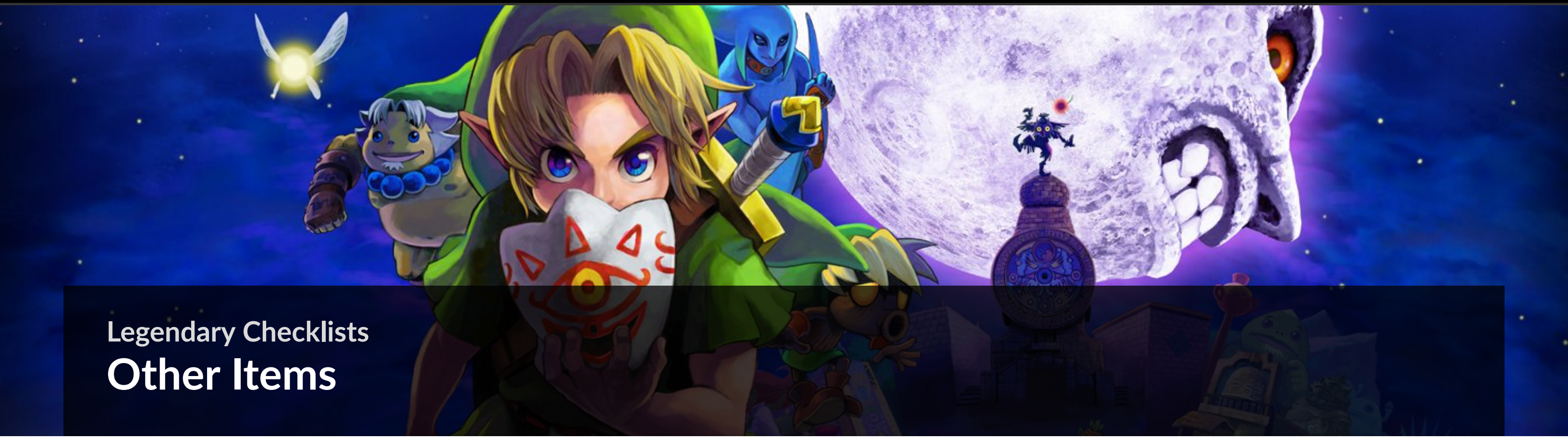


Legendary Checklists

Equippable Items

All of the following items are stored on the Items subscreen. Like gear, these items are vital for completing Link's quest, but unlike gear, they must be equipped before they can be used. These items are not lost when Link rewinds time, but any ammo or contents of the items (such as arrows or the contents of Link's bottles) are lost when the Song of Time is played.

Name	Description/Effect	Location	How to Get It
Bombchu	A wind-up bomb that travels a short distance before exploding. Useful for damaging enemies or blasting through cracked walls.	West Clock Town (Bomb Shop)	You can buy 10 at the Bomb Shop for 40 Rupees.
Bombs	Small explosives that Link can place or throw to damage enemies and blast through cracked walls.	All over Termina	You can find bombs by cutting tall grass and breaking jars, especially near owl statues. You can also buy them at various shops, including the Bomb Shop in West Clock Town.
Deku Nut	Toss these to blind and stun enemies. Deku Link can also drop them on foes while gliding.	All over Termina	You can find Deku Nuts by cutting tall grass and breaking jars, especially near owl statues. You can also find them by defeating Deku Babas and Mini Babas, or you can buy them at the Trading Post in West Clock Town.
Deku Stick	Light one end on a torch, then use it to set something ablaze. Hurry before the Deku Stick burns up!	All over Termina	You can find Deku Sticks by cutting tall grass and breaking jars, especially near owl statues. You can also find them by defeating Deku Babas and Mini Babas, or you can buy them at the Trading Post in West Clock Town.
Empty Bottle #1	Lets you store valuable potions, Fairies, and other liquids/items for later use.	Woods of Mystery	After you give the Bottle of Red Potion to Koume, you get to keep the Empty Bottle.
Empty Bottle #2	Lets you store valuable potions, Fairies, and other liquids/items for later use.	Southern Swamp (Swamp Tour Center)	After purifying the swamp, play Koume's boat tour game, and shoot 20 or more targets.
Empty Bottle #3	Lets you store valuable potions, Fairies, and other liquids/items for later use.	Romani Ranch	After you succeed in keeping "them" away from the barn, Romani rewards you with a bottle that's filled with milk. The Empty Bottle is yours to keep after enjoying the drink.
Empty Bottle #4	Lets you store valuable potions, Fairies, and other liquids/items for later use.	Mountain Village (Smithy)	Have the smithy forge the Razor Sword, then give him the Bottle of Gold Dust to have him forge the Gilded Sword. He takes the Gold Dust, and you keep the Empty Bottle.
Empty Bottle #5	Lets you store valuable potions, Fairies, and other liquids/items for later use.	Zora Cape (Waterfall Rapids)	Beat both beavers in a pair of swimming races.
Empty Bottle #6	Lets you store valuable potions, Fairies, and other liquids/items for later use.	East Clock Town (Stock Pot Inn)	Gorman the Troupe Leader gives this to Link after Link brings him some Mystery Milk.
Empty Bottle #7	Lets you store valuable potions, Fairies, and other liquids/items for later use.	East Clock Town (Latte Milk Bar)	Receive it from Madame Aroma during the Night of the Final Day after giving her the Express Mail to Mama. It comes filled with a rare milk called Chateau Romani.
Fire Arrow	Imbues Link's arrows with magical fire, causing them to heat things up. Each shot consumes magic power.	Snowhead Temple	Appears in the Wizzrobe duel room after you defeat the Wizzrobe.
Great Fairy's Sword	The largest and most powerful blade in Termina. Unlike Link's regular sword, the Great Fairy's Sword must be equipped and used like an inventory item (such as the Hookshot).	Ikana Canyon (Fairy's Fountain)	Receive it from the Great Fairy of Kindness after you return all of her Stray Fairies, which are scattered within the Stone Tower Temple.
Hero's Bow	Lets you shoot arrows at distant enemies and objects.	Woodfall Temple	Appears in the Dinolfos Den after you defeat the Dinolfos.
Hookshot	A multipurpose tool that fires a chain that sticks to certain objects, letting Link zip across long distances. Can also be used to grab and bring smaller items to Link, or to stun or damage enemies.	Pirates' Fortress	Found in a big chest in the Pirates' Fortress. Easily obtainable after knocking down the beehive in the pirate leader's room.
Ice Arrow	Imbues Link's arrows with magical frost, causing them to freeze things. Each shot consumes magic power.	Great Bay Temple	Appears in Wart's lair after you defeat Wart.
Lens of Truth	Reveals invisible objects in your surroundings, such as platforms and chests. Consumes magic power while in use.	Goron Village (Shrine of Truth)	Find it in the Shrine of Truth after following the great owl across the invisible platforms.
Light Arrow	Imbues Link's arrows with righteous light, increasing their power. Each shot consumes magic power.	Stone Tower Temple	Appears in the Garo Master's lair after you defeat the Garo Master.
Magic Beans	Plant one in a patch of soft soil, then water it to grow something useful.	Deku Palace; Southern Swamp; West Clock Town	Buy them from the bean salesman who lives beneath Deku Palace. You can also buy them from the Business Scrub that lives near the Southern Swamp Tourist Center, or at the Trading Post in West Clock Town.
Powder Keg	A big barrel filled with gunpowder. Explodes a few moments after being placed, with the power to shatter giant boulders. Only one may be carried at a time, and only Goron Link can use them.	Goron Village (Powder Keg Shop); East Clock Town (Bomb Shop)	Receive your first Powder Keg by passing the Goron Powder Keg Shop's test. After that, you can buy more from the Goron Powder Keg Shop for 100 Rupees or from the Goron in the Bomb Shop in West Clock Town for 50 Rupees.

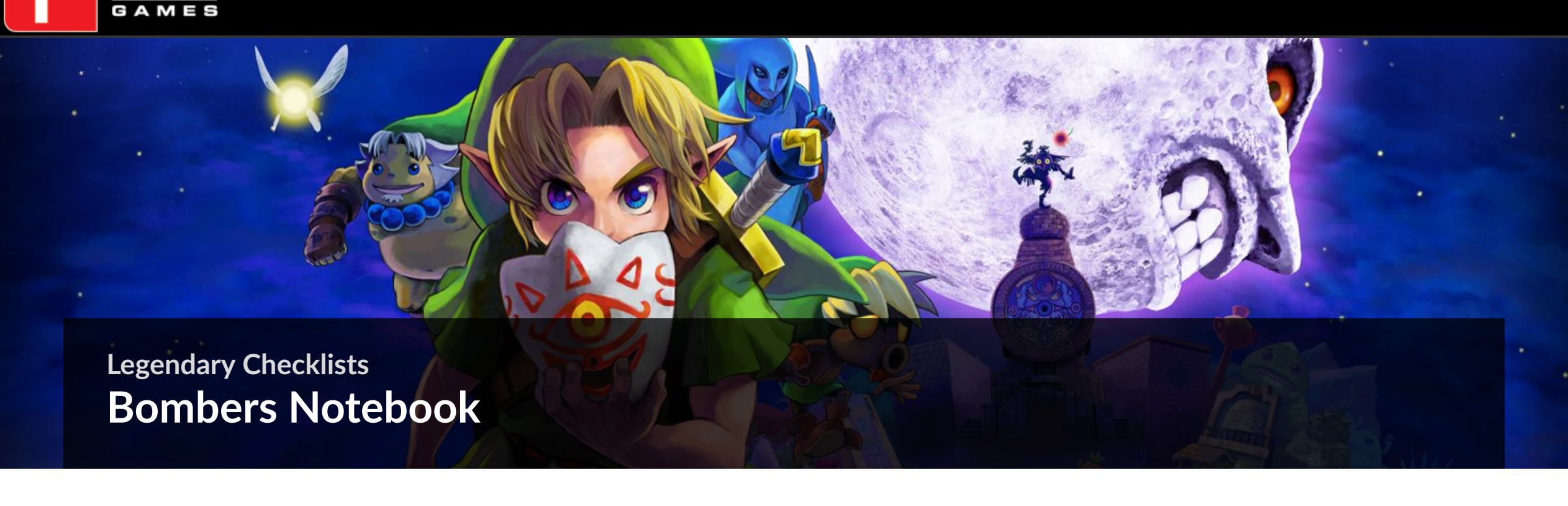


Legendary Checklists

Other Items

These last few items don't really fit into any specific category. Link can find these items and use them to aid him in his quest, but none of them is mandatory. With the exception of Tingle's maps, all of these items are lost when Link resets to the Dawn of the First Day.

Name	Description/Effect	Location	How to Get It
Clock Town Map	Provides a map of Clock Town that reveals chest locations.	North Clock Town	Purchase from Tingle for 5 Rupees.
Gold Dust	A precious and necessary ingredient for the Gilded Sword.	Road to Goron Village	Receive it by winning a race at the Goron Racetrack.
Great Bay Map	Provides a map of the Great Bay Coast and Zora Cape areas that reveals chest locations.	Great Bay Coast	Purchase from Tingle for 20 Rupees.
Magic Mushroom	A rare and necessary ingredient for Blue Potion.	Southern Swamp	Use the Mask of Scents to sniff out the pungent scent plumes, then get close and scoop one up in an Empty Bottle.
Romani Ranch Map	Provides a map of Milk Road and Romani Ranch that reveals chest locations.	Milk Road	Purchase from Tingle for 20 Rupees.
Seahorse	A tiny Seahorse that has been separated from its mate. Helps Link navigate through Pinnacle Rock.	Great Bay Coast (Fisherman's Hut)	Show the Fisherman a Pictograph of one of the Gerudos who guard the Pirates' Fortress.
Snowhead Map	Provides a map of the Snowhead and Goron Village areas that reveals chest locations.	Road to Goron Village	Purchase from Tingle for 20 Rupees.
Stone Tower Map	Provides a map of Ikana Canyon and the Stone Tower that reveals chest locations.	Ikana Canyon	Purchase from Tingle for 20 Rupees.
Woodfall Map	Provides a map of the Southern Swamp and Woodfall area that reveals chest locations.	Swamp Trail	Purchase from Tingle for 20 Rupees.



Legendary Checklists

Bombers Notebook

Completing all 63 Bombers' Notebook events isn't easy, but the rewards are great. If you followed the walkthrough faithfully, then your Bombers' Notebook should already be complete. But just in case it isn't, the following checklist is here to help you quickly finish any events that slipped by.

Event	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6
A Stay at Stock Pot Inn	As Goron Link, speak to Anju in the Stock Pot Inn between 3 p.m. and 4 p.m. during the First Day, and tell her you have a reservation.	–	–	–	–	–
Anju's Anguish	Put on Kafei's Mask, and talk to Anju at the Stock Pot Inn after the postman delivers her a letter at 2 p.m. on the First Day.	Meet Anju in the Stock Pot Inn's kitchen at midnight on the First Day, and accept her Letter to Kafei.	Place Anju's Letter to Kafei in any mailbox around Clock Town.	Sneak into Kafei's hideout near the Laundry Pool while the postman delivers him Anju's letter at 3 p.m. on the Second Day. Obtain the Pendant of Memories from Kafei, and then give it to Anju.	Help Kafei reclaim the Sun's Mask from Sakon's Hideout, and then visit Kafei and Anju at the Stock Pot Inn during the final hours of the Final Day.	–
A Testament of Love	After mailing Anju's Letter to Kafei, sneak into Kafei's hideout near the Laundry Pool while the postman delivers him the letter at 3 p.m. on the Second Day. Obtain the Pendant of Memories from Kafei.	Help Kafei raid Sakon's Hideout in Ikana Canyon by meeting him there between 6 p.m. and 7 p.m. on the Final Day. Help him obtain the Sun's Mask.	Visit Kafei and Anju at the Stock Pot Inn during the final hours of the Final Day.	–	–	–
The Never-Ending Meeting	Put on the Couple's Mask, enter the Mayor's Official Residence, and then speak with Mayor Dotour.	–	–	–	–	–
Madame Aroma's Search	Speak with Madame Aroma in the Mayor's Official Residence during the First Day and receive Kafei's Mask.	Enter Kafei's hideout near the Laundry Pool when the door opens at 1 p.m. on the Final Day. Speak with the man from the Curiosity Shop inside, and obtain the Special Delivery to Mama.	Enter the Latte Milk Bar after 1 p.m. on the Final Day, and give Madame Aroma the Special Delivery to Mama.	–	–	–
A Challenge to Count On	Visit the Post Office after 3 p.m. on the First or Second Days, and complete the postman's training challenge. (The Bunny Hood helps.)	–	–	–	–	–
The Postman's Peril	Have the postman deliver the Special Delivery to Mama by visiting the Post Office during the Night of the Final Day.	–	–	–	–	–
Curiosity Shop Rarity	Stop the thief from robbing the old lady from the Bomb Shop at midnight in North Clock Town, then buy the All-Night Mask from the Curiosity Shop during the Night of the Final Day for 500 Rupees (Giant Wallet required).	–	–	–	–	–
The Bomb Business	Stop the thief from robbing the old lady from the Bomb Shop at midnight in North Clock Town.	Buy the Big Bomb Bag from the Bomb Shop during the Second Day for 90 Rupees.	As Goron Link, speak to the Business Scrub in Goron Village, and trade in your Big Bomb Bag for the Biggest Bomb Bag (you must also pay 200 Rupees).	–	–	–
History of the Carnival	Put on the All-Night Mask, and go to the Stock Pot Inn. Ask Anju's grandmother to tell you about the Carnival of Time, then answer "on the eve of the festival."	–	–	–	–	–
Termina Mythology	Put on the All-Night Mask, and go to the Stock Pot Inn. Ask Anju's grandmother to tell you about the Four Giants, then answer "I dunno."	–	–	–	–	–
The Ghost of the Inn	Wait by the Stock Pot Inn's toilet until midnight on the Final Day, and then give the mysterious hand the Town Title Deed.	–	–	–	–	–
A Melancholy Melody	As human Link, listen to the musician Guru-Guru's tale by the Laundry Pool during the Night of the First Day.	–	–	–	–	–
A Dance with Meaning	At midnight on the First Day, play the Song of Healing for Kamaro's ghost, who dances atop the big snowy rocks just north of Clock Town.	Use Kamaro's Mask to teach the Rosa Sisters a new dance routine in West Clock Town during the Night of the First Day.	–	–	–	–
Music Moves the Heart	Use Romani's Mask to enter the Latte Milk Bar during the Night of the First Day, and complete a sound check for Toto.	Complete all four sound checks by using all of Link's instruments (Ocarina of Time, Deku Pipes, Goron Drums, Zora Guitar).	–	–	–	–
A Race near Milk Road	Ride Epona, and beat the Gorman Brothers in a race around the Gorman Track.	–	–	–	–	–
Protect Romani's Cows!	Use a Powder Keg to blast open the road to Romani Ranch during the First Day, then complete Romani's training.	Return to Romani Ranch at 2 a.m. during the Night of the First Day, and protect her barn from "them".	–	–	–	–
Protect the Milk!	After protecting Romani Ranch from "them," return during the Night of the Second Day, and escort Cremia's wagon of milk to Clock Town.	–	–	–	–	–
Cucco Shack's Cute Chicks	Go to the Cucco Shack in Romani Ranch, and use the Bremen Mask to get all 10 of the cucco chicks to follow you and grow into adults.	–	–	–	–	–
Find the Stone-Faced Soldier	While infiltrating the Pirates' Fortress, use the Lens of Truth to see an invisible soldier beneath the central watchtower. Give the soldier some Red Potion.	–	–	–	–	–
Great Fairy of Clock Town	Find the Stray Fairy in Clock Town and return it to the Fairy's Fountain to restore the Great Fairy of Magic.	–	–	–	–	–
Great Fairy of the Swamp	Find all 15 Stray Fairies in Woodfall Temple and return them to the Fairy's Fountain in Woodfall.	–	–	–	–	–
Great Fairy of the Mountains	Find all 15 Stray Fairies in Snowhead Temple and return them to the Fairy's Fountain in Snowhead.	–	–	–	–	–
Great Fairy of the Ocean	Find all 15 Stray Fairies in the Great Bay Temple and return them to the Fairy's Fountain in Zora Cape.	–	–	–	–	–
Great Fairy of the Canyon	Find all 15 Stray Fairies in the Stone Tower Temple and return them to the Fairy's Fountain in Ikana Canyon.	–	–	–	–	–
Business Scrub Scramble	Gaze through the astronomer's telescope at the Skull Kid atop the Clock Tower, then collect the Moon's Tear that falls outside.	Trade the Moon's Tear to the Business Scrub in Clock Town for the Town Title Deed.	As human Link, trade the Town Title Deed to the Business Scrub in the Southern Swamp for the Swamp Title Deed.	As Deku Link, trade the Swamp Title Deed to the Business Scrub in Goron Village for the Mountain Title Deed.	As Goron Link, trade the Mountain Title Deed to the Business Scrub in Zora Hall for the Ocean Title Deed.	As Zora Link, trade the Ocean Title Deed to the Business Scrub in Ikana Canyon for a Huge Rupee.
Bank Loyalty Program	Deposit 200 Rupees or more into your Clock Town Bank account.	Deposit 5,000 Rupees or more into your Clock Town Bank account.	–	–	–	–
The Suspicious Ocean House	Collect all 30 Gold Skulltula Spirits from within the Oceanside Spider House in the Great Bay Coast within a single day, then obtain the Giant Wallet as you leave.	–	–	–	–	–
Target-Shooting Champ	Score 40 or more points at the Town Shooting Gallery in East Clock Town.	Get a perfect score (hit every red Octorok without running out of time) at the Town Shooting Gallery.	–	–	–	–
Swamp Shooting Champ	Get a perfect score (hit every monster) in the Swamp Shooting Gallery on the trail to the Southern Swamp.	Score 2,180 points or more at the Swamp Shooting Gallery. (Earn a perfect score as quickly as you can.)	–	–	–	–
Three Days of Gaming	During the First Day, get a perfect score at Honey & Darling's Shop in East Clock Town (Bombchu Gallery).	During the Second Day, get a perfect score at Honey & Darling's Shop (Basket Bomb).	During the Final Day, get a perfect score at Honey & Darling's Shop (Target Shooting).	Beat all three of Honey & Darling's games in a row without resetting time.	–	–
Lucky Numbers	Win the Clock Town lottery in West Clock Town on the First Day by guessing the winning numbers.	Win the Clock Town lottery on the Second Day by guessing the winning numbers.	Win the Clock Town lottery on the Final Day by guessing the winning numbers.	–	–	–
Master Swordsman	Ace the Expert course at the Swordsman's School in West Clock Town by splitting all 10 logs with jump attacks.	–	–	–	–	–
A Treasure-Chest Prize	Win the Treasure Chest Shop game in East Clock Town as Goron Link.	–	–	–	–	–
Deku Flower Power	Break the record at the Deku Scrub Playground in North Clock Town during the First Day.	Break the record at the Deku Scrub Playground during the Second Day.	Break the record at the Deku Scrub Playground during the Final Day.	Break the record at the Deku Scrub Playground all three days in a row without resetting time.	–	–
Find a Keaton!	Put on the Keaton Mask, and go to North Clock Town. Pick up the middle bundle of tall grass near the playground, wait until a Keaton appears, and then answer all five questions correctly.	–	–	–	–	–
Secret Gossip	Drop into the hole that's just north of Clock Town, stand before the big Gossip Stone, and then play the Sonata of Awakening to change its color.	Bomb the rock that's just west of Clock Town and drop into the hole, then stand before the big Gossip Stone and play the Sonata of Awakening to change its color.	Drop into the hole south of Clock Town (near the field's south edge), stand before the big Gossip Stone, and then play the Sonata of Awakening to change its color.	Drop into the hole east of Clock Town (near the observatory), stand before the big Gossip Stone, and then play the Sonata of Awakening to change its color.	Play the Sonata of Awakening for all four big Gossip Stones, and make them all the same color.	–
Follow That Scrub!	Gaze through the astronomer's telescope, and watch the Clock Town Business Scrub fly into its secret hideout (a hole near the observatory).	Meet the Business Scrub in its secret hideout by dropping down the hole near the observatory, and haggle for a Piece of Heart (you can buy it for 100 Rupees if you reject his first offer).	–	–	–	–
Pictograph Contest	Take a pictograph of the Deku King in Deku Palace, and then show it to the burly man in the Swamp Tourist Center.	–	–	–	–	–
The Terrifying Swamp House	Collect all 30 Gold Skulltula Spirits from the Swamp Spider House in the Southern Swamp within a single day, then obtain the Mask of Truth as you leave.	–	–	–	–	–
A Potion Hag's New Business	Purify the swamp by defeating the boss of Woodfall Temple, then go to the Swamp Tourist Center and play Koume's Target Shooting cruise. Hit 20 or more targets.	–	–	–	–	–
A Royal Rush	After defeating the boss of Woodfall Temple, free the Deku Princess, and scoop her up into an Empty Bottle.	Bring the Deku Princess back to the Deku King, and release her from the bottle.	Go to the Deku Shrine, and follow the butler to the end of the maze. (The Bunny Hood helps.)	–	–	–
A Goron's Grief	As Goron Link, play the Goron Lullaby for the Goron Elder's crying son at the Goron Shrine.	Use a Deku Stick to light all of the Goron Shrine's torches and make the chandelier spin.	Perform a Goron Roll, and smash the chandelier's lights until you discover a hunk of rock sirloin.	Carry the rock sirloin to the hungry Goron that's stuck on the ledge in Mountain Village, then throw it up to him.	–	–
An Explosive Exam	After thawing the mountain, complete the Goron Powder Keg Shop's test by carrying a lit Powder Keg up to the Goron Racetrack and blasting the giant boulder. Return to the shop afterward.	–	–	–	–	–
Goron Races! Rock 'n' Roll!	After thawing the mountain, finish in first place at the Goron Racetrack.	–	–	–	–	–
A Sharper Sword	Thaw the Mountain Smithy's hearth by defeating the boss of Snowhead Temple or by using Hot Spring Water or a Fire Arrow. Then, pay 100 Rupees to have Link's Kokiri Sword enhanced to the Razor Sword.	Give the Mountain Smithy some Gold Dust to have him reforge your Razor Sword into the Gilded Sword.	–	–	–	–
Reunite the Frog Choir	After thawing the mountain, put on Don Gero's mask and talk to the little frog by the Clock Town Laundry Pool.	Use Don Gero's mask again and talk to the little frog in Woodfall Temple, which appears after you defeat the Gekko.	Purify the Southern Swamp by defeating the boss of Woodfall Temple, then use Don Gero's mask again and talk to the little frog on the log to the southeast in the Southern Swamp.	Use Don Gero's mask again and talk to the little frog in the Great Bay Temple, which appears after you defeat the Gekko.	After speaking with all of the frogs, return to Mountain Village, and use Don Gero's Mask to conduct the frog choir.	–
Win Big at the Doggy Race	Win 150 Rupees or more at the Doggy Racetrack in Romani Ranch. (Bet at least 50 Rupees, and use the Mask of Truth to help you pick a winner.)	–	–	–	–	–
Fishy Friends	Catch fish in bottles, and then dump them into the smaller tank at the Marine Research Lab in the Great Bay Coast. Feed them four to seven fish, and then collect the Piece of Heart.	–	–	–	–	–
Spider House Mystery	Use the Captain's Hat to speak with the Stalchildren in the Oceanside Spider House, then use their tips to shoot the colored masks in the kitchen in the correct order with arrows. Afterward, open the chest in the secret nook and collect a Piece of Heart.	–	–	–	–	–
A Fish Wish	Examine the Seahorse in the Fisherman's Hut in the Great Bay Coast, then give the Fisherman a pictograph of a Gerudo (pirate).	Follow the Seahorse through Pinnacle Rock, and then slay all of the sea snakes to reunite the Seahorse with its mate.	–	–	–	–
Gimme a Break	Toss Zora Link's fins, and smash all of the jars that the Zoras in Zora Cape have set up with one throw.	–	–	–	–	–
Race the Beaver Bros.!	Beat both beaver brothers in a pair of races around the Waterfall Rapids.	Beat both beaver brothers in a second pair of even harder races around the Waterfall Rapids.	–	–	–	–
Light It to Right It	Go to the balcony that overlooks the stage in Zora Hall. Use Fire Arrows to light the two torches on the ledge to the east, followed by the other two torches on the ledge to the west. Talk to the Zora on the stage afterward to receive your reward.	–	–	–	–	–
Playing Paparazzi	Take a pictograph of Lulu, the Zora singer standing near the Zora Cape owl statue, and then show it to the Zora on the balcony in Zora Hall.	–	–	–	–	–
A Zora Swan Song	As Zora Link, read Mikau's diary in Zora Hall to learn the notes to a song that Mikau and Japas had been writing.	Play the song with Japas in his dressing room, completing his riffs with the ones that you found in Mikau's diary.	As human Link, play the song that you and Japas wrote for Evan in his dressing room.	–	–	–
The Seafarer's Challenge	After cleansing the Great Bay Coast by defeating the boss of the Great Bay Temple, play and win the Fisherman's jumping game, which is found in the Great Bay Coast's north lagoon. (Hookshot the palm tree near the Fisherman as you pass by on his boat.)	–	–	–	–	–
Buried Treasure	During the Night of the First Day, use the Captain's Hat to order the Stalchildren to let you into the tomb beneath Ikana Graveyard. Explore the tomb, and learn the Song of Storms.	During the Night of the Second Day, use the Captain's Hat to order the Stalchildren to let you into the tomb beneath Ikana Graveyard. Defeat an Iron Knuckle, and obtain a Piece of Heart.	During the Night of the Final Day, use the Captain's Hat to order the Stalchildren to let you into the tomb beneath Ikana Graveyard. Defeat a Big Poe, and obtain another Piece of Heart.	–	–	–
Free the Canyon Ghosts	Defeat the four Poe Sisters in the Spirit House in Ikana Canyon.	–	–	–	–	–
Vanquished Foes Return	Defeat all of the powerful enemies in the Secret Shrine behind the waterfall at the west end of Ikana Canyon's river, then claim your Piece of Heart reward.	–	–	–	–	–
Child's Play	Play hide-and-seek with the child who wears Odolwa's mask, and give him two of your masks in the process.	Play hide-and-seek with the child who wears Goht's mask, and give him four of your masks in the process.	Play hide-and-seek with the child who wears Gyorg's mask, and give him six of your masks in the process.	Play hide-and-seek with the child who wears Twinmold's mask, and give him eight of your masks in the process.	Play hide-and-seek with all four masked children, and give away 20 masks in the process to receive the Fierce Deity's Mask.	–
The Bombers' Code	This event is already completed when you obtain the Bombers' Notebook. You completed it by winning at hide-and-seek with the Bombers around Clock Town and learning the code to their secret hideout.	–	–	–	–	–
Fraternal Milk	Put on the Troupe Leader's Mask, and speak with Gorman the Troupe Leader in the Stock Pot Inn before 12 p.m. on the Second Day.	Go to the Gorman Track after 12 p.m., and speak with the Gorman Brothers while wearing the Troupe Leader's Mask. They'll give you some Mystery Milk.	Hurry back to Clock Town without soaring, and give the Mystery Milk to Gorman the Troupe Leader within two minutes.	–	–	–